

Vampire Survivors Jumpchain, written by **Tak,**

revised with feedback from BLADE and Winters.

True to Vampire Survivors v1.10.

Vampire Survivors is a time survival roguelite bullet heaven game that, despite its name, has remarkably little to do with vampires and a whole lot more to do with swarms and hordes of bats and monsters.

Vampire Survivors does not take place in a cohesive world, at least not in the usual sense. Rather, your time in this setting will be spent on strange 'stages' where, by default, increasingly numerous and powerful enemies will throw themselves at you for 30 minutes, after which the Reaper will arrive and immediately kill you… at least initially, anyway.

The good news is that dying on a stage does not count as a chain failure (as death, whether from a bat or, as is the expected end of all runs one way or another, the Reaper). Rather, your goal here is to defeat **the Directer**, the strange force orchestrating this whole world, within a span of 100 hours. Having 100 cumulative hours pass with the Directer not being defeated by the end is the only way to chain-fail in this jump, but thankfully it's plenty of time. You can prematurely end a run at any time with no penalty. If you don't want to bother with that, there's an alternate win condition: you must survive the 100 hours without dying in a way that would end the run.

Time in menus or shops doesn't count towards this limit, only time spent in stages. Once 100 hours have passed, the jump ends, and you must make your decision.

You have **1000cp (~~gold~~ Coin Points)**.

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The World

The Premise

The world of Vampire Survivors is a strange place, and it's entirely possible that you'd barely know anything about it even after playing for hundreds of hours. If you care for lore and worldbuilding, I have pieced together the best attempt at a cohesive world description that is both internally consistent with its own worldbuilding and externally consistent with the game mechanics.

This world has been set up by a mysterious entity called **the Directer**, an eldritch force that manipulates the world and its many facets for its own entertainment. It isn't actively malicious, nor *entirely* incomprehensible, though its wish for entertainment often has it 'direct' its chosen 'protagonists' headlong into conflict, as if it is directing a play on a stage. This world is made up of many such 'stages', single-environment dimensions that stretch infinitely without limit but with a restricted variability. The Directer sets up conflicts and entertainment: it manipulates events in the short-term, like leaving a note for the vampire hunter about the location of the vampire, and *especially* manipulates events in the long-term. It created the first vampires and inspired the Belpaese Clan to hunt them. It manipulated familial and societal cultures in the long run to create 'engines' for endless conflict, endless entertainment!

It would present itself as a golden hand, a deific force, and would call itself 'the Healer' so as to not betray its intentions. It would help along its favorites, giving out relics for those who had earned its respect and providing ample opportunity to depower those who had gained too much power through the 'Flames of Moonspell', for a 'real challenge'.

But that was a long time ago, now. The Belpaeses might have been *too* effective, in the end: there are few very vampires left. One slew their ancient enemy, the family's foremost foe!.. And then that enemy was resurrected later down the line, and then they slew the enemy again, and again, upsetting the Directer's plans and killing their ancient enemy faster and faster every time until, eventually, the enemy simply never returned again. While the consequences and effects of vampires and antagonists long gone are still with us, even they, with time, are fading.

The vampire hunters and heroes of the world could not rest on their laurels for long, however, for the Directer was not pleased. It decided that these vampires and intermediaries just would not do— no, it's seen all of these conflicts play out, one after another, for generation after generation. It *knew* what was entertaining, it *knew* what would work. What if, perhaps, it were to try setting up a more *personal* conflict? A story where the Directer itself was the antagonist? And what if it sought to keep these entertainment sessions capped at 30 minutes at a time, for accessible and easy reminiscing potential? Yes, that sounds like a plan!

The Atlanteans

A very long time ago, the world worked in a way that was more recognizable to us now. The habitable world was finite in its dimensions, and it had many different biomes and environments: I understand that this is a ridiculous concept to attempt to understand, but this world could have had a grassland in one place and, somewhere else, it could have had a place that was *not* a grassland.

While we know little about this time, we do know that the Atlanteans were a powerful race who dabbled in powerful technology and/or magic. In the same way that they understood the sun and moon as opposites, they understood civilization as a calm and orderly force and thought of volcanoes as epitomes of rage, fire, detestation, and nature itself. They lived in the city of Moongolow, which back then wasn't underwater. Judging by the masks and architecture they left behind, they likely venerated the sun, the moon (in multiple phases), civilization, volcanoes, winds, greed, and the void.

It was this preoccupation with the void that should have been the most concerning of all. At some point, somehow, the Atlanteans uncovered a strange, not-really-there non-relic: they didn't understand the *Golden Sign*, and it didn't exist enough for them to interact with it, but it opened the floodgates to their perception. They began to see things that were previously hidden from them, and it all went downhill from there. In their last years, they were able to develop weapons that twisted and broke the rules of reality as they were previously understood.

It is not clear what happened to the Atlanteans, but it does appear that the fall of the Atlanteans coincided with the appearance of the Directer. Perhaps they ascended to a higher plane of existence, but 'the Directer' was one or more Atlanteans that stayed around in an elevated form, or perhaps the Directer was called to this world and brought about the end of the Atlanteans because they meddled with things beyond their ken. Perhaps their disappearance had to do with the force behind Golden Eggs or Queen Sigma's people, and that is why the Directer is opposed to them. Their city of Moongolow did eventually flood, and legends often blame the moon in some sense, but it is not clear if the flooding killed them or if the city flooded only because the Atlanteans weren't around to prevent it.

Very few signs of the Atlanteans can be seen this far after their fall. Signs of their influence can be found in Moongolow (obviously), where some can be encountered. It isn't clear, though, if these are automated guardians, like magic robots, or the last disembodied Atlanteans themselves, reduced to possessing the clothes they wore in death. Outside of Moongolow, though, you'll need your perceptions expanded by the Yellow Sign to see the stragglers defending their artifacts.

The Survivors

The world has been shattered. Important places were taken and then infinitely extrapolated, leaving the perfect ‘stages’ for our chosen protagonists to struggle through. But who are these protagonists?

The **Belpaeses** have been fighting vampires for a very, very long time, and they have long been some of the Directer’s favorite protagonists. While their specialties have varied greatly, they seem to have developed a propensity for whips, some of which have been inherited down the family tree for many, many generations. What is even more common than a Belpaese wielding a whip is a Belpaese learning the trade of *vampire hunting*, attempting to hunt down the last of the (nearly extinct) vampires. While they don’t know any more about what’s going on than anyone else, they are at the very least prepared for monster hunting. Perhaps that is why Antonio Belpaese is so often the first survivor on the scene, and why his kin are so soon to follow. The matron of the family is the currently-lost Zi'Assunta Belpaese who wields the family whip and kicks a lot of ass.

The **Ladonnas** are another family of vampire hunters, though their fight is often more personal thanks to the vampiric blood that runs through some lines of the family. Their family line also seems to be affected by a curse of some kind, one different from the whole vampirism thing, though the only actual effect of this curse that anyone has actually noticed is the rather innocuous effect of Ladonna children being more likely to be assigned female at birth.

Not all characters are here for the same reasons. While **Suor Clerici** and **Dommario** are both religiously motivated, **Poe Ratcho** is an old, smelly dude who’s here by accident. A few survivors out there are straight-up demons.

An experienced jumper might recognise that many of the survivors here strongly resemble characters from other pieces of media. **Christine Davain**, for example, strongly appears to be a Sailor Scout, the Belpaeses are a blatant expy of the Belmonts, **Pugnala Provola** is pretty blatantly just Bayonnetta, et cetera. It seems that the Directer, whose mind is as unoriginal as it is unknowable, may have ‘creatively’ ‘reinterpreted’ characters from media it knew.

