

Justice League Dark (Vol. 2)

A jumpchain compliant CYOA by 17bmw

Journey Into the Dark

As the universes were born, existence itself was full of the wonder of creation. Infinite possibilities flowering across countless worlds. A maiden was born out of these possibilities, shaping herself from the wellspring of reality. But she was born with a mirror, an Upside Down Man. Just as she was wonder, hope, and belief given form, he was despair incarnate. So she erected a wall, splitting the multiverses. One side for her rapture, another for his torment. She would not have to worry about her realm of possibilities being infected by his darkness. And so, she was happy.

The maiden eventually settled down on a world called Earth, fascinated as she watched humanity grow and blossom. They called her "Hecate" because she came from far away. She taught them her gifts, showed them how to connect to the universe as she could, cared for them and helped them grow. So the maiden became the mother. And these humans would become some of the first to wield her majesty, a force they called "magic." Still, she was happy.

But humanity was not content with what she offered; they wanted more. So several Lords came together and crafted an immense ritual to imprison her. While she was bound, these Lords tortured her, hell-bent on bleeding the magic out of her. In her agony, she relented. She let out a wail that cracked the wall between multiverses and gave them the darkness she had sealed away. Like this, the mother became the crone. And now, she was no longer happy.

Fast forward to today and something is wrong with magic. It's diseased somehow. One of the greatest heroes of this world, Wonder Woman, has noticed this infection and is intent on fixing it, on bringing Justice to the unexplainable, and making sure everyone is safe, magical or otherwise. But Hecate bides her time for her revenge. The Upside Down Man waits in the shadows, hoping to break the multiverse wall entirely. And the Lords still roam, working toward some mysterious and devastating goal. Wonder Woman's heart is in the right place but she's smart enough to know she has absolutely no idea what she's up against. She's going to need help. A lot of help.

Welcome to the Dark, Jumper. This is a particularly gruesome and harrowing world. You're going to want these **2000 Circe Points (CP)** to get through it.

Getting Started

Gender:
Your gender really is going to be the least of your concerns here. Pick whatever you want.

Age:
You're free to pick any age between 22 and 55 or roll 18+4d9 if you're feeling skippy. Many of the options below, however, will modify how long you've been around. By purchasing those options, you're free to change your age as described.

Race:
There are all sorts of sentient creatures and beings in this setting. At the start of this jump, you may change your race to anything found in this world. This is only a cosmetic change; your abilities and skills will still be baseline human unless you've taken a perk to change that.

Origin:
Things on the spooky side are a bit more fluid. Doctor, lawyer, good, evil, Heaven, Hell, Order, Chaos. It doesn't really matter where you come from or what you've been through; as long as you help someone out, they won't utterly hate you. You may choose any single mundane profession as your background and gain all the knowledge, skills, and memories necessary to work in your occupation at an above-average level. You may also drop-in if you wish.

Start:
Some of the options below will change either your starting location, starting time, or both. If you haven't selected any of those options, then you'll start your journey here a few weeks before Wonder Woman (re)forms Justice League Dark, parked right in front of the Hall of Justice. As I'm sure you're used to by now, you'll spend ten years here. Much of the plot happens over the course of just two or three years which will give you a lot of free time to hang around and explore. And naturally, you're free to not get involved in the plot of this place. But wherever you end up, you'll always be drawn back to the Dark along with all the magic and mystery it contains.


DC
UNIVERSE
23
JUSTICE LEAGUE DARK
BEHOLD...
...THE FURY OF FATE!
V
TYNION IV
HOTZ
CHUNG
AGES 13+

Perks

For the following section, you can discount two perks from every price tier. A discount applied to a 100CP perk is free. All other discounted perks cost half as much as their listed price.

Casting Methods (100CP):
Speaking backwards, arcane sigils, runes, the language of gods and monsters, mudras, beat poetry, sick dance moves. Whatever it is, you know a method of spellcasting that lets you bypass any other verbal, somatic, or gestural necessities of the Art. Additional buys cost 25CP per casting method purchased.

A Detective AND a Chimp (100CP):
You know, folks would probably call you the world's greatest detective if you were human. But maybe you are human? What matters is that you've got the acumen to put Sherlock Holmes out of business. You notice some of anything and everything, can piece clues and evidence together, and get to the heart of any mystery in record time. Even Batman would respect you as a partner when it came to solving crime. You're also incredibly curious and that curiosity has a magical way of working in your favor more times than not. When you go poking around, you always stumble on some bit of extra information that's remarkably helpful for whatever investigation you're in.

Magical Theory (100CP):
You take a much more rigorous and scientific approach to magic, having studied the theory of how it works and the methods used to cast it. This gives you excellent talent for rituals and often, you'll be able to mix and match reagents together to create grand rituals of your own. You'll also have a knack for understanding any magic you're aware of, able to instantly study and understand the mechanics of a spell just from seeing it cast. Outside of your rituals however, this perk doesn't give you the skill or talent to actually cast magic unaided.

Concentration (100CP):
You've got excellent concentration. Half the Justice League could be fighting the latest world-ending Big Bad right in front of you and you could easily do doctorate level research while holding a casual conversation with the heroes. It's not much but comes in handy given how unruly this place can be.

A Kind Heart (100CP):
Great and terrible sorcerers are a dime a dozen around here. People with the knowledge and means to unmake reality on damn near every street corner. But you have a rare gift not often found in this world: you are one of the few people who could be called truly kind. You have a knack for understanding what people are going through, offering a helping hand, and genuinely caring for anyone and everyone. You know what people need in order to feel safe and comforted. If you've got the ability for it, you'll find that magic you cast is similarly kind. Benefic

enchantments you cast and blessings you weave are far more powerful than they have any right to be. Additionally, people notice this kindness and they'll often act with a bit more grace and love when you're around, almost as if they're trying to live up to your example. Of course, you'll have to act the part in order to fully benefit from this perk. For a paragon of love like you, though? That's not even remotely a problem.

Sarcastic Monkey (100CP):
You would think no one would like a chimp with lip but folks seem to adore you just fine. Not that you're a literal chimp or anything. Whatever you are, you've got a way with words. You're witty and quick-tongued, able to make every phrase drip with sarcasm, or pull off routines and maneuvers that are positively slapstick. Calling you "funny" wouldn't do justice to just how hysterical you can be. Not much, but the levity you provide is always deeply appreciated, especially around here.

Magical Agreement (100CP):
Not much to see here unless you're hoping to go into politics. You've got some way to make agreements that you enter ironclad and binding, the exact method left up to your discretion. Entering these pacts will force all parties to hold up their end. And this works no matter how powerful any singular party is. So sure, if you're feeling frisky, go ahead and make that deal with a goddess. I should say though, these deals only hold up to the letter of the arrangement making them very easy to squirm out of them if they're worded poorly. Hope you've got a good lawyer!

A Simple Magic (100CP):
You're a liar. Just an absolute, filthy liar. You've got a knack for lying in thought, word, and deed. Tall tales, feints, betrayals, espionage, bluffs, omissions, secrets, disguises, you've studied it all. You can keep track of all the stories you conjure up comfortably. And if you've got the spark for magic, you'll be able to weave your lies into your spells, crafting powerful illusions and concealing terrible curses like it's just another Tuesday. This won't give you the tactical acumen to make sure you aren't caught and I'm sure someone could find some way to force the truth out of you. Still, given how everything you do could be a lie in one form or another, it would take something divine to make you show your hand.

Smooth Talker (200CP):
There's being a good con-man and then there's this. Somehow, you can make whatever comes out of you say seem like the most agreeable thing. Just a few minutes of conversation and demons will want to make deals with you, angels will be begging to guide you on a life-changing quest, and wizards will practically drop forbidden secrets right into your lap. For the most part. To some extent, your reputation can alter how this perk manifests and who it would work on. There's only so many times people will get fooled, after all. But you've got something else going for you. You manage to be stunning, charming, and gorgeous, even if you outright look like the skeezy, kniving con artist you are. And flirting comes naturally for someone as beautiful and silver-tongued as you. Which may be all you need to weasel your way into whatever (or whoever) you want.

Magical Sensitivity (200CP):
In order to perform magic, one needs a certain force of belief in the impossible, a spark, if you will. And, given the way you truly believe in magic, you're positively luminous. Many other options here also grant the baseline ability to perform magic but none of them offer this singularly unique benefit: as you grow, your magic does, too. You'll start out as good as any hedge but your spark will respond to your belief in the impossible. This growth is theoretically limitless but your spark will only blossom whenever you perform or participate in a spell that stretches your limits in some way. How much it grows will be a function of how far you expand your horizons.

Singular Focus (200CP):
They may laugh at you, bully you, exile you. But you, Jumper, you will endure. Your resolve is truly supernatural, to the point that you could survive a week or two without food, water, or rest, willpower itself becoming your fuel. And if you had a reason to really push forward? Then you'd make it for months, perhaps chanting a litany of the names of those who wronged you, your own body becoming nothing more than an instrument of revenge. This won't heal you if you get injured but it'll make you an absolute pain to put down. As if that's not enough, your mind, your soul, your spirit, and whatever else you have? Well it would take a Big Goddess to even implant a suggestion, let alone bend your whims. You're a Jumper on a mission and you'll hardly need to stop until your mission's over.

Eye for the Arcane (200CP):
One of your senses has been extraordinarily boosted, to the point that even a Kryptonian might be jealous. This won't grant you conceptual enhancements like "hearing" thoughts or "seeing" the future, but it will allow whatever sense you choose to detect mystic effects and traces. Enchantments might appear as different colors and curses might give off a particular odor. You can purchase this again, at a discount, for any physical sense you can think of.

Playing With Their Food (200CP):
Folks here are sure big on the whole slow, painful, torture and imprisonment thing even when killing or erasing their enemies would be far more practical. This now extends to you. Anyone who needs to neutralize you will always use the slowest, most humane way possible for them to do so. Even someone who explicitly wants to torture you will take their time to ramp up to actually the bad parts. You'll have so many opportunities to escape unscathed that they might as well hand you the keys. Lucky you.

Wrong Side of the Tracks (200CP):
All these wizards and their cushy ivory towers, these witches with their cozy shacks in the woods. You're a real hedge and you didn't learn the Art on Easy Street. As a result, your abilities are much rougher than they'd be otherwise. You've got a knack for playing dirty, turning anything you know into another way to hurt others. Not only that, you know how to scrap by, finding tidbits of knowledge in the unlikeliest of places, chumming up to the most despicable characters,

and feeling at home amongst the gritty, the despised, the outcast, and the literally damned. As a bonus, this upbringing comes with preternatural skill in various street urchin tricks like pick-pocketing and car jacking.

