

***Searching For A world That Doesn't Exist***
**v1**
**by PerfectlyNormalShard**

Welcome, Jumper to Earth, unfortunately for you, while this world is nearly identical to your first one, this won't be for long as eldritch anomalies will begin to appear, moreover we won't drop on earth normally, no, you will instead be dropped in a virtual world, one you should be quite familiar with, from a familiar game, Minecraft, good luck! Take **1000 Choice Points.**

# Starting Location

**A world that doesn't exist.**
The world you enter is not real but virtual, one Minecraft world among countless, save that it doesn't exist, it has no seed, nor has anyone created it, perhaps a paradox that exists to seal some danger.

# Origins

ALL origins can be taken as a Drop-in, Age and Gender are up to you.

**The Innocent**
Perhaps you stumbled upon an abandoned computer, perhaps you are just a bystander; nevertheless, you have the internet to help you explore this strange mystery.

**The Seeker [200 CP]**
Perhaps you are a normal human who discovered an anomaly in your favorite game, but your skill and mentality push you to satisfy your curiosity.

**Inhabitant of Carcosa [400 CP]**
Perhaps you are not mortal nor human, a humanoid shadow with a cloak highlighted in yellow or another color, what you are, however, is eldritch in nature, not fully physical, and is therefore ageless.

# Perks

*Origins get their 100cp perks for free, and the rest are discounted to 50%.*

## General [Undiscounted]

**A Builder's Nature [100 CP]**
For those who have entered a Minecraft world, it will leave a mark on you. Normally, for free will give you the nature of a Builder, but paying it here will carry this power and logic with you, drinking milk cures you, survive any fall with a pittance of water. You can craft anything with ease, and heal to your peak by having a stomach full, even make portals to the neither and craft golden apples. Toggleable.

## Innocent

**Likable guy [100 CP]**
Whether by personality or bearing, you can seem at first impression to be a chill guy to hang around and play Minecraft with, you also have a small but not negligible chance of embarking on adventures or interesting experiences, generally of the spooky kind. Toggleable.

**Help Please [200 CP]**
Whenever you might need help, there is a higher-than-average chance that posting it on the internet will attract the attention of those with the means and willingness to solve it for you. If you don't have internet, simply asking around in the community will do. Don't overuse it, though.

**Don't Turn Left [400 CP]**
Now, by luck or providence, whenever you embark on something or are dragged into it, there will almost always be some old hand who will be more than happy to at least guide you briefly or leave hints for you to find. Those hints will be tailored a bit to your personality and preferences for at least a better chance of survival. Toggleable.

**What The Hell [600 CP]**
Perhaps it is simply luck or something else, but whenever you publish something, it gains far more traction than it originally should, such as being promoted by a semi-famous YouTuber. All your artwork or storytelling is also at least quite engaging, though not on the level of the Eldritch play, the King in Yellow, though you could almost reach that level with time, effort, and training.

## Seeker

**I'm Not Scared [100 CP]**
The most important attribute, in my humble opinion, is the ability to master and overcome your fears and instinctual fear response. This will help you, much like D3rlord3, you can be taken by surprise, but never lose your mental faculties, no matter how big the pressure is.

**Masterful Eye [200 CP]**
There is having a 20/20 vison, there is also having observation skills, you have something else, something that surpass both, both your brain and eyes are altered to absorb every bits of data they see, tunnel vision simply doesn't exist, you can notice every wooden post without shifting your heads or eyes a bitin a single run, that's how good you are.

**Give Me a Pen and Paper [400 CP]**
Congratulations, you are smart, not in the conventional sense, maybe, but you are. Your mind is wired for efficiency and processing power, be it decoding a double-crypted poem with pen and paper or placing a hint in a 3D mental simulation. Your brain is closer to a computer than an organic brain, should you want to.