Other Forces

While their origins might be unclear, unmistakable other forces are acting on the world. For example, there is an almost-invisible angelic figure of light that briefly appears to survivors when they use the Great Gospel. She appears to be the cosmic force responsible for pushing the usual boundaries of weapons. The Atlanteans associated her with their venerated ideal of Wind. She has historically been referred to as a feminine force and with feminine pronouns but, in truth, no one has any idea.

The Merchant, or the grander force that works through the Merchant, is similarly mysterious but far more visible, its influence far more obvious. The Atlanteans also knew of him, though they

identified him with the concept of Greed— and they may have even had some influence over him, given the 'unlock' conditions of its emissary, Big Trouser. The true name of the Merchant is unknown, for the Merchant will never communicate except to make a *deal*, so people go for the obvious, practical name— it is for the same reason that Big Trouser is called precisely that. This force is associated with greed, with gold and, in particular, with *Golden Eggs*, strange eggs of gold that can be absorbed into the body to unnaturally empower it. While there do not appear to be any explicit downsides to benefitting from this strange power, every other cosmic force appears to be opposed to their existence on a fundamental level. It also seems to have some corruptive influence over the remaining Atlanteans, who will drop Golden Eggs on defeat. It seems to favor these Golden Eggs to any alternate means of progression— if you are ever lucky enough to look through the Merchant's wares, you may be observant enough to notice that the only weapons he sells are the weapons that cannot evolve, union, or gift, as if he is attempting to slowly supplant all means of progression with his own currency-based one… except for the Mille Bolle Blue, he offers that as a subtle hint that you should bathe more. Its form is false: it can and will present itself in different ways, like the Eggman, to get what it wants. The egg once was a symbol of cosmic substance and formed, material reality; is it still?

Queen Sigma is another mysterious one. She's a queen of course (for why else would she be called that?), but it isn't clear what she's the queen *of*… aside from, perhaps, *Everything*. Where did she come from? Why is she metaphysically incapable of death? Why does she not bleed— does she not have blood? Many have theories, many more have ideas, and a few more than that have crushes. Perhaps the most likely explanation is that she was created by the Directer *to be* perfect, to be beyond the influence of any other force, to be the *best* hero, the *best* protagonist. The Directer's own Mary Sue, if you will. Don't tell anyone I told you this, but I hear that she was created for one of their previous projects, and they 'imported' her over, so to say.

The White Hand is this world's incontrovertible force of death. It normally stays far away from ever manipulating the world because it allows the natural order of things to happen naturally, and lets the Deaths it created sort out any issues that might pop up. However, the White Hand's power is not absolute: the Directer has power over it and can force it into action. Indeed, the White Hand has never been seen somewhere it was not forced to be.

When the Directer split the world and infinitely extrapolated their favorite bits into stages, the process was not perfect: if you know where to look, or alternatively you just have some awful luck when exploring, you might find poorly cut *seams* of reality. These places are glitches in space, places where discordant elements combine and result in such monstrosities as the 'LV128 Golden Bat'.

Benefactor Directer?

The Directer, the 'great many-faced god of all things', could be a good fit for a Jumpchain Benefactor-type entity. It is motivated by entertainment. While it may try to interfere by inducing conflict if it thinks things are getting 'boring', its standards are decently low and you can entertain it with plenty of things other than violence. If it's up to it, it may go for jumps about

Roguelikes, Roguelites, and Castlevania, but it's also happy to stay 'hands-off' and trust that you'll find something entertaining to do. It will generally attempt to hide options that are 'too powerful'.

Toggle: Gauntlet Mode

While it may not be intuitive at first, Vampire Survivors as a setting and a game experience is best served as a normal jump. However, if you so choose, you may choose to play through this jump as a gauntlet. If you do, as per usual gauntlet rules: you start with 0 cp and you are reduced to your bodymod. However, death will end the gauntlet (unless you died after the stage's time limit, to the Reaper). Gauntlet Mode cannot result in chain failure. All Gauntlet conditions apply.

If you manage to survive the gauntlet until the end, you gain the scenario reward from **But enough talk… Have at you!**, even if you hadn't met its conditions or even prerequisites.

Toggle: DLC

As of time of writing, the *Legacy of the Moonspell*, *Tides of the Foscari*, *Emergency Meeting*, and *Operation Guns* are the only DLC available for Vampire Survivors. This option will allow you to enable or disable DLC content from this jump on an individual DLC-by-DLC basis. Perks and content that is only available because it came with a DLC will be marked with **[DLC]**. The content from Operation Guns, the Contra DLC, is not represented in this document.

Age, Gender & Species

You may freely decide your age and gender with no point costs. Your species or race by default won't change, but you can freely change it to the species of a faction you are a member of (though there aren't any benefits to this without getting any perks).

Progression

With each run, you'll be starting out fresh with no experience. You might only have one weapon, and it probably won't be a very good one. Yet, by defeating enemies and collecting the peculiar gems that drop from their souls, you can expand the abilities of your weapons and of the magical trinkets, or passive items, that are making you better.

[Each run starts at level 1. You need 5 XP to get to level 2, and each level beyond that requires an extra 10 XP (15 XP, 25 XP, etc.). Each level up wraps your XP to 0. The rate at which the XP requirement increases will increase, to 13 at level 21 and to 16 at level 41. In case you're the type that likes a spreadsheet. Every time you level up, you must make a decision where you choose one of three options, which might be new weapons or passive items, or upgrades of weapons or passive items that you already have.]

Stages

No one short of the Directer has any idea how many stages there are, but there is only a finite number of them that you might happen upon in your travels. When you start in this jump, you will appear in one of the five standard stages and will have access to only that stage for a while. You get to freely choose which of these stages you'll start on, between: the Mad Forest, the Inlaid Library, the Dairy Plant, Gallo Tower, and Cappella Magna. By spending **50 cp**, you can also choose to start on Il Molise, Green Acres, the Bone Zone, or the Tiny Bridge. Mad Forest will be the simplest, easiest, and most appropriate place to start.

Like in the game, you can 'unlock' different stages by proving yourself to the Directer and accomplishing great feats.

The Directer will try to cut down your experiences in these stages down to about 30 minutes, the perfect length for an episode of TV. After each 'run' ends, whether from death or from deliberately wanting to leave, you can then choose which new stage that you have unlocked you want to explore: the Directer will know, and take you there.

The Mad Forest used to be a pleasant place, a very long time ago. However, a lordly necromancer vampire that was killed a long time ago, called the Cardinal, spilled their own evil out into this forest. With the Cardinal now long gone (poor fool was among the Belpaeses' first slays), the Mad Forest had become the traditional training grounds of new generations of Belpaeses so that they might hone their crafts against actual monsters. Needless to say, this is a good place to start.

You'll find plenty of animated plants, crazed villagers caked in mud, and evil bats— though there is no connection between bats and vampires, turns out, the folklore was wrong on that one, don't look into it too much. After direct vampiric influence in the area faded, various necromancers who once worked for the Cardinal saw the power vacuum and sought to exploit the nearby necromantic energies for their own ends: these necromancers did not necessarily *create* all the skeletons, zombies, and ghosts, but they certainly control them. The Mantichana wasn't even *created* here, it escaped from Gallo Tower.