Untapped Potential (300CP):
Well, you might as well consider it tapped. All your life you've been brimming with the potential to go down in history as one of the greats. Now, it's time to turn that potential into actuality. Like Diana, you've got a meteoric growth rate. Practice for you condenses the work of years into weeks. You could start this jump off as an utter magical novice and end your stay capable of weaving enchantments that might make Merlin grudgingly nod in respect. On its own, this perk won't change any ceilings on your power or skill; you'll still need something else if you want to actually break your limits and not just reach them super quickly.

I'm the Leader. Questions? (300CP):
You're just a damn good leader. The charisma to inspire, the willingness to listen and troubleshoot, the ability to identify the strengths and weaknesses of your teammates, and then throwing it altogether into terrifyingly efficient formations: you've got it all in spades. Your team members feel you really do believe in them and will work that much harder not to let you down. Not only that, but people know you're an excellent captain and will have a predilection to trust you and any ensemble you lead. You could stand up in front of a League of the world's greatest heroes, announce you want to start a splinter organization, and people will practically rave when they hear the news. But don't just sit around patting yourself on the back; there's work to be done and we could use a leader like you to get us across the finish line.

Always a Price (300CP):
It's a mantra you'll hear time and time again while you're here: Magic always has a price. And while that will always remain true for you, it seems the universe is willing to negotiate. You've got a way of not paying the normal price of magic and not suffering the after-effects associated with many spells. Instead, you simply offer the universe an equivalent amount of energy and you're good to go. Now of course, some of these costs (like souls or worse-than-death madness) will have steep conversion rates. But if you've got the juice to pull it off…

Fear and Wonder (300CP):
Magic is something truly miraculous. Yet the deeper most practitioners delve, the more horrifying they realize it can be. You stand someplace between the fear and wonder of the arcane and have come to genuinely respect magic. And it seems magic responds well to respect and just about anything else you feel. You're about as good as any hedge but that's not quite what makes you special. Your emotions are powerful fonts of mystical energies, capable of amplifying your spellwork based on how much and how deeply you feel. Benefitting from this empowerment will require "matching" emotions, so to speak. For example, a fire-bolt might become a meteor with enough anger or passion but won't benefit from you being bored, tired, or sad.

Brilliant Mind (300CP):
Seems like smart people are a dime a dozen around here, especially if you talk to any League members. You take braininess to another level entirely. You learn faster, synthesize knowledge in countless innovative ways, and remember almost anything you experience. If you're the brains behind a project, people can expect you to achieve quasi-magical results using nothing but your intellect and ingenuity. With just a year or two of research, you could patent a formula that turned you into a half-bat supervillain. Not that that's something I recommend. Optionally, you have a doctorate level education across three fields, with all the certifications needed to prove that.

Bodied By Fate (300CP):
Whew, okay then! That's one way to make sure everyone feels the magic. Plenty of people around here have some magical touch-ups to improve their appearance. But you must've found some cosmic entity to do yours because you got bodied, baby! You're easily an 11/10 when you roll out of bed. Put some effort into it, and folks will literally fall over you, despite your gender or species. And this physical overhaul wasn't just surface deep. You're much younger than you look, even if you're already Daddy AF. Quite spry too. Without training, you could be an Olypmian in any event you wanted. This improvement has also made you ageless. You can set your age to anything between 75 and 125 or just roll 75+5d10 if you're feeling festive. Perhaps the only downside is that this perk doesn't come with a phone, given how many people are just dying to give you their number. As a matter of fact, mine is 555…

That Clever Bastard (500CP):
Now, this is one way to put all the Type-A folks to shame. Your ability to plot and plan is positively cosmic. Sure, you'll still be limited in how well you enact your plans based on your own abilities but the sheer tactical genius you possess is frightening on its own. You're capable of predicting countless scenarios and coming up with a contingency for almost anything you face. So much so, that you could use your own death as the catalyst for a plan to heal the whole of magic across two multiverses. That might not be quite your cup of tea, though. You're free to just stick to becoming a multi-trillion dollar mogul if you want; I won't judge.

Immortality (500CP):
Seems like half the cast running around here is some kind of immortal and now you can count yourself among their number. You'll be eternally young, and as long as nothing gruesome happens to you, you'll likely see the end of the Earth. While time, age, most of nature, and biology won't end you, violence still can. Good thing you've got an extraordinarily potent healing factor, too. You could get an arm lopped off and regrow it before the day is over. Still, be careful. There are plenty of folks around here who could easily blink you out of existence, curse your immortality away, or use you as the perfect test subject.

Oracle (500CP):
I mean, yeah, I'm going to describe this perk because I kind of have to. But you probably already know exactly what I'm going to say, right? You're an oracle of unprecedented power and skill,

capable of simply sensing anything that could be sensed. Space, time, minds, cloaked spaceships, magical effects, solutions to puzzles, it's simply dizzying what you could view given enough power and time to properly focus this skill. Your abilities as an oracle go far beyond "sight" or "visions;" it's possible for you to fully immerse yourself in the experience of sensing whatever it is you divine. This also grants you infallibly potent skill with any other divination method you might pick up. Using actual divination will focus and amplify this perk, greatly enhancing what you can sense and how. Doesn't have to be Tarot cards but you can't beat the classics.

On its own, this perk doesn't give you any talent or skill in using magic, at least not outside of your visions. Furthermore, your mind is still utterly human. So while you can view just about anything, you can't see everything. No guarantee that anything you sense won't drive you insane although you'll get a warning shiver if you're about to head off the deep end. There are still a number of beings who could hide themselves from you with magic greater than yours. And of course, there are plenty of things best left unseen and Unknown. But perhaps there's a way to peer further...if you're willing to pay the price.

Keeper of Order (500CP):
You got a lot of gold-stars from teachers when you were a kid, didn't you? For some mind-boggling reason, you just love following the rules. Probably because the rules love when you follow them. For every principle of magic considered, every cost properly paid, and every reagent actually used, your spells end up a tenth more powerful than they would have otherwise. Even using one line of an incantation would give your sorceries a surprising boost. It's not just your spells, either. Over time, your law-abiding nature will see your own mystical power grow in proportion to how well and how long you've been Orderly. This growth can't be undone. So while getting a little Chaotic might pause your progress, it won't reverse it. And you can always go back to being a goody-goody-two-shoes if you ever miss that warm fuzzy feeling you get knowing you've brought just a bit more Order to the world.

Deadman Walking (500CP):
Oh, a disciple of Rama Kushna? How's life after life going? With this perk, the tether between your soul and your body will become far looser than it ought to be. You'll be able to detach your soul and fly around as a ghost. In this ghost form, you're automatically invisible and intangible but you'll still be able to use any soul-based powers you have including magic. While you're ghosting around, your body will remain in stasis until it's repossessed. If your ghost form gets "killed," your spirit will simply fly back to your body to heal. So should someone want to put you down for good, they'd have to kill both your flesh and your ghost. You can also possess other living beings (including animals and plants), gaining control over their body and access to any abilities they have. Be careful though; seeing ghosts is a thing any half-bit magician could do. It doesn't take much more power to be able to hurt a spirit, either. Not to mention that anyone with sufficient willpower can shrug off possession and a good enough mage can find more sinister ways to take advantage of your ghostliness.

Sod the Rules (500CP):
Should you really try an exorcism in a Place for the Dead with nothing but demonic sigils and a cigarette lighter? Probably not but that won't stop it from working. Rules are meant to be broken, or in your case, extremely bent. You're frighteningly skilled with meta-magic, capable of mixing and matching systems, substituting ingredients and reagents, even foregoing less essential components of a spell, and managing to do all this on the fly. This frees your spells from requiring specific locations or energies and also allows you to change the parameters of the spells themselves. Finally, your knack for knowing how well magic is put together makes it easy for you to identify an enchantment's structure, giving you the knowledge of how to rip it apart, hack into it, reshape it, or learn it with a glance and use it later in some hair-brained scheme.

Luck of the Draw (800CP):
Luck be a Lady tonight. Or maybe a Lord. Or hell, whatever else you're into. Whatever Luck is, they have a massive crush on you. If you called a coin flip, you've got 99-to-1 odds of calling it right. You could goad lightning to strike twice and get a three hour storm of ball lightning in response. And the world economy might very well break if you decided to try your hand at the lotto. To an extent, this will even allow you to resist your own fate, somehow always managing to scrape by when you should be dead-to-rights. This won't make the impossible possible, however, and it'll do jack in the face of many of the magical heavy weights around here. But a life this charmed has its own way of preparing you for the worst.

Demonic Form (800CP):
Merlin has plenty of brothers and sisters and somehow, one of them has decided to do you a solid. A demon as powerful as Etrigan has been bonded to you on a deeply spiritual level. This bond has made you ageless and given you quite a bit of mystic power. With just a phrase, you can tap into this connection to enter an alt-form, unleashing the full power of the demon to fight for you. In this state, your raw physicality would be enough to punch out even the most iconic League members or wreak havoc across entire countries. At least. And no, you don't have to rhyme.

Magical Blood (800CP):
What kinds of poker nights have you been going to? One way or another, your blood is not entirely your own. Demon, angel, dragon, fairy, Old One, take your pick of what kind of blood you want. While this infusion won't be enough for you to be considered any sort of hybrid, it has turned you into something of a powerhouse. Even Constantine would have to admit you're his equal in terms of raw mystical strength. You've also got a little more vitality, enough to let you keep highly advanced, metastasized, demonic cancer indefinitely muted, just as an example. If you don't have cancer, then I shudder to think what your constitution and regeneration would be like. This blood also turns you into a battery of sorts, meaning you won't need to rely on outside sources of energy for your magic and any energies you have can be freely converted into one another or mixed together.

Excellent Craftwork (800CP):
Power matters, knowledge matters, but when it comes down to it, skill might just be the most important trait for a burgeoning witch to have. And you're an absolute Artist. The efficiency of your spellwork is mind-boggling. You could do more with a flicker of power than dozens of mages working together could even dream of accomplishing. Your enchantments are top-notch to the point that even a goddess might need a few hours to unravel them, if she can unravel them at all. And your sorceries are sturdy; if you paid the right price, you'd be capable of giving near any spell you know an indefinite duration. Turning a mirror into a maximum security prison isn't out of the question for you anymore. If only you had the power and knowledge for a spell like that…

Esoteric Knowledge (800CP):
Maybe you were wandering through a tomb and came across an ancient sorcerer who killed your dad and then zapped the lore of magic directly into your skull? That's about the only explanation I can think of for your arcane expertise because your knowledge of all things spooky is positively encyclopedic. Traditions, creatures, spells, rituals, ingredients, myths, a stunning amount of it tucked away in your head. Your understanding of the mystical world has breadth and depth like no other.