**What He Saw [600 CP]**
Some protagonists weren't meant to survive the encounter with their destined eldritch nightmare, let alone retain their free will and sanity. Somehow, you did it, you gazed at infinite knowledge and survived, even better, you retained it. This perk is meant to manage it for those who wishes to conserve a human experience, much like the internet, you can access that vault of knowledge any time you want, but the way it is archived mean you need to know what you are searching for, and much like a library, it doesn't mean much if you can't understand it, let alone have the full context, at its passive you can use it like an observation skill, giving you shorth introduction or description at what you are focusing at, as you grow and your mind expend and your soul ascend your limited hardware, you can widen the "valve" so to speak and know everything, however that knowledge is limited only to your current universe and their neighboring realms as well as timelines where no temporal or unknowable anomalies are so don't rely on it too much, in future universes, it take time for new knowledge to gather so it would initially take about a year for everything to be collected, but I'm sure you can train that as the skill can be grown, all of this is toggleable. If you also have the King in Yellow perk, you may grant it to anyone you wish who looks at you. This will permanently and irreversibly enslave them to you after a relatively short moment, but their knowledge is limited to their planet and their most likely timelines. If you also choose the Inhabitant of Carcosa origin, looking at the sign will also enslave them, but their knowledge will always be fragmented and incomplete. Merely centered around gaining eldritch secrets and magic.

# Inhabitant of Carcosa

**Eldritch Whisper [100 CP]**
The most obvious and common skill for the more eldritch inhabitant of Lovecraftian realms, you can should you wish emit mysterious inaudible whispers to the mind of anyone withing hearing range or beyond with training, these whispers will discreetly and almost subconsciously if you are a bit more skillful with it influence the subject or implement subliminal command into the mortal's mind, not as effective as mind control but more versatile as it doesn't trigger as such, needing specialized skills to detect.

**The Sign [200 CP]**
The eldritch is not terrifying just because of their power over the mind, but also upon reality and how it usurp our most relied on tools, you can essentially create a "spooky" or unsettling atmosphere, such as blowing the torches one by one or altering a camera's feed, its limitation is that as long as there is no other influence and the object in question isn't alive, you can make small edits to their existence if it withing your range, which encompass a large tunnel for now, it is also possible with this to enter or exit virtual realms provided you are not barred by something.

**Invisible Servant [400 CP]**
It seem your status in Carcosa or whatever realm you originate from is much higher than anticipated, as it is customary for any noble to eternally be accompanied by an eternal servant, this being woven from the nobility of your status is about as powerful physically as a regular Builder aka punching trees with their bare hands, but is completely hidden from any sight, it can be killed but you either revive it or spin a new one, you may only have one at a time with this alone. Its most valuable power, however, is to ignore any barrier or seals or other impediment without triggering any alarms, including those assumed to be absolute. You can share senses and control remotely, as well as share a single skill with it at a degraded level.

**The King in Yellow [600 CP]**
*"Beneath the sky of melting gold*
*Ancient echoes of a shepherd's mold*
*An old decay if left, one goes.*
*Is unseen truth all but faux"*
My apologies, your Majesty, for thinking I wouldn't recognize the famous Ruler of Carcosa. You are indeed the King in Yellow, a Great Old One, at least a version of him. Sadly, this doesn't give access or dominion of Carcosa; nevertheless, this does come with benefits. At any point you can transform into the iconic King in yellow, a yellow cloak and crown covering a dark silhouette and emerging from beneath black tentacles, the face can be whatever you wish at any point but by default it is a white Ball mask floating in the air, whether this is your true body or a projection is up to your whims, you may even switch it as you want, you are still unfortunately weaker to other version, nevertheless you are as tall as the ender dragon is long and twice as tough, if you picked the Inhabitant of Carcosa you can double everything, you are also as an eldritch being immune to any attack or damage that do not incorporate magic. You are also a master at Minecraft-style magic, surpassing the Illagers' wildest hopes. your most powerful ability is the ability to enslave and/or give madness to any who witness your eldritch form or your chosen sign, this is permanent, you also know and can scry from anywhere in the universe who drew your sign or drew a picture or photo of you in this form, you may optionally chose a different color and be the king in Red or something, toggleable.