The Inlaid Library is a vast repository of worldly knowledge created by Nesufritto, 'the Futile Scribe'. Nesufritto sought to understand ancient mysteries and uncover some of the forbidden knowledge last uncovered by the Atlanteans but, despite all his efforts, madness caught up to him. The entire sum of knowledge found in the library sits in his mind and, yet, he does not *understand* any of it nearly enough to be able to use it or benefit from it. The powers he wields come from his insanity above all else. But perhaps his efforts were not fruitless. Somewhere in this library you might find a Stone Mask, which bears a strong resemblance to the Atlantean mask associated with Greed. He certainly *was* greedy for knowledge and the truth. Was this intentional, or an act of mockery from the Directer?

The halls of this library are filled both with creatures drawn to its knowledge— medusas, witches, hags— and from creatures created *with* that knowledge— mud, lion heads, musc muscs. This would probably be the best place to have a nice conversation, if all the 'conversationalists' weren't trying to kill you. You can try to read the books, too, though reading won't stop you from being attacked: they are informative, but be cautious, for they have a known habit of driving their readers to madness.

The Dairy Plant used to be a perfectly mundane dairy plant, where milk was both taken from cows and processed, homogenized, treated, and mixed into forms ready for human consumption. Knowing that, knowing what this place used to be… what the hell happened?

A *weird* type of magic is at work here: Milk Magic™®, the signature craft of the Milk Mages®™. Perhaps we should all be thankful that a Lizard-Mermen alliance saw the downfall of these always-capitalized Mages and freed the minotaurs from their foul servitude, because I'd hate to imagine what a Milk Mage's curse looks like. Fortunately, the worst we directly see of their work are the Milk Elementals and Meloni, whom the lizards have taken control of. Oh, and there are skeletons as well, but they're just tourists on a calcium tour.

Gallo Tower is the personal home of Iguana Gallo Valletto, a 'mad scientist' sort who combined technology and magic to create horrors beyond comprehension (provided one has a rather limited comprehension). Evil was not his purpose, of course, but rather a side effect of *scientific and/or arcane advancement!* Expect lots of skeletons, devils, and living manifestations of scientific hubris. And it's not just Gallo, either: he set up the Academy of Alchemia to teach his foul arts to a whole new generation of arrogant know-it-alls. On top of even that, they are most well known for producing Archons, animated suits of armor sold to the highest bidder.

Gallo has left his tower, calling its inhabitants a bunch of dumb sycophants. Gallo was especially fascinated with time and the ways that the Atlanteans could bend it. If you ever manage to prove yourself and attain the Infinite Corridor, he'll agree to help and join you if he can study this strange new weapon. But the monsters in his tower are wild, evil, and crazy, and will attack even him.

Cappella Magna *used* to have vampires in it, I promise. A long time ago, it housed a vampire so strong and prominent that they held authority over every other vampire in the land and was so well-known that they were deserving of the definite article: they weren't just a vampire, they were *the* vampire! Interesting, until you remember that they're dead now. As are all of the many vampires who once lived here, so it would seem.

Before that, Cappella Magna was a holy place for noble nobles and holy holies alike. It housed the greatest of paladins and the brightest of angels… and it still does, but these once-holy things are now deeply and fundamentally flawed. They might appear golden and glowing, as they always had, but make no mistake: they have been corrupted in totality. The fact that angels are sharing their lunch breaks with reaper trainees should have been a dead giveaway, frankly. The demons in cleric robes and the succubi in nun habits just make it blatant.

Some claim that vampires came and rotted the purity of the Most Holy Order. In truth, however, it rotted under its own power and arrogance, and the vampires only came in later. It is a well-known fact of vampires, after all, that they need to be invited in.

Il Molise is a pretty nice place. Yeah, this is pleasant. You won't find much in the way of danger here: it's just a nice field of flowers and trees in all directions. Why does this place exist? Perhaps the Directer was bored of all the fighting. Or perhaps this place *is* too good to be true; perhaps none of this is quite as real as we've come to expect…

Moongolow was the ancient capital city of the Atlanteans, though the long years and rough tides have scrubbed away most of the details or buildings. In the end, we're left with vases (moon anforas) and whatever artifacts the mermen have found and put in their museums in a strange attempt to give legitimacy to the reigns of the Tritonts— or, hey, perhaps they *actually are* the rightful successors of ~~Atlantis~~ Moongolow.

Moongolow still holds secrets, all these many years later. Will you be able to find the cause of Moongolow's fall, no matter how *Holy* or *Forbidden* it ends up being?

Green Acres is an explicitly artificial stage. While all the others are infinitely extrapolated from previous, real locations, Green Acres is set up as an inauthentic and game-y realm by the Directer to house just a little bit of the enemies from everywhere else. The best guesses of the best scholars agree that this place was not meant for us, at least not initially: this is the Directer's personal *experimenting grounds*.

The Bone Zone is not the afterlife, not in the way that most understand it. Rather, the zone for bones is a continually-expanding underground region where animated, well-organized skeletons dig under graveyards to grab corpses from the source and animate them into an ever-growing army. They'll attack anyone who intrudes, not only because intruding is rude, but also because there's a skeleton friend in you somewhere that they're keen to free from its flesh prison.

Boss Rash is another oddity. Like all the rest, this stage has also been set up for entertainment purposes… but, unlike all of those other ones, it isn't (directly, at least) for the Directer's entertainment. Rather, this arena is set up by and for the many monsters and 'bosses' from all over the stages. Perhaps the Directer *is* entertained, by how entertained the monsters are?

Bat Country is a strange place that was probably its own whole plane of existence long before the Directer got around to splitting things up. This dimension is home to bats. Many, many bats. So many bats, and in so many varieties, that some experts have made the claim that this strange world is the home reality of *all bats*. This implies that they aren't connected to vampires at all, so I ought to agree. It's a strange place of lacunate terrain over infinite patterns.

Whiteout is an arctic, frozen wasteland sat upon a glacier of boundless width and length. This place collects unwanted feelings and hosts frigid things when it is not their time: when snowmen

aren't anywhere else, they are here. From February to October, Mariah Carey remains sealed here. It contains powerful relics lost to time, but be careful: the never-ending snowstorm may just wish to keep you here, too.

Space 54, as it is called, is a magically weird stretch of dimensionally misaligned outer space created by the Directer using a highly magical and only mostly eldritch process of 54 rituals. It's all sorts of wrong, phasing and intersecting with spaces and times and extradimensional spaces in conventionally inconceivable ways.

The Laborratory (named a la 'La Borra', the holy water it creates), used to be the makeshift foundry where anti-vampiric weaponologist Santa Ladonna honed her craft and created all manner of holy weapons and trinkets. Unfortunately, when her experimental alchemy went awry, hijinks ensued, and she had to flee, leaving the workshop abandoned.

The Astral Stair is a sort of astral highway, a path through space and reality that the Directer uses to travel between the stages. While it resembles the Inlaid Library, it's more like a series of floating corridors and rooms, most of which lack roofs and many of which are missing walls: through these architectural absences, a vast and infinite sea of red stars is visible— what are they, what does it mean? Only the Directer knows, and they aren't telling.

The Tiny Bridge, a very long time ago, was the center of a vast battle. The original combatants are long dead— but where's the fun in a conflict that *ends*? The Directer wanted to keep the battle going, and so it did. When the knights and warriors collapsed and died, the Directer replaced them with the reaper trainees who came to reap them, and twisted the souls of the warriors into ghosts who would never be able to stop.