There is another benefit, however. Because this knowledge was given to you by the Hand of Fate, you'll find that it automatically and passively updates, granting you a few tidbits every day. The knowledge you gain from these passive updates will be extremely random. But researching a topic will see related knowledge grow explosively. The rate of these active updates will be proportionate to the time, effort, energy, and/or quality you put into your study. And when you enter a new jump, you'll receive this same brain zap all over again, instantly learning enough to make you a world-class expert wherever you go. You can choose to focus your start-of-jump mind zaps on certain cultures or disciplines.

On its own, this perk won't help you sort or recall these facts; you'll likely still need a ton of books and notes to help you organize everything you know. Furthermore, this knowledge isn't total. Every brain zap will only cover about 50% of a setting's traditions so there will still be many secrets for you to discover. If you want to upgrade this perk, you may spend 300CP to boost your knowledge to 67% of the world's traditions. And you can spend another 200CP to boost it again to encompass 75% of in-jump esoterica. With an additional (and final!) cost of 100CP, you'll start with an 80% understanding of mystic traditions. You may use your discounts on these upgrades.


DC UNIVERSE
JUSTICE LEAGUE DARK
27
LAST STAND AGAINST...
...THE UPSIDE-DOWN MAN!
PAQUETTE NF 2020
V
NAHUELPAN
CHUNG
AGES 13+
DCCOMICS.COM

Why Is This Even Here?
Fine! I Guess You Can Buy Them!

This section contains perks that are, frankly, too damn powerful. You're not really supposed to see this part of the shop but since you're here, I guess there's no harm in looking around. You receive a single discount to use on any one perk listed here.

Triple Goddess (1300CP):
Maiden, Mother, Crone. Witchmarked, Chaos, Wonder. Explorer, Adventurer, Jumper. Seems like all the best things in this world come in threes; why shouldn't you? With this perk, you'll be able to manifest three alt-forms at once, two of them becoming separate, corporeal entities alongside you. Each manifested alt-form is every bit as powerful as you are in your entirety, complete with any powers and abilities you have that aren't tied to a specific alt-form. These "clones" are still thoroughly "you." A hive mind connects all your avatars, allowing you to think and act with three bodies at once. Starting out, you'll only be able to triplicate for a few minutes before needing a handful of days to recharge. But after practicing for a century or two? You'll not only be able to hold this indefinitely, but you'll be able to manifest an alter for any and every alt-form you have. If you don't have any alt-forms, you'll be limited to only two clones.

Magical Luminary (1300CP):
Power, sure. You've got that, plenty of it. Ever since you were little, magic practically thrummed in your bones. Skill, yeah. You've heard how people rant and rave about your ability to weave spells. Knowledge, of course. More than a few shady government organizations would love your expertise on their payroll. And while you might not be the most powerful, the most skilled, or the most knowledgeable, you are the most well-rounded. You're the consummate spellcaster, so much so that you might claim you're the greatest magician of Earth. If only someone else hadn't beat you to the punch. Good thing you've still got plenty of room for improvement.

While being so well-rounded might be enough to call you the greatest, it takes something special to be called a Luminary. And lucky for us all, you've got what it takes. In the right context, any of your abilities can be conceptually enhanced, going beyond extraordinary and becoming miraculous. Perhaps, if you were experienced with backwards magic, you might find that spells you cast against someone Upside-Down would be potent enough to dethrone a god. These conceptual enhancements, however, can't change the utility of your abilities (e.g. sword skills won't suddenly turn into sailing skills). Furthermore, the vast majority of the time, they'll need the right context to work. But over time, as you grow and come into the full breadth and depth of your power, you'll be able to discover, learn, and master these enhancements, independent from the contexts that birthed the. You'll start out with one of these meta-abilities already mastered.

Avatar of Nature (2100CP):
You've got an intense connection to one of Parliaments of Nature. So intense in fact, you would easily qualify for the role of Avatar if there wasn't already someone filling that position. This

connection allows you a brain-breaking array of elemental themed powers. Creating golems, sensing anything happening to "members" of your Parliament, the ability to move across universes to any instance of a Parliament member, controlling the Parliament's domain, and so much more. When it comes to Justice League Dark's heavy-hitting members, Swamp Thing's got a competitor now.

More dizzying is the number of things that could serve as Parliaments. The classical elements of fire, water, earth, and air are all attested. Various kinds of Life Parliaments are also around with plant life, ocean life, animal life, fungal life, and bacteria all having their own Parliaments. Seems like there really is a Parliament for everything. You may choose which Parliament you're a pseudo-Avatar for or design your own as long as its domain is no broader than those listed here.

Amazonian Splendor (2100CP):
Where are my manners? I've been talking to you like you're some ordinary human but, turns out, you're much, much more than that. You're a demi-deity, and honestly, given how divine you are, you're more more "deity" than "demi." Strength that could shake worlds, speed that even the Fastest would note, flight that might make a storm jealous, wisdom and intelligence that makes you good counsel for just about anyone, senses that even a Goddess of Hunt would envy, a body that does not tire, and beauty that could launch far more than a thousand ships. You won't age a day past your prime and have a healing factor that's legendary on its own; you might as well be immortal.

To be fair, it's not that you can't be injured. But you can take quite a bit of punishment, capable of tanking gunfire and mundane swords with only nicks and light bruises to show for it. Because of your divine nature, your durability isn't just physical. Magic struggles to harm you just like the aforementioned swords and guns. And as another quirk of your divine nature, you're absolutely overflowing with magical power, power that's just waiting to be tapped and poured into titanic workings. For now though, you have no training in how to use this power and no particular talent for the Art. I still shudder to think what you'd be like if you found the right teacher.

But you're much more than a demi-deity, jumper: You're an Amazon. Yes, even if you're not a woman. You've got the dizzying amount of skill necessary to back that claim up. Hand-to-hand combat, just about every pre-modern weapon, hunting, navigation, horseback riding, you've mastered it all to a literally supernatural level. You might not be the strongest or fastest or toughest fighter around here but it'd take a miracle to find someone more skilled. Just like the Amazons, you've been around for a while, too. You can set your age to anywhere between 1000 and 2000 years to show this.

Okay, I Really Shouldn't Even Be Showing You This Stuff

The following two perks are just so beyond that "powerful" ceases to be a good descriptor for them. They might as well be called "cheat codes." Naturally, perks like this aren't easy to acquire. Both perks are as stupidly priced as they are broken. But don't worry; your Benefactor insists on giving you the chance to buy these. Instead of discounts, there are special deals available as alternative ways to purchase them.

In the Mood for Chaos (5500CP):
Order is fine…I guess. It keeps things together, sets things right, guides us to Justice and all of that, sure, whatever. But Chaos. Now that's something truly marvelous! Because sometimes, it's better to let loose a little, shake off the dust, and see what kind of hell you can raise just for kicks. And you can raise a lot of hell indeed.

You've tapped into the very root of magic in the multiverse, the same way the Original Lords did when they wrung it out of Hecate. For now, you'll start off as mystically accomplished as Zatanna. But with a little practice and a century or two, you'll grow to be every bit as potent, skilled, knowledgeable, and overflowing as any of the Lords of Order. Don't worry about actually living that long: as a side effect of all the power just waiting to blossom inside of you, you're now immune to age.

But your real talents lie in just how unruly you can be. Like any True Lord of Chaos, you laugh in the face of laws and restrictions. Right now, that's the ability to haggle when paying the price of magic. At the end of this jump, you'll be able to outright ignore these costs and side effects altogether. A few decades will you see you being able to redirect and channel these debts and the mystic backlash they create into more magical energy for truly stupefying spellwork.

When you reach the peak of your power, your magic will simply refuse to be bound by anything resembling Order. After all, rules are made to be broken. And when you do break the rules, reality itself may scream in agony, but it will submit, often granting you many times more than what you asked for as a sign of its surrender.

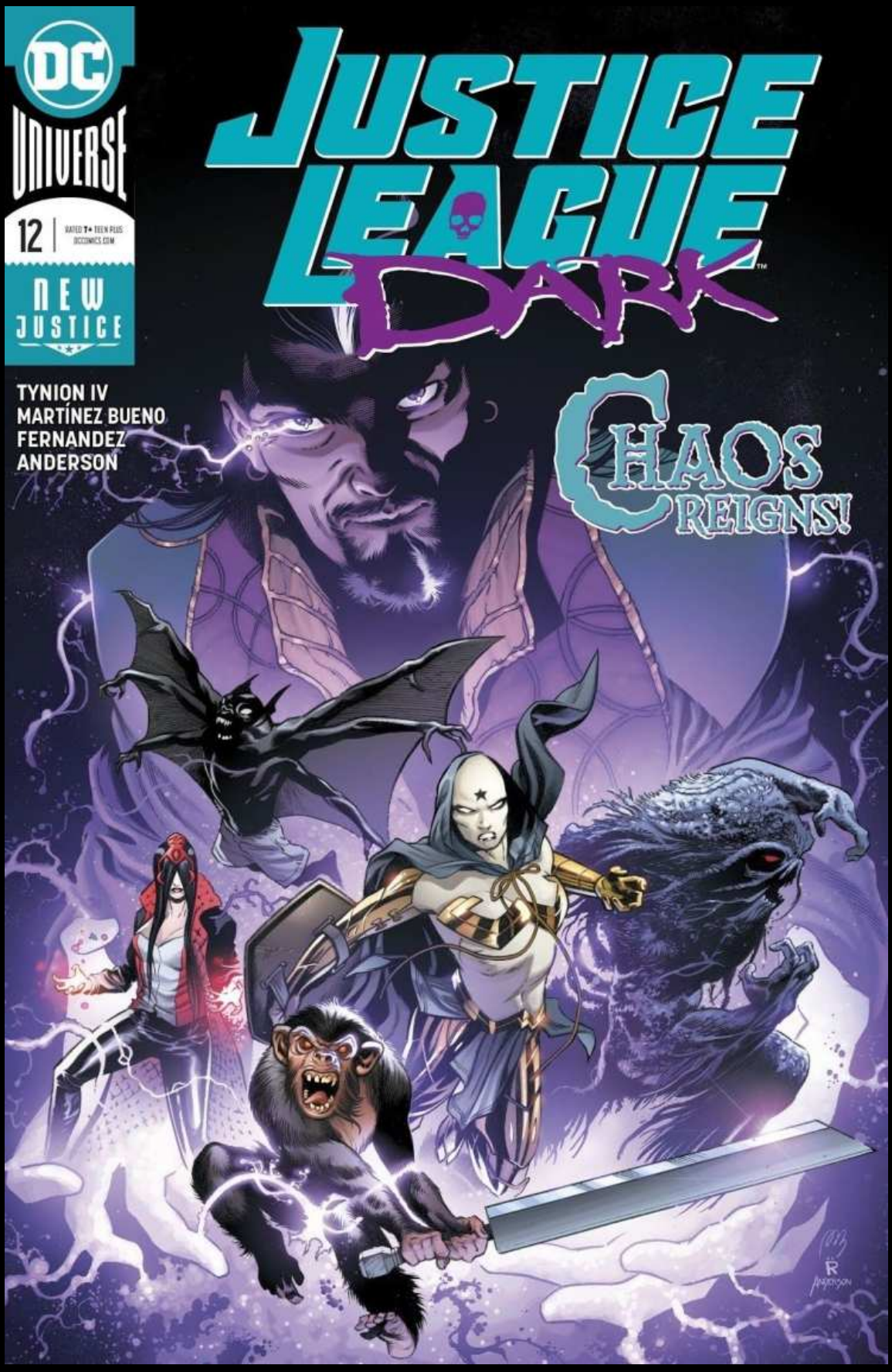
On its own, this perk costs 5500CP. As a one-time offer, you may buy it for 2100 CP. But you must also take 1000CP worth of drawbacks for no points. You'll also need to give up all other discounts not gained from drawbacks. Your inability to benefit from discounts will persist should you return to this jump for any reason.