# Items

*You get 300 CP for this section only. No Discount*

**Tunes of the Mysteries [Free]**
This jukebox can play any song or music that plays in the playlist of searching for a world that doesn't exist, and Minecraft in general.

**Netherite Weapon[100CP]**
This netherite sword is enchanted with Unbreaking 3, Mending 1, and Sharpness 5. If broken, it can be reforged.

**Necklace of the Elder Things [300CP]**
This curiously shaped necklace allows the wearer to protect their mind, spirit, soul, and sanity from any eldritch effect, indestructible.

**Refuge [400CP]**
This little haven, where it is placed, has dozens of underwater entrances leading to traps. You will always know which ones those are. This haven underground contains a lake, a forest, and light can enter through the cracks; no one can locate it unless you want to.

**Gateway Of Carcosa [600CP]**
This normally underground golden door can seal any one entity you wish behind, permanently, unless you wish otherwise. It will guarantee to suck it inside and trap them; no one can escape, but the door can be half opened by outside forces to let their influence in. The sealing is permanent and absolute; you could stick Azatoth or jump Chan behind.

**Mysterious village [600CP]**
This village is hidden from the world in the wild, filled with residents who worship you and bow to your every whim and wish. They will happily protect you and pamper you away from the world. They come back if they died and come as followers, scattered around are books about you, and a costly ritual to summon you, hidden in one of the more secluded houses.

# Companions

**Companion Import [100]**
Import a single companion into any origin for 100cp each; they gain 600CP.

**Canon Companion [100]**
So, you want to take any other existing character from this world. Well then, this option is for you. No, you may not take the King in Yellow with this, unless you pay 600 CP and he has agreed to it, and you didn't pick the 800 CP drawback.

# Drawbacks

*Take as many as you want*

**Incarnation and reincarnation [+0 CP]**
Take the appropriate perks, items, and drawbacks, and you may be inserted as one of the existing characters.

**Extended Stay [+100 CP]**
For each purchase of this, your time here is extended 10 years. It can be taken 5 times.

**Nice And Blocky [+200 CP]**
You have the general physics of a Minecraft skin or a Minecraftified version of the form you have.

**No Longer Peacefull [+200 CP]**
The Minecraft world you were supposed to enter was in peaceful mode; now it is in survival mode, the latest version.

**A Hard-Core world [+400]**
Any resurrection you have will be null and void; any mob you face will be stronger and tougher.

**Don't Turn Left [+400]**
Be it curses or bad luck, you gained the interest of the king in Yellow.

**He Is Here [+600]**
Someone blew the door wide open. The King in Yellow is free to roam.

**Behind The Yellow Door [+600]**
You are now the one stuck behind the yellow door; only your servant can escape if you have it. Otherwise, good luck convincing someone to open it wide or summon you

**Lockdown [+600]**
You have no **Out of Context** items, powers, or warehouse.

**When the stars are Right [+800]**
The apocalypse is here, the stars are right, the King in Yellow and nine other Great Old Ones escaped the Minecraft world into reality, building their own little kingdoms. You may not leave until all are slayed, they all are immune to conventional damage, so enchanted weapon or magic is necessary, all have the means to turn humans into minions and possess a devastating unique skill, thank fully they are more like Modded Minecraft bosses than unbeatable cosmos destroying horrors of lore, the weakest is as strong as the King in Yellow, and the strongest have the durability of at least Two warden, to say nothing on size.

# Decisions

*You have three choices …*

**Go to next Jump**
Continue onto the new mysteries.

**Stay**
Stay and enjoy your current life.

**Go back**
Tired of all that horror? Take this and go home.

# Change Log

v1.0

Initial Template Creation

-The Ten Great Old Ones that will emerge are : Cthulhu – Hastur (king in yellow) – Cthylla – Dagon – Yig – Ithaqua – Ghatanothoa – Cthugha – Shub-Niggurath – Atlach-Nacha –