The Eudaimonia Machine is b~~e~~*y*~~o~~n~~d~~-~~y~~*y*~~o~~u~~r~~-~~r~~*r*~~e~~~~a~~~~c~~h~~.~~

[DLC] Mt. Moonspell, the ancestral home of the Moonspells, is now a den of monsters. The Moonspells were an ancient clan who developed powerful lunar magics, some say, before even the Atlanteans. From this art, they derived the Flames of Moonspell, a powerful cleansing magic. However, when the Directer split the world into its many stages, it conquered Mt. Moonspell with armies of yokai and oni, stole the Flames of Moonspell, and hid it in Moongolow.

Unlike the other stages, perhaps because the Directer had a fondness for it, Mt. Moonspell as a stage was not infinitely extrapolated from a small sample. The whole of Mt. Moonspell, including its pagodas, sakura fields, and mountain peaks, has found its way here… but while it is far more detailed, it has not been extrapolated at all, and so the stage is rather small (and inescapable). Perhaps as a 'kind' gesture, or perhaps from some sense of irony, the Directer also stuck this place in time: the full moon is straight above you in the night sky, and it will never go away.

[DLC] Lake Foscari, known to the uninitiated as the Enchanted Forest or the Enchanted Lake, has long been the home of all sorts of fey, beast, and monster. For as long as anyone could remember, noble paladins and legendary rogues came here to receive quests, do quests, hand

in quests, and ask for swords from ladies in lakes (or steal them from rocks). This is a place where fey live in giant mushrooms, mazes grow naturally into formation, and where the waters, even when still, glisten with intense life. Expect goblins.

[DLC] Abyss Foscari has only been known to exist quite recently. Magically sealed away underneath the lake, the Abyss is an ancient ruin that has not seen new life since ancient times. It is dark, damp, and deteriorating. Down here is a connection to Hell, through which came Blood Mosses and the Decayed Deacons of the Priesthood of Putrefaction though, due to its seal, even those evils are stuck down there. The evils it was originally sealed to keep away from the world are astounding in their power and their evil, and there's something down there even worse than the Fomorians, but at least they're sealed away…
… At least, until the Directer decides that unsealing and defeating the great evils would be a great plot.

[DLC] Polus Replica is a planetary base far, far away in the deep reaches of space, positioned on the lava-veined planet of Polus… or, its exact replica, anyway. While it might seem quiet at a glance, this old science station might have spooky mutants, old-school robots, sarcastic aliens, and mutated shapeshifters around any given corner— not even your crewmates can be trusted with certainty. All around, it seems rather… suspicious.

Origins

You must choose one origin. It will reflect not only your role in this world, but also potentially your victory conditions. On top of your origin, there is an opt-in system of factions.

Drop-In: The survivor is conventionally and intuitively you, the jumper. Despite the name, it doesn't even necessarily have to be just you: this is just the place where the emphasis is on using and translating the weapons and gimmicks you've already developed. To suit your presence and authentically portray you as a character, some of your perks bend the usual rules. The fantasy here is to adapt your jumper as they are, or to present them as a new character, like any of the other survivors.

Survivor: This origin option is akin to playing one of the already established characters. You get to choose which survivor you are, and you become them, and with perks can access some of their personal abilities. The fantasy here is to embody a pre-existing character, work within the game world as a part of it, and also experience the world more as the game represents it.

The Directer: OK, no, not quite *the* Directer, that'd be way too powerful, but rather you are taking its role as antagonist, while the real Directer steps aside to watch and eat its maddened, eldritch popcorn. Unlike what it would have been had you selected another origin, your goal here is to kill the survivor and, unless you're rather arrogant, to prevent them from ever finding you. The real Directer wants you to fail or nearly fail because they want this to be a close fight, but you might not necessarily share in that (especially when dying means chain failure). And,

yes, it's 'Directer', not 'Director'. You won't be protected from death like the others, but you're generally safer than they are. The fantasy here is to be the mastermind villain and antagonist behind it all, commanding legions and wielding incomprehensible power.

Player Statistics and How to Interpret Them

This almost certainly isn't your first jump, meaning that you've already picked up a few toys and tricks from previous jumps. Not only will previous perks and powers change these stats, but changes to stats from within this jump will increase your capacities outside of it: an increase to Might, for example, will intuitively increase the power of your punches. Unless otherwise specified, changes and modifiers in this document interact additively.

The statistics in Vampire Survivors are:

- **Max Health** is a measure of how hard you are to put down. A jumper could very easily have collected more on their travels. *[Default is 100 HP.]*
- **Recovery** acts as health regeneration, the rate at which your body will heal from damage. *[Recovery is described in terms of HP per second. Default is 0.]*
- **Armor** is a measure of defense, or an ability to reduce the harm of blows. *[Armor is subtracted from incoming damage. No matter how high your Armor is, it cannot reduce damage below 1. Default is 0.]*
- **MoveSpeed** tells us how fast you can move. Needless to say, this statistic is very easily changed. *[Default is 100%. A MoveSpeed of 200% means that you'll move twice as quickly.]*
- **Might** increases all of your damage, whether from a fist or a bullet. It might be conceptualized as a sort of metaphysical enhancer of all damage, regardless of source. If an effect in this jump will increase your Might (or most other stats, for that matter), be aware that its increase is additive, not multiplicative: the bonus might not be noticeable if you're already very powerful. There is a cap to your Might, however, so be cautious. *[Default is 100%. With a Might of 200%, all your damage is doubled. Might cannot exceed 900%: if your Might would exceed this naturally, it is instead 900% for the jump.]*
- **Area** increases the area (size) of all of your weapons and effects: it increases your 'areas of effect' and your weapons' reach. There is a cap to it, however, so be cautious. *[Default is 100%. Area cannot exceed 900%: if your Area would exceed this naturally, it is instead 900% for the jump.]*
- **Speed** changes the speed of your bullets, arrows, beams: projectiles, generally. There is a cap to it, however, so be cautious. *[Default is 100%. Speed cannot exceed 400%: if your Speed would exceed this naturally, it is instead 400% for the jump.]*
- **Duration** affects how long your attacks, spells, or effects will go on for. There is a cap to it, however, so be cautious. *[Default is 100%. With a Duration of 200%, for example, effects, attacks, spells, etc., will last for twice as long. Duration cannot exceed 400%: if your Duration would exceed this naturally, it is instead 400% for the jump.]*
- **Amount** will affect how many extra projectiles are fired. While this is intuitive enough within this jump's own weapons, or for something like D&D spells, you'll be likely to do some fanwanking. There's a cap, so don't go crazy. *[Default is 0. Amount cannot exceed 10: if your Amount would exceed this naturally, it is instead 10 for the jump.]*
- **Cooldown** will affect the cooldown between attacks or effects, or how often you can use them. There is a limit to how far this can go. In settings with turn-based combat, you

could think of Cooldown as how often you can use an ability or, in Pokémon, as PP. *[Default is 100%. For example, a Cooldown of 50% will halve cooldown. Cooldown cannot be lowered below 10%. If you have a limit-breaking perk, any deductions to Cooldown below 10% will be substantially reduced, and will only get slower and slower.]*