Goddess Becoming (14400CP):
A garden of universes filled with the magic of a cosmic Springtime. A girl blooms in the garden, full of wonder, brimming with the miracle of creation. Her light is the light of possibility; where it shines, magic flows in torrents of rapture. And now there is another flower in that garden, ready to blossom alongside her.

You might as well call Hecate and the Upside Down Man family. Just like them you are bathed in the light (or dark) of creation itself. This has turned you into a font for multiverses of magic. But you're still blooming. For now, you'll start off around a fraction as powerful as any of the Witchmarked. Perhaps you could toss around a galaxy or two if you really stretch your limits but don't expect to be able to do that more than a handful of times a month. Even with consistent practice, training and effort, you'll still need a few centuries, maybe even a millennium, for you to blossom into fullness.

But when you do, just like your newfound family, you'll grow to become a reality full of possibilities. Organizing entire Divine Spheres, rewriting the laws of life and death on a dimensional level, blinking realities and dreams into and out of existence, excavating the primordial secrets and mysteries of the arcane, creating anchors in the very fabric of the universe to better wield your majesty: all of that and so much more will be in your grasp. You, yourself, are magic given form. As such, the very concept of magic, wherever you go, will recognize you as its source. For you, using magic will be easier than breathing.

Naturally, this kind of power comes at a steep price. This would normally cost 14,400CP. You might very well have that kind of bank laying around. But if you don't, there's this deal your benefactor wanted me to offer you. You can take this perk for no cost. In exchange though, you'll give up all the CP gained from this jump. You lose out on all discounts and freebies except those gained from drawbacks. You can only gain more CP or discounts from drawbacks but all drawbacks from this jump will only give you half as much as they normally would. Furthermore, the price of everything else in this jump is subsequently doubled. These effects will persist if you ever return to this jump for whatever reason. Finally, taking this deal in order to purchase this perk will see you start off much weaker than you would have otherwise, about as mystically powerful as Wonder Woman without her Witchmark. This means you'll need plenty more time in order to reach your full potential.


DC
UNIVERSE
12
RATED T+ TEEN PLUS
DCCOMICS.COM
NEW
JUSTICE
JUSTICE LEAGUE DARK
TYNION IV
MARTÍNEZ BUENO
FERNANDEZ
ANDERSON
CHAOS REIGNS!

Items

For the following section, you can discount two items from every price tier. A discount applied to a 100CP item is free. All other discounted items cost half as much as their listed price.

Inexhaustibly Mundane (25CP):
A pack of cigarettes that always has a few more smokes. A lighter that never runs out of fuel. A wardrobe with two or three dozen new outfits every week. With this option, you'll get an appropriate container (no larger than an average refrigerator) whose contents continuously refill every few hours or so. Besides this infinite refilling nature, these items don't have any other magical property. It won't work on anything alive and nothing gained this way will be anything close to nutritious. Additionally, you won't be able to use anything from this option as reagents in any potions or rituals. Finally, the container for these items is what's enchanted, not the items themselves. If you break the container the items come in, you'll have to wait until the next jump for it to restore itself.

Justice League ID Card (100CP):
You're a real hero now, Jumper, and you've got the documents to prove it! This neat little card identifies you as a member of the Justice League or some other broadly "heroic" organization. This will let you cut a lot of red tape when it comes to investigative work. It also grants you a yearly free meal at any restaurant you go to. Oddly enough, anywhere you go always seems to have beignets. You can spend 25CP to double the total number of yearly meals you receive per restaurant.

Hall of Justice (100CP):
Your very own superhero monument building! Or a close enough replica at any rate. This hall has all the rooms the original did including meeting rooms, a museum section for any mementos you pick up, lavish living quarters for you and a handful of friends, a library just waiting to be filled, and a basement large enough to store the world's biggest vault of magical artifacts. The security system is decidedly lacking. While it's top-of-the-line, it's also entirely mundane. And given the folks you can find here, you might want to find a way to ward this property before using it as a hideout.

Animal Medicine (100CP):
No, not medicine for animals. Rather, this is "medicine" to turn you into an animal...partly. You'll gain many of the benefits this animal has like sensory abilities, strength, and appendages but also a few of the drawbacks. This purchase includes serums to return you to "normal" if that's your thing and your supply of both "medicine" and "antidote" will replenish automatically. While this is useful, you can only take on the hybridized forms of mundane animals like bats and chimps but no unicorns or dragons. For an additional 25CP, you can get the serum for another animal. And for another 200CP, you can take any of these animal hybrids as permanent alt-forms or mix them with whatever alt-forms you currently have.

Houdini's Key (100CP):
Pick a lock, any lock! Actually, you won't need to pick locks anymore because now you've got the right key for it. An incredible artifact, rumored to have belonged to Houdini himself, this key lets you open any mundane lock. With the right knowledge, skills and a little bit of tinkering, even figurative, magical, and conceptual locks can be opened just as easily as any physical gate. Many such doors, however, are better left sealed so do be careful not to let out anything too cataclysmic.

A Trench Coat? Really? (200CP):
I guess you're part of that brigade. While it might make you look a bit like the shady sort, this coat's got some nifty enchantments that can see you through hard times. The coat is covered in all sorts of runes, sigils, wards, and charms that protect you from many common threats and gives you some tools to use if you find yourself in the deep end. A certain caped crusader might get jealous over just how prepared and stylish you are. None of these effects are show-stopping, mind you. A firebolt here, a water breathing spell there, some shields that can deal with gunfire at most. But having all these tricks up your sleeve comes in handy more times than you'd think. Oddly enough, the pocket space is far larger than it has any right; could be useful if you've got a smoking habit you know you aren't kicking any time soon.

Tarot Deck (200CP):
Comes with the ability to actually read tarot cards, luckily enough. These cards act as an incredible conduit for any sort of divination magic you might want to perform. While these divinations will be extremely accurate (even on the nose), tarot interpretation is difficult for even the best oracles and you'll still need to read the cards to get the message. This deck, however, is enchanted to provide an additional benefit. If something tragic is about to befall you, the cards will offer a very clear sign that something's coming and some vague description of the danger you're about to face. You'll receive this warning a week or two before the omen comes to past and, if necessary, the cards will outright teleport to you and float their message in front of your face. Providing these omens however is taxing on the cards so they'll need a week to recharge before they can do this again. And of course, an omen is no good if you choose not to heed the message.

Warrior's Armor (200CP):
No one should go into battle without looking the part. You've got a nice outfit of armor capable of protecting you from common physical and metaphysical harms, although, mighty enough swords and sorceries might be able to find their way in, anyway. It's always the size and shape you need it to be and it will never weigh you down or limit your movements. You'll be able to shrink this armor down to bangle or watch in case you think the whole soldier look is a little gaudy.

But no warrior should fight unarmed, at least not all the time. So in addition to the armor, you'll receive any three premodern weapons. These weapons will be nigh indestructible, capable of

keeping up with whatever bodily or magical battle you find yourself caught in. And any ammunition you'd need for them will automatically regenerate. Other than what's stated here, the weapons and the armor won't have any mystic effects on their own.

That's an Actual Unicorn (200CP):
I don't know how you did this but you've got your very own unicorn. About the size of a draft horse, it's much stronger than any horse has a right to be, and it absolutely adores having you pet and ride it. And sure, why not? We might as well slap some wings on it and give the ability to fly! This unicorn's body is overflowing with incredibly pure and innocent magic. While not its favorite thing in the world, it won't mind letting you take some hair or a pint of blood to use as reagents. For an extra 500CP, you can get an entire herd of these unicorns, with one or two new births always happening every few decades. Somehow, a fresh foal manages to pop out whenever another unicorn dies. Although, if their numbers dwindle too rapidly, you might be out of luck. This herd comes complete with a warehouse-attached magical grove that will keep them all fed and happy.

Reality Bar (200CP):
You've gotten a pass to a very exclusive sort of bar. For any world you visit, a bar will set up someplace adjacent to reality itself. Your pass to this bar is tied to your very existence so you'll never have to worry about misplacing it. The bar will freely pour you any kind of drink you can dream up, and even a few that might make your brain break to try to imagine. The real draw is that this bar is the favorite hangout spot for the elite in everything dealing with the occult, the apocryphal, the spooky, and the powerful. Mostly, that will be mages and such but for settings without magic, that might include generals and superheroes. Bar fights are *strongly* discouraged.

Friends in Dark Places (300CP):
Sometimes staying in the shadows is the best thing to do. You've got a network of spies with their hands in every kind of pie you could think of. Honestly, the vast majority of them aren't good magicians in the slightest. You might find an oddball here or there actually capable of casting a firebolt. But the sheer number of them across space and dimension, their ability to do basic magic, and their willingness to share and gather information for you can't really be beat.