- **Luck** has plenty of small effects: chances of getting good drops out of enemies and chests, various critical hit chances, and others. Outside of this jump, Luck will still do all of that, but will also have all the more intuitive effects of being lucky. *[Default is 100%. Various chance-based effects, like the chance of landing a critical hit, have a base chance which is multiplied by Luck.]*
- **Growth** affects how quickly you pick up experiences, how quickly you develop, and how fast you can better yourself. Growth will affect XP progression systems found in this and other systems. *[Default is 100%. XP gain is multiplied by Luck. For example, with 200% Growth, what might normally have been 10 XP will effectively become 20 XP when you gain it.]*
- **Greed** is like Growth but for currency/gold. More Greed means that you'll get more money. Outside of this jump, it will serve as a modifier to income, even of the boring kind. It's all accounted for and proper, no need to worry about auditing. *[Default is 100%. 200% Greed, for example, means you'll get twice as much currency.]*
- **Curse** is an odd one. The higher the curse, the higher the toughness and speed of enemies that face you. It will also increase the quantity of non-boss enemies by subtly altering fate or history. Curse might sound bad, but there are two reasons to want more of it: 1) more enemies means more experience, and 2) it might get rather boring if you're monstrously overpowered, to have so flimsy enemies around. If multiple different Curses would affect an enemy, use the highest. *[Default is 100%. Curse multiples enemy HP, Speed, and number.]*
- **Magnet** refers to how close you need to be from a pickup (like an experience gem, a coin, or a yummy chicken) before it will be caught by your magnet and fly towards you to be absorbed, consumed, stored, or picked up. This will apply generally where sensible, like for rupees in Legend of Zelda, experience orbs in Minecraft, or ammunition. In other settings with other systems, it might apply to wildly different things with some fanwanking. You can intentionally choose to lower your Magnet stat. *[Default is 30, which measures a distance. Golden Eggs and the Custom Passive Trait perk are the two ways found in this jump that flatly increase this bonus: all other bonuses are multiplicative.]*
- **Revival** is another odd one, acting like a repository of 1-Ups, a resource you can use to defy death. Generally hard to come by, of course. *[Default is 0. When you have at least 1 Revival and you die, you can revive yourself at half-health at the cost of losing 1 Revival.]*
- **Reroll**, similar to Revival, acts more like a resource. Using it, you can reroll a random selection, whether of loot, or the lottery, or a gacha game. The reroll isn't guaranteed to be any better than the original. *[Default is 0. You can reroll if you have at least 1 Reroll, and using it decreases your Reroll by 1.]*
- **Skip**, similar to Revival, acts more like a resource. Using it, you can skip making a selection (such as that of a quest reward or level up reward) in return for hastening your next reward. In this jump, this means your next level will come sooner. *[Default is 0. You can skip if you have at least 1 Skip, and using it decreases your Skip by 1. When you use it, you don't get the reward on offer, but 20% of what remains until the next reward selection of its type is cut. In this jump, it means you'll start with your XP bar to the next level already 20% full. For the purposes of this resource, any specific reward that comes every level up, like for example more HP in any systems, will not be skipped.]*

- **Banish**, similar to Revival, acts more like a resource. Using it, instead of making a selection or choosing an option (such as that of a quest reward, level up reward, or gacha roll), you can banish it from all future selections. For example, if you banish a Vampire Survivors weapon or gacha character, you won't ever roll on them, making other options more likely. At the end of each jump, you can choose to refund any number of banishments back into Banish. *[Default is 0. You can banish if you have at least 1 Banish, and using it decreases your Banish by 1.]*
- **Seal**, similar to Revival, acts more like a resource. Between runs, and in future jumps in moments of calm, you can choose reward options, chest items, and loot to 'seal'. Sealed options will not show up in the future, making other options more likely. However, you can only seal something you are already familiar with. At the end of each jump, you can choose to refund any number of seals you have on things back into Seals. *[Default is 0. You can seal if you have at least 1 Seal, and using it decreases your Seal by 1. In systems that don't do anything special if none of the usual rewards are available, and you seal every possible reward for something, it won't reward anything at all.]*

Perks

Perks in an origin's section are discounted if you have taken that origin. A discounted perk has its cost halved. If a perk cost 100cp, and it is discounted, it becomes free for you.

Undiscounted

Bird's Eye View (Free/100): Instead of seeing directly through your eyes, you are able to see by displacing your perception far above you, to a bird's eye view of yourself where your body is the center of where you are looking. Your 'up' will be North and your 'right' will be East, and so on.

This perk is free to take for this jump, but you can take it with you after the jump ends by spending 100cp.

Big Eater (Free/100): By touching a piece of food no larger than what you would consume in a standard meal, you can consume it in an instant. You are affected by this as if you had eaten it normally: you'll get all the nutrition and flavor, as well as potential mechanical effects or poison. In this jump, this can be useful for instantly 'using' roast chickens that you find on the floor or eating tiramisus that have the resurrective potential of Jesus.

This perk is free to take for this jump, but you can take it with you after the jump ends by spending 100cp.

Floating is Cheating (100): Unless you do not wish for them to be, flying, levitating, or floating things will be affected as if they were on the ground for the purposes of being stuck in hunting traps or burnt by acid on the floor. This will only work if they're less than two meters from the floor.

Enemy Drops (100): In future jumps, enemies have a chance based on your luck to drop currency upon defeat. The currency is whatever currency makes sense for the area or setting, and will happen if there's no reason for those enemies to have currency on them. The value of the currency dropped will always be 'not much', but will scale to the power/challenge of the enemy.

Flames of Moonspell (200): The Flames of Moonspell are a strange blue fire that does not give off heat. Instead of burning the flesh, they burn certain impurities off of the soul. If the blue flames of Moonspell are brought to a willing person who is concentrating on unnatural empowerments they wish to be rid of, they can burn it away. They can remove boosts such as that of the Golden Eggs, cleansing them from your soul, as well as any bonus or empowerment that could convincingly and honestly be described as 'unnatural' or 'impure'. You can now summon and wield these flames. Though, to clarify: they won't help in combat, and they won't affect anyone who doesn't want to be affected.

Prize of Excess (200): Sometimes you level up but have nothing to upgrade— most likely all of your weapons and passive items are fully upgraded, and you have no slots open— and it'd be a shame to let that level go to waste. If there are ever no weapons to pick or upgrade, no perks to choose, no feats to select, no new spells, etc., but merely some numbers going up as they do every level (if even that), you get a little something extra: a small amount of healing or a small amount of currency, your choice. It's not much, sure, but at least you'll never have to suffer 'empty' or 'dead' levels again.

[DLC] Blessing of Sammy (400): This perk has two equally important effects— and they come as a package deal, so take it or leave it. Firstly, currency gained won't *just* fill up your pocket, it'll also expand your experience! Whenever you gain currency, you will also gain an equivalent amount of development, or XP, or equivalent. Very useful if you have ways of getting real rich. Both Greed and Growth help here.

Secondly, you'll receive a free chocolate caterpillar-themed roll cake on each of your birthdays! Where does it come from? How does it know when your birthday is? How does it know where you live? Who knows! Sammy the Caterpillar certainly doesn't! Stop asking him about it!

Sammy the Caterpillar is not suitable for children of ages 1-29. Sammy the Caterpillar is not edible. Sammy the Caterpillar is not responsible for any Sammy the Caterpillar related injuries.

Hyper Mode *(Capstone Booster)* (400): You can emanate a field around you where everything in a wide range surrounding you is affected by Hyper Mode. Anything affected by Hyper Mode is faster (up to double speed, whether personal or projectile), gains gold faster (up to twice, independent of the Greed stat), and could even be a teensy bit Luckier, but all affected uniformly.

Additionally, the first capstone you purchase is now boosted and carries some added benefit, as specified in its description. This means that you cannot benefit from multiple boosted capstones.