Ruby of Life (300CP):
You've got a replica of the Ruby of Life, the same one that gives Sargon his magic and his ability to live. This one won't be any help with the second part but it's still worthy as a crowning jewel. Some very old people even say that it's the very first magical artifact. The "ruby" can be any gemstone you want and can store vast, potentially limitless amounts of energy. It'll be nigh unbreakable and will passively collect power from the world around it. A few hours would be enough to clean a house, a few days enough to flatten a city, and a few months enough to join the Justice League in battle for an hour or two. You can always choose to pump it full of your own juice if that's too slow for you. Buy as many as like; additional purchases are discounted.

Magic Dimension (300CP):
I mean, just what it says on the tin. You have an entire magical dimension of your own, no bigger than your average sized country. Like Myrra, many of the things found within are conceptual. Inside the dimension, you are capable of making the figurative literal and vice versa, although good luck figuring out how a conceptual tree can exist outside of this place. While there's plenty of flora, fauna, minerals, and other stuff to use as reagents, your dimension is uninhabited by anything sentient. And there's not much in the way of dimensional protection here either. Still, makes for a nice place to relax.

Sacred Grove (300CP):
A clearing amongst the trees, a patch of meadow deep in the wood. This is a grove where the truly miraculous happens. While here, your ability to call, summon, bind, and banish is incredibly augmented. The energies and prices required are reduced to a fraction of what it should be, your connection to other planes boosted for crystal clear reception, and whatever you seek to conjure coming to you in the best mood possible. There are still some things in the beyond that you shouldn't try to bind to your will, even while in this grove. And the sacred nature of this space doesn't work from your warehouse; if you want to be a summoner extraordinaire, you'll have to place this grove in a fixed location for each setting you visit.

Chibi Elementals (300CP):
I honestly don't know what to call these little things except utterly adorable! You've got a gander of elementals, about a dozen or two, each one about the size of a dog. They'll have a suite of themed elemental powers, courtesy of the Avatar that empowers, although, many times less powerful than said Avatar. Still, each one would be more than a nuisance for the average League member. You can choose which Avatar these cuties come from and can buy this perk multiple times to get more in the flock or another set from a different Avatar.

Island Getaway (500CP):
Opulence, Glamor, Luxury, Banquets, maybe even a pet tiger. This is the home anyone would want, even a lady who already has everything. Did I mention it comes with an entire island? Once per jump, you'll get to import this island into a single, discrete location of your choosing. You'll receive the necessary paperwork to own this location without fuss or hassle. The island itself is about the size of Cyprus, more than enough room for you to throw the best ragers any witch has ever seen. You'll freely get to decide the layout of the island. You'll also get to decide what is and isn't interior space even being able to have impossible or nonsensical design elements like a sunny courtyard underground. However, you can't use this quirk to give your island features that couldn't be found in the mundane world. Finally, the entire isle will autonomously tidy up once a week and deep clean once a month. Sadly, this dream vacation spot doesn't come with any pigs; you'll have to find or make those yourself.

Spellbook Library (500CP):
Another mainstay for any half-decent mage. Your mystic library is absolutely vast. It doesn't contain everything this world has to offer but it comes pretty damn close. It's very general,

containing a book for just about any discipline you could want to study, but not so deep that you'll be able to call yourself a top-tier expert in anything you do study. Additionally, specific, named books like the Necronomicon are missing. Still, just reading everything within is enough to become a mage of Khalid's level.

The neat thing about this library is that it will automatically update. Should you change settings or even if the rules of magic change during a jump, the library will automatically add new books to reflect whatever changes have happened. Furthermore, the tomes within seem to mate? Yeah, your guess is as good as mine. Should you add a book to the library, it will cross pollinate with the other books, creating dozens of new texts filled with material related to the book you added. And yes, somehow, the library itself manages to grow in size to accommodate all the baby-making your books get up to.

Those with the Esoteric Knowledge perk however, will find that this library benefits in a special way given what you know and how you know it. In addition to all the knowledge the library contained before, it will also encompass everything you know and learn as well. Furthermore, the library will automatically update as you do, finding someplace to jot down every random fact you learn or any new spell you try. Because you're constantly adding to the library, your books will mate frequently and automatically, adding three or four new texts every few weeks. If you do not have the Esoteric Knowledge perk, you may spend 200CP to gain this additional effect and you may use a discount on this surcharge.

Artifact Collection (500CP):
A must have for any aspiring occultist. You've gotten your hands on a thousand or so mystical knick-knacks. None of these trinkets are any larger than a dictionary making the collection easy to organize and store. Each comes with a unique, specific, and tiny effect, like alphabetizing files in a cabinet, lighting candles and stoves, or writing up notes as you dictate. They'll restore themselves should they break and are criminally easy to study and reverse engineer. With the right knowledge and resources, you could easily use these doo-dads to set up some massively awesome rituals. Or you could just use them as foci and amplify their effects yourself. You can spend another 100CP to double the size of this collection, each additional purchase doubling the total number of artifacts. You may use your discounts on these upgrade costs.

Sword of the Nightmaster (500CP):
More than a few warriors are going to be jealous when they see you walking around with this. The craftwork on this blade is so excellent that it can cut magic itself, absolutely rending most sorceries the sword touches. Only enchantments stronger than the sword's wielder would have any hope of staying intact. This sword can also slice rends into space allowing you to jaunt to other dimensions within the setting or just teleport around the world. Weirdly, the blade doesn't come with a sheath but it doesn't really need to; the wielder of the blade can decide what gets cut making accidents virtually impossible.

Lasso of Truth (500CP):
At first blush, you might think this is just a glowy, golden rope. You'd be right of course, but it's so much more. Forged from the fires of the Hearth Goddess herself, this stretch of rope makes damn near the best lasso anyone could ask for. It's much longer than it looks at first glance, capable of tying up dragons and giants just as easily as people or cattle. While anyone caught in the lasso may be able to slip out, the twine itself won't ever break, rip, burn, shred or be destroyed.

But even then, that's only half the story. This lasso has the special property of forcing anyone or anything touching it into complete and total honesty. Should you ask them a question while using this lasso to restrain them, they'll be compelled to answer truthfully. Resisting will only get them burned. Badly. And should someone be mind-controlled or brainwashed, you can use this lasso to get them to realize exactly who and what they really are, purging the mental corruption from them with the fire of Truth. These effects work on just about anything and anyone, even you, so be careful where you put this.

Prison Circle (800CP):
I don't know where you got this from but try to keep it a secret. Just about anything caught inside this circle will be rendered totally helpless against anything you throw at them. This circle was powerful enough to ensnare a miracle-made-goddess so you'll probably be able to trap who or whatever you want. The only way out is for the prisoner to follow one order you give them unconditionally. And when they do get out, it'll take a few years for them to recharge enough to enact any revenge schemes.

Of course, there's a catch. First, you can only use this circle once a year. If you want more uses, you'll either need to buy more circles or get access to universes of power to recharge the circle after each use. Second, you have to find some way to get your target inside. For plenty of beings, that's much easier said than done. Finally, the circle takes a lawyer's view to the requirement for liberty. Not to mention that anyone trapped inside is bound to only one command. I hope you've got a gilded tongue.

Vestments of Order (800CP):
You've got your hands on a Lord of Order! Sort of. This garment will transform you into a pseudo Lord of Order, giving you all the power they have but none of the skill or knowledge. You'll only be able to maintain this form for a few minutes every few weeks because something is missing. The spirit that would normally reside in this garment is gone somehow. But there might just be a way to get them back.

Apokolips Forged Cell (800CP):
I hope this isn't a piece of home. While it looks like an ordinary crystal, this rock here is actually a multi-dimensional prison cell forged in the hellish fires of Apokolips. You know, the planet of evil gods? Which is a good thing for you, because evil gods are exactly the kind of thing this crystal was made to hold. Even the embodiment of an Almighty God's Wrath wouldn't be able to

get out of this thing. Of course, you'll still have to find a way to actually seal them inside. If anyone cuts themselves with the crystal, the prisoner will be able to hijack that person's body and from there, they might very well find a way to fully manifest. Should the prisoner be powerful enough, they may be able to exert some small but not negligible influence on anything nearby. So if you use this to store anything or anyone nasty, try to put their cell in a safe place, for all our sakes.

Warded Up the Wazoo (800CP):
A lot of people, not-people, gods, and maybe even an angel or two must owe you favors and this is surely one way to cash them in. This isn't exactly an item but rather, an upgrade for an existing property you own. When attached, this "item" will add on a veritable constellation of wards, charms, and protections to said property. These wards will give the property an incredible amount of security and add safety features for you and your visitors should someone manage to break in. But even a goddess would struggle to find her way inside. Maybe a dragon could break down these defenses but they'd have to go full throttle to do so. These wards can't stretch any larger than an island, though. If you'd like to ward multiple properties or a single property larger than an island then additional purchases are discounted.

How Do You Keep Finding The Forbidden Stuff? Whatever, Knock Yourself Out.

These are items I shouldn't be offering, here they are anyway, can't believe I'm repeating myself, blah, blah, blah. You know the drill. You get one discount to use on any one item in this section.

Dragon Bones (1300 CP):
Somehow you've gotten your hands on a bag of dragon bones. Stranger still, the dragon in question isn't entirely dead. For one hour every decade, you'll be able to manifest the full dragon to fight by your side. You can spread this hour out over the decade, not needing to spend it all up at once. The dragon is mighty, capable of simply battering through wards that even Avatars and Witch Queens couldn't break. It would take someone truly Wondrous to put this dragon down and even then, it'll be a mighty struggle.

With enough magical skill, knowledge, and/or power, you might find a way to manifest this dragon for longer periods or even bring it back to life fully. For an extra 300CP, you can buy another bag of bones. Your third dragon will cost an additional 200CP and your final one 100CP. You may use discounts for these additional purchases. If you buy four dragons and manage to bring them all back to full health, they won't mind mating with each other, granting you a handful of eggs every few decades. These dragons are immensely magical, every fiber of their being making an excellent reagent. They don't really like being farmed though, but won't mind as long as it's done by someone they like and isn't too invasive. Purchasing three or more dragons will also come with a warehouse attachment large enough to keep all your dragons fed and happy. Try not to put these firebreathers next to any unicorns, though.

Mordru Sends His Regards (2100CP):
Hey it's another Ruby of Life! Except this one is purple. And crackling with massive amounts of chaotic and cruel energy. You see, one way or another, Mordru thought it would be amusing to juice this one up. A lot. A literal chimpanzee could use this thing to transform into a Lord of Chaos for a few minutes every week and be totally capable of throwing down with a Lord of Order. But that's hardly the real gift. Someone with enough willpower, enough love, or enough wonder might be able to do something miraculous with this.

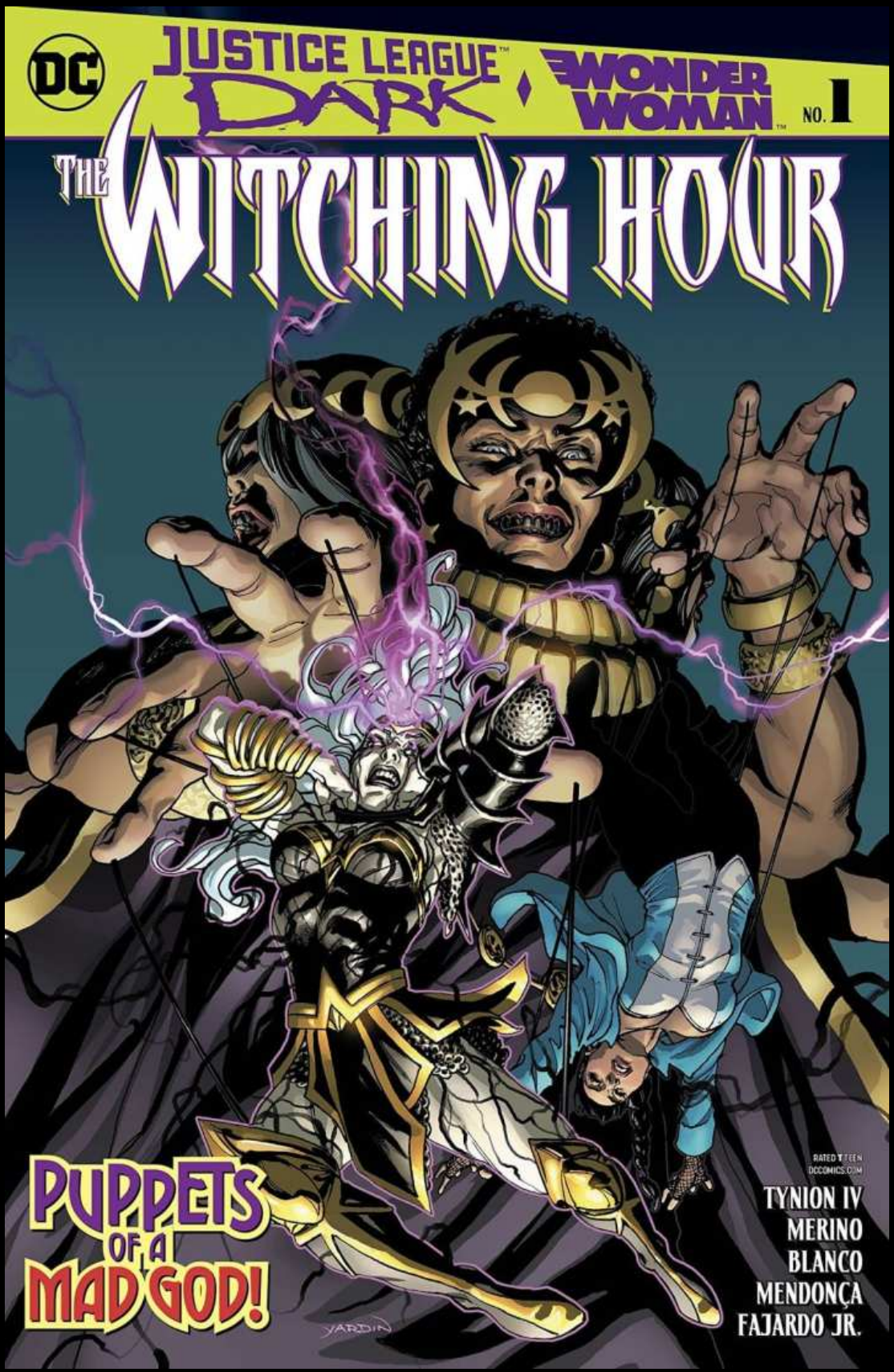
If you qualify and choose to break this gemstone, then, once per jump, you can hack an entire multiverse. This hack will only last a few moments but it will let you rewrite the rules of magic or even introduce magic to settings that don't have it. Without other perks, your rewrites will be debilitatingly broad, maybe being able to introduce more love and kindness into magic, or fix a single feature that's broken. If you're introducing magic into settings that don't have it, then you don't get any input. Instead, the system will default to the one found here. Once you move on to the next jump, you'll find the gem restored, refilled, and ready to go.

Tower of Fate (3400):
Okay, this really shouldn't be on offer. Yeah, it's a tower. No doors or windows though. Not that it matters; you could slip inside with nothing more than a thought. The interior is absolutely labyrinthian, much larger than it has any right to be, featuring staircases with geometry that'd make Escher cross-eyed, and doors that lead to rooms with stranger things still. Luckily, you never seem to get lost and you can change the aesthetic on a whim. But being bigger-on-the-inside is hardly the reason this property is special.

You see, the tower you purchase here is a warehouse replacement. More like a warehouse absorber. Yeah, your entire warehouse. While the outside of the tower will never be any larger than a rampart, the inside is infinitely expansive, always growing more space for whatever real estate you add to it and always finding room for another door that portals you directly to any properties you own. You can import any and every property you have into this tower. Entire planets, star systems, galaxies, even dimensions all manage to fit inside of this thing one way or another. The tower will act as a nexus, allowing you to port to any other connected property just by passing through the tower first. And yet, the tower has another miracle still.

Any property imported into the tower can combine with or take on the characteristics of any other tower property. If you had a barren planet and a magical garden, you could combine the two to get a magical garden world. You can then "print" these altered properties into whatever jump you're in, though you can't print more than the total amount of real estate you've placed within. While you're free to reabsorb and then reprint a property in a new location, how far away they'll manifest depends on how magically powerful you are.

There are a few caveats, however. This tower can't ever be (re)created or duplicated; the only way to get it is to purchase it here. Further, the tower itself is extremely hard to move. Once per jump, you'll get to decide where the tower will be placed but you'll need the power of a Lord (at least) to move the tower mid-jump. Being inside the tower counts as being in your warehouse and will toll the time spent in any jump as long as you are inside the tower. And most of your properties' special features won't work until you've printed and placed them in whatever setting you're visiting. But still, the tower's amenities, creature comforts, and wards are supreme, far beyond anything else I'm selling you, so it's still an excellent place to chill, even if it puts your jump on pause to go inside.


DC
JUSTICE LEAGUE DARK
WONDER WOMAN
NO. 1
THE WITCHING HOUR
PUPPETS OF A MAD GOD!
RATED T TEEN
DCCOMICS.COM
TYNION IV
MERINO
BLANCO
MENDONÇA
FAJARDO JR.
YARDIN

Companions

"Ain't no party like a Justice League Dark party because Constantine put a hex on the local spacetime fabric and this party literally can't stop." That is how the song goes, right? No matter; point is, adventures are more fun with friends. And this setting is a pretty big adventure so it's only natural that you'd want to bring along and make plenty of friends. Sadly, you can't use any discounts on companion options.

Team of Wonder (100CP per recruit/First Three Free):
Given all the messed up, crazy stuff that happens around these parts, it's kind of wild how likeable many of the characters remain. You can pay 100CP to recruit one of the characters as a companion. And because so much of this story is about teamwork and companionship, you're first few recruits are free. You cannot (and should not!) use this to get anyone more powerful than Zatanna or Wonder Woman without her Witchmark.

A League of Your Own (50CP per import/First Three Free):
So you just want to start your own mini Justice League? As long as it's not full of speedsters, I don't see why not. You may spend 50CP to import a companion into this jump. Because everyone could use a friend, your first few imports are free. Once imported, companions will receive 1000CP and half as many discounts and freebies as you received. Imported companions cannot take the deals offered for the "Goddess Becoming" and "In the Mood for Chaos" perks.

Spare Demons (500CP):
I mean, I had heard Hell has poker nights but I didn't realize you were invited. One way or another, you've won a contract with three demons, each one about as capable as an average Justice League member. These demons will respond to your call and follow just about any instruction you give them. They'll like you more if you let them rip and maul innocent souls, though; they are demons after all. Because they're familiars, they won't take up a companion slot and can be summoned even in settings that don't have a Hell.

Thus Always to Order (1300CP):
You've got a voice in the back of your head always guiding you toward justice and law. A higher angel always looking out for you helping you do the right thing. In fact, it's the spirit of a Lord of Order and they seem to be happy to tag along on your adventures. They'll have all the knowledge they did when they were alive, more than happy to pass it along. But it'll take decades for them to teach you even a fraction of what they know and even more time for it to make any sense. They also make for pretty sage counsel, although they seem to be a bit fanatical about bringing Order to everything. Because they reside in your head, they won't take up a companion slot. As an added bonus, their spirit will help you resist any unwanted mental effects; they can even pilot your body should you ever be knocked out.

There is a way to bring them back to fuller glory. If you purchase their spirit as a companion along with the Vestments of Order item, then the spirit may reside in that article of clothing. Wearing the article will transform you into a Lord of Order without having to worry that they'll kidnap you and take over. This transformation is indefinite, unlike how it'd be had you taken the Vestment of Order by itself. And if you're feeling really skippy, you can spend another 300CP on this combo to return the Lord of Order to their original body. If you give them a fully functioning body, they would then take up a companion slot in future jumps. But they'll also be a lot less grumpy, a lot nicer, and won't go around trying to destroy all of magic or anything like that.

Just a Little Bit More Chaotic (1300CP):
You sure you want this guy as a companion? Really? If you're absolutely positive, here's Mordru. He's honestly a little too eager to pop in on your adventures which is frightening in and of itself. I can see why you think this might be a good idea; he is the One True Lord of Chaos after all, capable of truly horrifying feats of magic. He's also a supreme dick and no amount of anything is going to change that. By purchasing him as a companion here, I can ensure that he'll always find you "amusing" and that he won't kill you permanently. And because he's "quirky," he'll never take up a companion slot wherever you take him. But it's a crapshoot as to whether he'll help you stay alive or flay you alive. Have fun!


DC
JUSTICE LEAGUE DARK
YEAR OF THE VILLAIN
17
RATED T+ TEEN PLUS
DCCOMICS.COM
THE INJUSTICE LEAGUE DARK

Drawbacks

Was 2000CP honestly not enough for you? You can get more but it'll cost you. There's no limit on how many drawbacks you can take. Be careful not to bite off more than you can chew, though. Remember: everything has a price.