Factions

Faction Membership (100, Undiscounted): This perk signifies that you are a member of one of this setting's various factions, which means that you get discounts on their faction perks! Creatures of that faction will recognise you as belonging to their in-group and, if they are called on by the Directer to attack you, they will not heed the call. Additionally, different factions will come with certain deals, where they can make certain specific purposes (as specified in their individual faction descriptions) for **half cost**. Being a part of a faction will also give you discounts on the perks and items associated with the faction (see 'Faction Perks' and 'Faction Items') and open up a few more drawback options (see 'Faction Drawbacks').

This perk is easiest to justify for those of the Drop-In origin, but it is available to any origin. It would be especially interesting if, through faction perks, the Survivor or Directer chose to turn into a skeleton… but, of course, there are many ways to have fun with this and justify it in whichever silly way it points you.

If you're the Directer, none of those monsters were going to attack you, anyway. Instead, you can use enemies in your faction against your foes regardless of stage. Each faction will also detail what a Directer of that faction might look like.

Alliance (100, Undiscounted, requires Faction Membership): Oh, would you look at that? It seems like your faction is in an alliance with another faction! Perhaps this is a recent thing, perhaps this has been going on for eras untold. Perhaps this is a matter of word and diplomacy, or perhaps this is one of those 'alliance by marriage' situations. All of that depends heavily, of course, on what *your* faction is, and what faction you choose to *ally* with.

While you do not get perks discounted from your allied faction like you do with your own, if they are called on by the Directer to attack you, they will not heed the call.

This perk can be purchased multiple times, but its cost increases by 50 cp each time.

Personal Union (150, Undiscounted, requires Alliance): I didn't think of this as a nation-building, political game, but… *fine*, sure, here you go. I don't know *how* it happened— but I hope it's a marriage or inheritance sort of thing, because those are hilarious— but the allied faction has been merged into or made subject to your own primary faction. Not only will this give you some greater authority over them, but it will also, *sure, fine,* give you discounts on their perks. For other perks here that work on 'your faction', the ally will also be affected. This perk can only affect one ally, and can only be purchased once.

Persisting Fraternity (200, Undiscounted, requires Faction Membership): Why must your friendships and kinships end so soon? Why must your affinity for this faction end with this jump? After this jump ends, people who are similar to those in your faction will more easily grow to trust you, as if some part of them knows that you are trustworthy and a potential friend. It isn't a silver bullet, of course, but it'll *help*.

If your faction was skeletons, for example, you will make faster friends with skeletons, and be more easily able to ingratiate yourself in skeletal societies… but it won't be able to help for societies of grim reapers (as they're a different faction) or ghosts (as they're too different; and also ghosts aren't real, dummy).

True Friends to the End(s) (200, Undiscounted, requires Faction Membership): It's more than just the bare minimum of not going out to attack you. When the Directer attempts to call upon enemies, monsters, and peoples to combat you, your own faction (and, to a far lesser degree, your allies, if appropriate) will show up to *defend* you and protect you from those foes that act with the goal of your harm. This transforms survivor situations into battles between armies! Just be cautious: your faction is but one group, and they will quickly fall apart if continually asked to combat against all others.

After this jump ends, you will have developed such expertise in leading your faction that you keep with you an almost instinctive ability to command armies similar to that of your faction. This is decently forgiving, so think of it like this: if this future army were to be sorted or aligned with one of this jump's factions, if it's yours, then it applies.

The list of factions available for selection is as follows:

- Academy of Alchemia
- [DLC] Adventurers of Foscari
- Atlanteans
- Belpaese Clan
- Lizard-Merman Alliance
- Milk Mages
- [DLC] Moonspell Clan
- Most Holy Order
- Reapers
- Sisterhood of Witches
- Skeletons
- [DLC] The Crew
- Vampires
- [DLC] Witches of Foscari
- [DLC] Yokai and Oni

Faction Descriptions

Academy of Alchemia

The Academy of Alchemia is a relatively recent institution, and the most recent faction to have inherited the titles of ‘place where nobles pay vast sums of wealth to make their kids not awful at something’ and ‘place where most of the world’s most powerful mages hang out and create monstrosities’. The Academy was founded by Iguana Gallo Valletto, a powerful mage obsessed with the workings of time and the ways that the ancient Atlanteans could twist it. But, hey, just because he was most interested in time didn’t mean that he couldn’t dabble in some good, old-fashioned chicken monster creation!

They are headquartered in Gallo Tower and do their work in hidden parts of the tower, in ‘illusory storeys’, that only the magically competent will spot. Some of their members go out on excursions to the Inlaid Library where they try to collect some specific books they think might be helpful to their research, and maybe trade numbers with some witches who are also ostensibly there for that reason.

They are motivated to learn and experiment and ‘progress’, even when that ‘progress’ doesn’t actually seem to progress anything. They also have some amount of pride in their institution and want to see it continue by taking in more students to be proud of. Being taught, learning independently, and teaching others are all intrinsic goods, or so they say.

The Academy is not a male-only faction in the same way that its rivaling faction, the Sisterhood of Witches, is a female-only faction. While the Academy accepts everyone who has the potential ~~or can pay~~, women tend to end up joining up with the Sisterhood of Witches, leading to the Academy having a majority of men. They tend to call themselves ‘mages’, even for the women in the faction, despite the fact that they also use ‘mage’ as a distinctly masculinely gendered term and the opposite of ‘witch’. Needless to say, this has historically resulted in some issues, even so far as resulting in gender dysmorphia, for the minority of women Academics.

Apparently one of these guys created the relic Sorceress' Tears. What a dick.

If you are both the Directer and in this faction, your apparent omnipotence might be a result of mad science gone wrong, or perhaps mad magic gone right.

Membership in the Academy of Alchemia gets you cool robes, a cool pointy hat, and a subpar staff, for free! On top of that, if you are a member of this faction, any cp you spend on the *Empty Tome* passive item or the *Clock Lancet* weapon will be **halved**.

[DLC] Adventurers of Foscari Academy

Deep, deep within a continent-sized forest, if you know where to look, you might just find Foscari Academy. It's the world's premier adventuring academy, where the elite of the world send their kids to train them up as wizards, knights, generals, spies, and just about any other kind of adventurer that you can think of. The Academy is split into three houses: there are the wizards and mages of the Azure Tower, the warriors and knights of the Crimson Anvil, and the rogues and rangers of the Amber Sickle. From Foscari Academy, you can find the world's best and brightest (and strongest and sneakiest) adventurers around! It was founded a long time ago by one of Luminaire Foscari's ancestors, if the surname didn't give it away.

If you hadn't noticed, yes, they're blatantly ripped from JRPG tropes. But, there seems to be a reason: the Directer, of course! They were getting some burn-out on all the usual tropes and the games they previously ripped off from, and so they had the genius idea that the solution to this problem was to rip-off a different genre entirely. It's up to you if the Academy was from the same or a different world as the rest of the setting but, now, it's probably its own stage, same as the rest.

If you're the Directer and in this faction, you might be the Foscari founder who brought the Academy into being in the first place, possibly alongside the rest of its world. Perhaps, secretly, you were motivated to create an academy of heroic adventurers precisely because you wanted to create powerful, engaging protagonists to oppose you.

If the Academy somehow makes it into future jumps, they will continue their work in training new generations of adventurer. They may seek new talent out in their new world, though they'll probably just take in whichever parents are happy to pay the most. In either case, they will send their adventurer students out into mildly dangerous areas as training exercises, and perhaps to do some quests while they're there, too.