Who's pouring these drinks? (+100CP):
Looks like you've met the sarcastic little chimp who likes to pretend he's an excellent bartender. Anything you drink will have a slight chance to be more booze than drink. And trust me, you'll be offered plenty of drinks.

Keep Your Mouth Shut (+100CP):
Now that's a nasty little hex. Somehow your mouth just glitches out of existence for a few minutes. Quite painfully, I might add. No more than a few dozen times a year, mind you, but these glitches will happen at incredibly awkward moments. Date night just got really interesting, huh? I hope you've got another way to cast spells because with this, you'll find yourself tripping over spoken incantations quite a bit. Hey, at least it's not your mouth AND your nose.

Mystic Backlash (+100CP):
Somehow, you've drawn the short end of the cosmic stick and you're going to deal with it one way or another while you're here. Your magic has been infected by some Other place. For any spell you cast, there's a small chance for some nasty backlash effect to tag along. Nothing lethal, mind you, but having many-tentacled dread-horrors pop out of your hat instead of bunnies is gonna suck all the same. As if that wasn't creepy enough, this drawback won't leave when this jump is over and will persist in future worlds for any magic you cast. If that's not something you want, you'll have to find a way to remove the infection while you're here. Should you take this drawback with "Don't Lose Your Breakfast," you can expect to get an eyeful a few times a month, especially if you're using anything remotely magical.

Don't Lose Your Breakfast (+200CP):
A lot of the worst things around here are frankly gross, terrifying, and blood-curdling to look at. Dark magic looks as grim as it's evil and smells about as nice, too. Too bad for you that you're going to be getting up close and personal with all the gruesome sights, sounds, smells, and sensations this place has to offer. The entire experience you have while here will be just a bit more horrific. And if that wasn't enough, once every month or three, you're going to meet something that will make you wish you could crawl out of your skin. Try not to vomit too much.

> **The Terror from Within (+300CP):**
> You may only take this if you've already taken the drawback "Don't Lose Your Breakfast." Know how I said you'd want to crawl out of your skin? Well you're in luck! Because with this, you literally will! As if the much more disgusting nature of this place wasn't bad enough, you're going to be personally experiencing all the horror this world has to offer. The gruesome shapes and terrifying forms are now going to affect you, debilitatingly so, I

might add. Expect to get transmuted into some eldritch dread beast once a month or two, with these body-horror changes striking at random, inconvenient times. They'll only last an hour or so but I assure you; that hour will feel like a lifetime.

Cancer (+200CP):
I mean, yeah. You've got cancer. Stage four, metastasized, only a few months left. And, your cancer is demonic somehow meaning it's even more resistant to treatment, mundane or magical. Not to mention, you still need to survive all ten years here if you don't want to fail your chain. I'm sure you've got a way to keep this in check so you don't just keel over in the middle of a spell. Right?

Vampires Suck (+200CP):
As if this world wasn't bad enough already, now you'll have to deal with vampires, too. Whole covens of bloodsuckers lurking in shadows and trying to tap as many veins as they can. They won't be everywhere, mind you, but they will be just about anywhere. And they will have a somewhat nasty habit of popping out at random or inopportune times. There's some hope though. These vampires are bound by the usual weaknesses: silver, holy symbols, sunlight, need to be invited in. Well, most of them are at any rate…

"Sadist" Doesn't Do You Justice (+300CP):
Different strokes for different folks, right? Still, plenty of people won't want you anywhere near them. Pain is your drug of choice and you can't get enough of watching people squirm, writhe, and scream. You'll need to get your fix at least once a week. Failing that, your mood will take a nosedive until you can get your jollies off. Not to mention, watching people hurt will only make you need to see more. Eventually, you're going to need to see or do something truly wicked just to feel something.9 I'd give you my shrink's number if I didn't think you liked things this way.

Zombies, too? Seriously? (+300CP):
I guess that Ultra-Psychopomp person-thingy-whatever decided they needed a vacation. Somehow, some monkey cast a spell that undid the barrier between life and death. And they mucked it up. So now, when sentient creatures die, they don't stay all the way dead, coming back as zombies with a primal desire to just rip everything apart. You'll need to find a way to undo this shoddy spellwork before your jump is over. Failing to do so would forfeit your chain. And while this does let you die with the possibility to be brought back, by jump's end, you'll need to be counted among the living (not the living dead) if you want to move on to the next jump.

Sorrows That Swim (+500CP):
Everyone needs their fix but you take that a bit too literally. You've seen some dark stuff in your jumps and, over the decades, it's taken its toll on you. Drugs and alcohol are about the only thing capable of drowning out your sorrows. Unfortunately for you, your sorrows seem to be excellent at learning how to swim. If your addiction is alcohol, you'll need a bottle or two of hard liquor just to make it through the day. To make matters worse, this drawback doesn't help your body cope with your new dependency in any way. Your addiction must be to a sufficiently hard

substance/behaviour, something you'd need hospital visits and A.A. meetings to handle. The bright side? This drawback won't prevent you from sobering up. But you'll need titanic amounts of support and dedication to get clean and stay that way.

Absolutely Brilliant (+500CP):
It's often the most intelligent among us that are forced to suffer like this, not that this drawback is making you any smarter. Maybe you were just trying to prove yourself, maybe a few of those jumps have started to wear you down, or maybe you were hexed by some mischievous Witch Boy. What is apparent is that you're sick, mentally so. Most days, you'll manage. But once or twice a month, you'll snap. What that snap will look like will depend on what illness you've got; maybe you get violent, maybe you get teary, maybe you go on a shopping spree. Or maybe you turn yourself into a massive bat-inspired monstrosity and attack the people you love. No matter what happens though, once the episode is over, the mess you leave behind will be a nightmare to try to clean up. Try not to hurt your friends too badly, okay?

Always Has a Price (+500CP):
Normally you'd get to skirt by, spending your CP, not worrying about silly little things like "price" and "cost." Just not for this jump, I suppose. If you want access to magic during this jump or the ability to use anything bought here in future worlds, you're going to have to pay the price the traditional way. Over and over and over again. Zatanna had her parents brutally ripped from her. Constantine had to literally watch a girl get dragged to Hell. Given the "interesting" times you're about to live in, I wonder what your price will be...

Parliaments At War (+800CP):
The world has always been dog eat dog, survival of the fittest, and just a tad too Chaotic. Nature is certainly no different. But for your entire stay here, Nature is really going to lean into this mode of being. The Parliaments of the Natural World, those of Life, the Elements, and Stranger things still, will be locked in Earth-shaking battle. Even if the Parliaments manage to reconvene and come to a truce, they'll still be quite a bit more rowdy and wild than they'd be otherwise.

Storms will rage much harder than they should, massive earthquakes will dot the globe every month, plants seem to be capable of moving and eating, bacterial pestilence will grow, evolve, and spread at head-spinning rates, along with Order knows what else. The Natural World will seem less like a walk in the park and more like a survival quest on a Hell-world. And so we're clear: this drawback gives so many points because the entire setting (not just Earth) will be going through a few Cataclysms every month. Good luck, Jumper; you'll need it.

How did you get stuck there? (+300, 500, or 800CP):
Somehow, you got stuck someplace you really oughtn't be. You'll start your jump a year before you'd normally arrive and are trapped wherever you're trapped. For 300CP, you've been cursed, bound to an island and unable to leave, much like Circe is. Rich folks will visit often enough thinking you can grant them wishes and you've got some nice digs to chill in. For plenty of the time though, you'll be alone. For 500CP, you've been cursed and put inside a vase. You'll be able

to move around on the vase like some kind of living painting but Order help you if the vase breaks. Lastly, for 800CP you'll be stuck in the Other place, largely unbothered by its worst denizens. That's not to say it'll be a fun, peachy party, though. Over the course of your first year here, you'll be presented with multiple opportunities to escape. If you're still trapped at the end of ten years, then you fail your chain. And sure, if you're a glutton for punishment, you can combine multiple options.

No Justice (+1300CP):
Something went wrong after Colu. Normally, Wonder Woman would have formed Justice League Dark with the help of Zatanna and Bobo and Dr. Langstrom. Even Constantine isn't an utterly insufferable douche this time! But things were just a bit more bleak than Wonder Woman expected and no one else answered her summons. No one except you. It's just you and Diana against a whole lot of nastiness. Not to mention that you'll be locked into using only what you've purchased here.

And your League of two is going to have to find a way to stop Hecate's revenge, neuter Circe's villainous schemes, plug a team of rampaging Lords of Order, reconvene the Parliaments putting their war to rest, prevent the Upside-Down Man from chomping on the entire dimension, and heal the whole of magic for the multiverse. Did I mention that failing any one of these tasks will count as a chain failure? Oh yeah, you're going to be busy. There is some good news, however. You won't be bound by the order and timing of events as they actually unfolded. But then again, that means there's nothing stopping all these Big Bads from going off the rails all at once. You've got ten years to fix it all; best find Wonder Woman now and get to work.

You're Just So Amusing! (Special):
Normally, it'd be a wonderful compliment. Unfortunately, those words escaped Mordru's lips. And he was definitely talking about you. For an entire year, Mordru's going to think you are the funnest thing around. He'll take you out on dates, show you the multiverse, and have an all around good time with you. Oh, he'll also flay you alive. Dip you into a few stars. And probably a bunch of other things that'd make even Satan blush just to think about.

Of course, because he "likes" you, he won't kill you permanently. But the guy's been around for thousands of years and has spent much of that time torturing people and perfecting his craft. I give it a week, two weeks tops before you wish you were dead. You can try to grin and bear it but he was the jailer in charge of breaking Hecate. Any willpower you do have will just make him more giddy when he finally gets you to fold. And you will fold. Or, I guess you could try to escape. But if you fail to spend an entire year with him and if you don't manage to actually shake him off for all ten years you're here, he'll just "reward" you for making your time together more "fun."

Your date with Mordru will start a year before you'd normally start your jump and will count toward your ten year total. Any companion who takes this drawback won't want to be your companion after it's over. After the jump is over, you may take Mordru as a companion for free.

But if you take him as a companion, many of the effects of this drawback will persist throughout this jump and any jump you import him into; you'll find Mordru randomly pops in and out of your life to play some games with you. Furthermore, taking this drawback locks all out of jump purchases as long as you're with him. My advice? Hire an army of therapists after this year is over. I hear Wonder Woman is a great friend to have after situations like these.