Membership in the Adventurers of Foscari Academy faction gets you a color-coordinated, class-appropriate adventuring get-up, though the colors don't have to exactly match your house (the Amber Sickle gets green, for example). On top of that, if you are a member of this faction, any cp you spend on the *SpellString*, *Eskizzibur*, and *Flash Arrow* weapons will be **halved**.

Atlanteans

The Atlanteans don't really exist anymore, at least not in the way that they used to. If you belong to the Atlantean faction, it could be in that you are an actual Atlantean somehow, or in that you are alike to those spectral, masked robes defending the last vestiges and artifacts of their lost civilization. The center of their civilisation appeared to be Moongolow, but that might just be because Moongolow was the last destroyed city they had. They must have settled all over, because their artifacts can be found in every stage, if only one knows where to look.

The Atlanteans venerated, respected, feared, or maybe even worshiped two duads before all else: the duad of the sun and the moon, and the duad of the 'cool' city and the 'warm'

volcano/wrath of nature. On top of that, not sorted into duads, they venerated the winds, greed, and the void, and it seems that each of these three extraneous aspects to some degree brought about their downfall. (Greed seems to have something to do with the empowering yet alien power of the Golden Eggs, and the Winds appear to be associated with some spectral, angelic manifestation of power and progress, as seen very faintly and briefly above people from this world when they use the Great Gospel. And the Void is where, at least, the Maddener and the Unknowns were called from— though maybe even all the other Deaths as well, or perhaps even the Directer itself.)

Still, much of the appeal of the Atlanteans is bundled up in their mysteriousness: even if you are an Atlantean yourself, you likely won't be privy to the full extent of what *actually* happened to the rest of your kind, or quite what terrible wonders they were able to pull off.

While the Atlanteans you can find in this world are powerful, they are also few and far between and, when found, they tend to be single-minded in accomplishing their goals or defending the last specks of home. If brought to other jumps (see Items), Atlanteans are likely to be interested in the ancient or lost advanced technologies or magics of forgotten or lost civilisations, though it might not be clear whether they are motivated to defend them or to use them (including to themselves).

Membership in the Atlantean faction gets you a cool Atlantean mask and a nice flowing red robe with golden highlights. Your Atlantean mask might be one of the standard masks that Atlanteans have been known to wear (Sun, Moon [multiple phases], City, Volcano, Wind, Greed, Void), or it could be something entirely new and personal: you are free to make and design a new mask, but it should represent a one-word concept (or thing, or celestial object, or what-have-you) and have a design that is at least tangentially evocative of that concept. The Atlanteans put a lot of importance in these masks, which seemed to define each one's personal identity far more than the face under the mask did.

If you are both the Directer and in this faction, it will become clear in the narrative that the Directer (that's you!) was created through forbidden Atlantean experiments, and possibly even was created as a gestalt entity formed from the collective consciousness of every Atlantean that was slain in their downfall.

Additionally, if you are a member of this faction, any cp you spend on the *Silver & Gold Rings* or *Metaglio Left & Right* passive items will be **halved**. (These items are accessible through scenarios, meaning that this benefit is, intentionally, obscured.)

Belpaese Clan

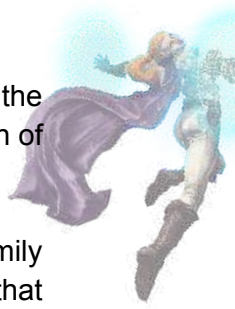
The Belpaese Clan has been hunting vampires for as long as anyone can remember, and probably a lot longer than that. For countless generations, they have been there to face legions of monsters and combat powerful necromancers and vampire survivors (and then get their kids to do the same in a few years when they were inevitably resurrected).

As of the start of the jump, the only (known) living Belpaeses are Antonio, Imelda, Pasqualina, and Gennaro. Their mother, Zi'Assunta, is missing and presumed dead. They have some close family friends and even a few inherited family weapons that are slowly beginning to forget the taste of a vampire's blood. Can they come together and face the Directer's challenges, or shall they follow their ancient enemies in apparent oblivion?

Zi'Assunta Belpaese, mother of the 'current generation', was the last Belpaese to ever hunt a vampire, and *possibly* the one who made vampires extinct by killing the last one in Cappella Magna! (I say *'possibly'* because there might be vampires left in the world who are, very sensibly, in hiding.) However, she is lost, captured, locked away deep in the unholy chapel by the Directer. If you can help her, she'll be a great help: moms are tough, after all.

If you are a Belpaese, you may freely decide where you fit into the family tree. Child of Zi'Assunta? Sure. Her spouse and the other parent of the others? Also sure. A distantly related third cousin twice removed? Yeah, OK. While you're there, feel free to change the other Belpaeses around: this jump's assumption is that Antonio, Imelda, Pasqualina, and Gennaro all share a generation (and might even be siblings), but that could easily not be the case: perhaps Gennaro is the father of the others, married in, and is Zi'Assunta's husband, which would explain why he lacks a passive trait that scales a stat by level like all the others. Another suggestion is to have all canonical Belpaese survivors be the greatest of their own generations, but that they are each multiple generations apart, and taken from different points of time by the Directer. All of their perks and boons are cultural and social, not generic, meaning that it's entirely possible for you to have been adopted into the family without to any degree being 'lesser' for it.

If you are both the Directer and in this faction, the narrative will eventually reveal that the Directer (you) is actually the very first Belpaese, and the reason that they went down the path of vampire hunting in the first place.



Additionally, if you are a member of this faction, you can choose a weapon to be a 'family weapon', with skills in it passed down from generation to generation. Any cp you spend on that weapon or its evolutions or unions will be **halved**.

Lizard-Merman Alliance

This is an alliance between the Mermen and the Lizard Folk. Like all the most powerful and influential alliances throughout history, the Lizard-Merman Alliance was founded on the shared quality of lacking the means to lactate, and a burning envy of those who had it. Various social and political reasons made an alliance sensible, but mostly it's the boob-envy thing. This faction controls the Dairy Plant and has supplanted control over its milk elementals, archons, and golems.

The Lizard Folk are structured and ordered, fighting with discipline but, markedly, without mercy. They have a strict, ordered hierarchy that seems to have been based around chess (though they'd suggest that it was chess that was based on them), though they aren't sticklers of the

rules enough that they'd move like their namesakes. True to this, they are ostensibly ruled by a king, though it's the queen who wields all the power. They put emphasis on strategy and tactics, though aren't above using underhanded tactics.

The Mermen, to contrast, are a more chaotic lot. Instead of polished metal weapons, the mermen wield knives made of bones and go without armor, perhaps because any metal they use would quickly rust as a result of the grimy, viscous saltwater constantly exuding from them. Instead of hierarchy, the mermen are 'structured' and motivated through their faith to the Damp God. Scholars are reasonably confident that the 'Damp God' is just the Directer putting on a voice, or the Drowner acting on the Directer's behalf, all for the sake of a better narrative. They inhabit much of the oceans, and many are near Moongolow.

While the two were ultimately motivated to work together because of a shared envy of lactation, such an alliance would not have come about naturally for, normally, the two would never interact. Indeed, it was the Tritonts— large, powerful, and beautiful creatures with the upper halves of humans and the lower halves of fish, whom the mermen respected and venerated— who orchestrated this whole alliance and set it up for their own ends. You'd notice that the top halves of Tritonts are mammalian (being human), which is why the tritonts claim that they are a male-only race and cannot lactate. There are whispers spread in dark (underwater) corners, however, that the tritonts secretly have women among them, hidden so the deception can continue. But what could these tritont mermaids possibly want with a place full of Milk Magic secrets and arcane lactation lore? No, not that. No, not that either. Never mind, let's move on.