Now this drawback doesn't give you any additional CP to spend. But there's no way I'm going to set you up to spend a year with this guy and not give you something for your trouble. Instead of CP, this drawback gives you another discount to use per price tier between 100CP and 800CP. You'll receive these discounts for both perks and items. You'll also get a single additional discount to spend on perks or items priced between 1300CP and 3400CP. I hope it's worth it.

And Other Stories (+500CP or more):
A lot of strange stuff happens here. Like a lot. And it'd be useful for the League to have logs and records of everything going on. Care to help out? If you're willing to write and share 500 words of your story, you can get a fair bit of power in return. This story must be someplace publicly accessible so the wider magical world can benefit from the record of your experiences. Beyond the first 500 words, you'll receive additional CP in a 1:1 ratio for every additional word written.

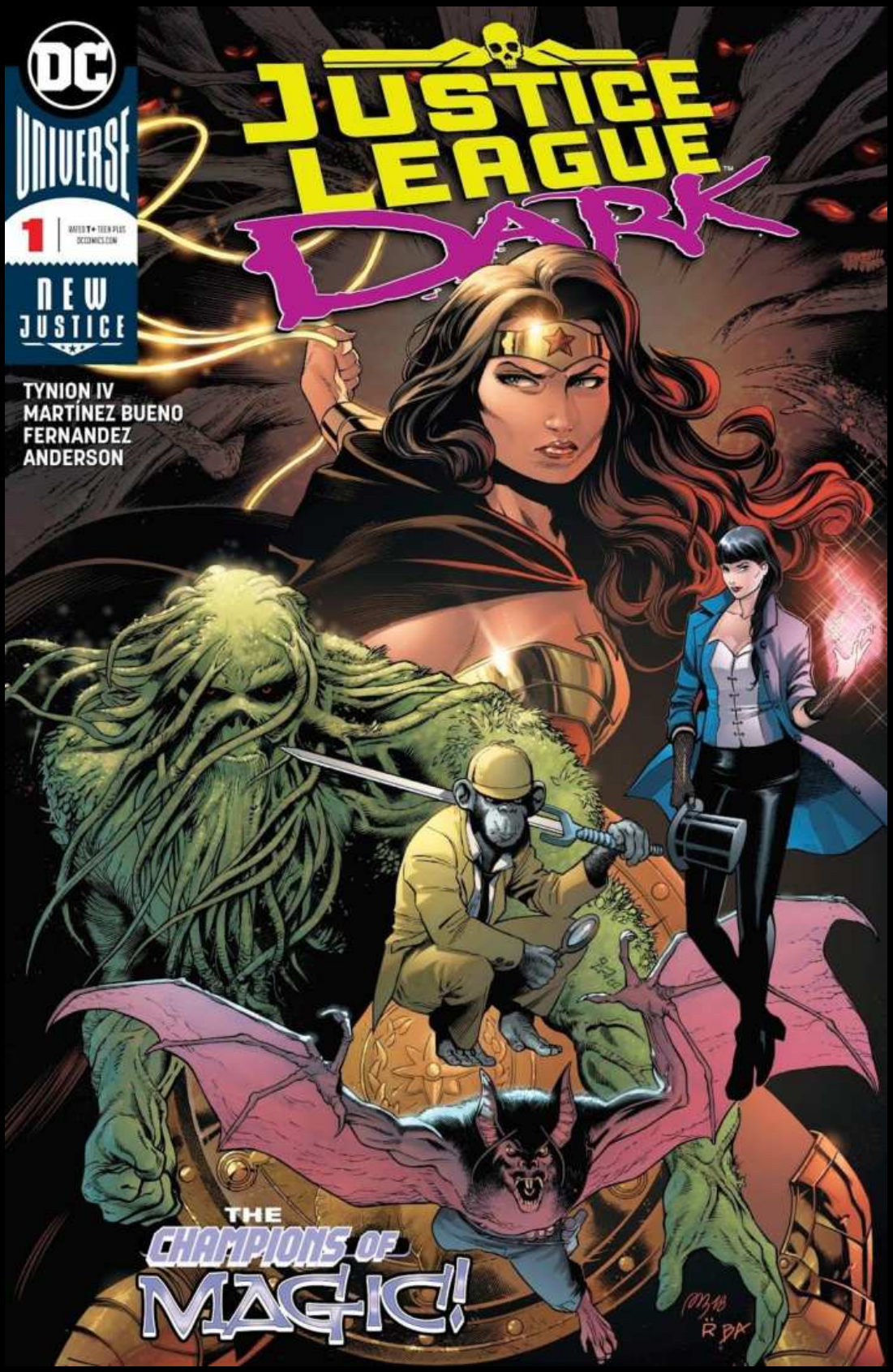
One Last Spell

Your journey here is at a close. You've seen and done the impossible. It's been at least ten years and I'm not going to keep you here any longer.

If you're in need of comfort after your (mis)adventures here, you're free to **go back to your original world.** There is no glory in the fight without something to protect; the strongest warriors know when it's time to lay down the sword and go home.

But maybe you've carved out a place for yourself in this world and don't want to let go of the Dark. If so, **feel free to stay.** Plenty of folks would love to have you stick around. And there's homes to be made all over the multiverse.

Or perhaps magic is calling you on. If you've got the stuff for just a few more spells, a spirit that believes there's just a bit more out there, waiting for you to grasp it... **Carry on to the next world.** Take good care of that Spark of Wonder in your heart, Jumper.


DC
UNIVERSE
1
RATED T+ TEEN PLUS
DCCOMICS.COM
NEW
JUSTICE
JUSTICE LEAGUE DARK
TYNION IV
MARTÍNEZ BUENO
FERNANDEZ
ANDERSON
THE CHAMPIONS OF MAGIC!

Questions I Feel You're Going to Ask But I Don't Want to Answer Them a Gajillion Times

What is Magic?
Simply put, magic just is. The easiest way to describe magic is to say that it's belief and possibility given form. Magic flows out of the Sphere of the Gods as a force of creation for all of reality (and unreality, too). It is a fundamental, inalienable feature of the multiverse, both as a consequence and the origin of the multiverse's existence. And if someone or something is in the know, has enough belief, or was born for it, then they can tap into this force to make the impossible possible. As long as they're also willing to pay the price.

Speaking of, magic here always has a price. This price is an esoteric enforcement of the very concept of Balance. In order for Hecate to exist, the Upside Down Man must also exist. Constantine gets saddled with both demon blood and cancer. For the most part, you've paid that price by buying these perks with CP. But some spells are still going to require a little extra if you want to cast them. However, there are various ways to side-step these prices and most of the methods to do so are available in this jumpdoc.

How do perks stack?
Perks stack by taking one perk as a baseline and another as a modifier. For example, you became a demi-deity and took a magic power perk. The demi-deity bit would be considered your baseline and the description of that power would be assumed to be around the average for folks like you. The power perk would then modify how powerful you are in relation to others like you. You'd be as far above other demi-deities as someone who just took the power perk would be above regular human mages. If you have multiple perks affecting the same thing, you'll have to decide which one is your baseline, which of the others are modifiers, and how they all interact.

Wait, you can go beyond 100%?
A few perks mention either fractions or percentages in their descriptions. While none of the numbers listed go beyond 100%, it is possible for a Jumper to bring their abilities beyond 100%. It'll be largely up to you to figure out what that looks like, though. Take the Lords of Order. They know all of Earth's mystic traditions, at the very least. And that's still grossly low-balling it. So the Lords make an excellent example of what would happen if you passed 100% setting knowledge.

But you said I could break the rules?
Sure, plenty of perks here allow you to break or bend the rules of magic and other things. And I really did mean what I said. But there are plenty of places where breaking or bending rules comes with a bevy of consequences and plenty of other places with beings that won't take too kindly to you flaunting your "authority" over all things magical. While the perks here will continue to function as worded, they won't mitigate any blowback you get for whatever you try.

If you're strong enough to take those beings on or flick off the consequences to your rule breaking, then have at it. Otherwise, I advise a little prudence and tact before you try to pick a fight with an Elder God or some such.

Is there a difference between "ageless" and "immortal?"
"Ageless" simply means that, barring grievous injury, you'll live forever. You can decide if that manifests with the ability to change your apparent age. While your body won't degrade with time, this agelessness doesn't give you the ability to survive anything more than a normal human could. Many perks here mention the ability to survive a long time; those perks make you ageless. "Immortal," on the other hand, is the purview of two specific perks. Not only does being immortal make you ageless but it also gives you quite a bit of durability and regeneration. As a general rule, being immortal will allow you to thrive in any environment that could host some form of real-world Earth life. Yes, even tardigrades. However, neither the ageless or immortal qualities make you "unkillable" nor do they give you any one-ups.

I thought I was mega-ultra-super-awesome-strong?
And you are. Trust me, I'm not here to rain on any parade. Still, everyone in this place has done some frankly wacky b.s. and there's only so much these perks can protect you from. Generally speaking, an effect can be circumvented or denied by someone who's in a heavier metaphysical weight class (excuse the metaphor). Just because you picked up Immortality doesn't mean the Upside-Down Man can't find a way to turn you into a splat on the side of the street. Yes, the perks here provide a lot of power. But this world is extremely dangerous and largely necessitates a lot of goodies just to survive it. Which is probably the reason your benefactor isn't fuming at me for offering you this stuff. Folks around here can literally toss around universes like baseballs and mangle reality as if they were chewing gum. What you buy from this doc can only take you so far. Just be careful while you're here, yeah?

Okay, and what about imports?
Everything offered here owes its special qualities to potent magic and magic is all about breaking the rules. Given that, you can import and export anything here freely, even into stuff that otherwise doesn't allow for importing or exporting.

What's with all the teleportation?
What, you don't like it? You're still free to go the long way, if you want. And don't worry, teleportation perks will be limited to locations within any one jump, just like they are everywhere else in jumpchain. After Sparking, you're free to use the teleportation magic here to go wherever you want.

So I have another question about perk stacking…?
Many of the perks in this jump offer a dizzying array of powers that fit into a weird and wonderful puzzle. That's even before considering how the stuff here would interact with (read: break) other settings. As long as you follow the letter of the perks and the spirit of the guidelines

laid out here, feel free to stack stuff however you want. Or just do whatever the hell tickles your fancy; I ain't stopping you.

But do you know just how broken xyz perk/item/combo actually is?
Yeah, I do, actually. But more importantly, I don't care. The jump here is just an aid. At the end of the day, it's your story. Tell it however you want.