The purpose of the alliance succeeded: they managed to sneak into the Dairy Plant when the Milk Mages were sleeping and take over without much issue. This alliance was previously an enemy to all mammals, but this position has been in a state of flux after their success and as a consequence of liberating the minotaurs from their exploitation. The minotaurs were allies, after all, who shared enemies! Yet, that stood in the way of their original motivation, and the Tritonts seemed highly opposed, as they seemed to wish to continue this exploitation. Right now the alliance is in a tense, precarious position with different forces and motivations pushing against each other. How will your influence shape this situation?

If you are both the Directer and in this faction, you will be the 'Damp God' that the mermen worship. This way, you're the 'Damp God' more than you're the 'Directer', gills and saltwater and all.

Membership in this faction gets you multiple crates of milk, all months out of date, and either a twin snakes or jellyfish pet. Additionally, if you are a member of this faction, any cp you spend on Items worth 200 cp or fewer will be **halved**.

Milk Mages

The Academy of Alchemia is simply the most recent faction of mages. The faction before them were the ones who, now, are called simply the Milk Mages, remembered as being doddering old men obsessed with milk. After the Lizard-Merman Alliance invaded the Dairy Plant, the Milk

Mages seemed to have been wiped out during the night, taken out for good… but they're here, aren't they? If they were truly extinct, why would it be a faction option? Hiding out in the forbidden regions of the Dairy Plant, where the stench of Camembert and Limburger is so foul that no one else dares explore it, the very last Milk Mages eke out a living by living entirely off of one very sad, lactomantically-empowered cow. All of the others were slain and reanimated as skeletons.

Back before the Milk Mages earned their reputation as dithering old weirdos, they used to be one of the world's greatest magical forces, equal only to the Sisterhood of Witches. They inherited that position from an older faction of warlocks who were obsessed with star-gazing, philosophy, and the finer theoretical points of arcana; the rise of the Milk Mages would come with a paradigm shift: the need for practicality was severe. The Milk Mages' work arose out of the very practical benefit of improving crop yields, especially the food (and milk) one could yield from livestock. For a while, everything was fine, everything was well: Iguana Gallo Valletto, the future founder of the Academy of Alchemia, was an intern there, left Gallotrices in the Dairy Plant as a parting gift/goodbye prank. Over time, however, the Milk Mages would grow… stranger. Perhaps it was age, perhaps it was some corruptive element of Milk Magic itself, perhaps it was the constant need to justify their exploitation of animals, perhaps they were becoming addicted to the magically delicious produce, perhaps it came from their refusal to admit their lactose intolerances, or perhaps they had it within themselves all along but, eventually, the Milk Mages would slowly cut themselves off from the outside world. Their work became less practical over time: no one needed *that* much milk. While they were originally gender-inclusive, the increasing weirdness of the craft repelled almost all of the women out of the faction (and the ones who stayed got *really* weird with it), which resulted in a solid boost to the membership of the Sisterhood of Witches around the same time.

Having read all of that, you might be thinking that this obsession might be a pervert thing, but I can tell you that it isn't— for most of them, anyway. Their unrepentant weirdness is perfectly wholesome, I assure you. Why did they mostly milk minotaur bulls and not minotaur cows or, heavens forbid, actual cows? Well… I'm sure there's a perfectly legitimate, understandable reason. Do not, under any circumstances, think about the implications of Poppea Pecorina being found here, or the pun in her name.

If you are a Milk Mage, you should first reconsider, because a Milk Mage is an awful thing to be. If you're set on this: perhaps you're one of the mages hiding in the Caseic Stenchyards, or perhaps you weren't even awake when the Alliance took over, and you're only just now waking up from a Dairy Coma. If the Milk Mages are ever somehow brought into future jumps, they'll try to find cool new milks and magics in the jump that could feasibly be twisted to their personal ends.

If you are both the Directer and in this faction, then the universe is an unjust place, God is dead, and hope is a foolish deception. But also, it implies that the Directer (that's you) set up the world itself with the primary purpose of having it involve and contain lactation, and the rest of all reality

is just a distracting bit of context to let that happen… either that or a Milk Mage attained something resembling godhood through their lactomancy. How foul.

Membership with the Milk Mages gets you a *whoooooole* lot of free dairy products, and a good few old bits of equipment. Additionally, if you are a member of this faction, any cp you spend on the *Ars Gouda* or *Milky Way Map* relics or the *Hollow Heart* passive item will be **halved**.

[DLC] Moonspell Clan

The Moonspell Clan is an ancient family of heroes and monster hunters at least as old as the Belpaese Clan, though they are not as famous and have not had as many famous members. Theirs is a legacy so ancient that it is not known if they are named after their ancestral home, Mt. Moonspell, or if it is named after them. Instead of traditional weaponry, the Moonspells specialized in lunar magic and were able to harness the power of the moon to a greater extent than even the Atlanteans.

The Moonspell Clan is in a tough spot, as of the start of the jump. Not long before, the Directer stuck the moon in its place, divided Mt. Moonspell from the wider world into a stage, and lured legions of yokai and oni that would normally never work together to attack and take over Mt. Moonspell. When the Moonspells were invariably defeated against such a terrifyingly united front, the Directer wiped all of the Moonspells from the board (like they did with all the other locked characters) and trapped this story's 'heroine', Miang Moonspell, in a coffin. She'll be stuck there, too, until some heroes from the 'main series' 'tie in' to this 'spin-off' by rescuing her, whatever that means. The Directer has stolen some of their magic, stripping the purifying blue flames of Moonspell from them and exploiting it for their own gain.

Like with the Belpaese Clan, you are free to place yourself wherever you wish in the Moonspell family tree (including if adopted). For the purposes of this jump, I am assuming that Menya Moonspell is the mother of Miang and Syuuto Moonspell— and there's a decent chance that Menya's own mother is the magically youthful Babi-Onna, who isn't a Moonspell herself. This means that there are many places to insert yourself as a Moonspell, on top of the distinct option of saying that you aren't closely related to any of those characters.

The Moonspell Clan carries with it a strange curse, or perhaps a blessing: with training, they can develop a *Megalo Form*. This Megalo Form is difficult to attain, which is why Miang (the most protagonist-y of the Moonspells, still just a student) has yet to attain one. They are born from the heart of their host, exaggerating their features: this is why Syuuto's Megalo Form is werewolf-like, and why Menya's is enlightened.

If you are both the Directer and in this faction, then the narrative might reveal that your godlike power comes from the moon itself… or, vice versa, that the lunar magic that the Moonspells have built their traditions around is just an application of your own abilities, which you granted them. It might either reveal that the Moonspell Clan are all your descendants, or that you, as a Moonspell, were a prodigal, prophesied moonchild whom the clan's lunar magic has merely been leading up to.

Additionally, if you are a member of this faction, any cp you spend on the *Silver Wind*, *Four Seasons*, or *Summon Night* weapons will be **halved**.

Most Holy Order

Some insist that the Most Holy Order once used to be a legitimately pure and authentically holy institution; that, once upon a time, it used to stand for any number of the many good things it now claims to stand for. If the Most Holy Order was ever not rotten to the core, it was so very long ago that, now, it does not matter at all. They are based in Cappella Magna, though they have influence wherever the people are corrupt, greedy, or gullible.

The Most Holy Order is, as its name suggests, the most holy order… at least, given their own definitions of 'holy' and 'order'. While it takes on the aesthetics, guise, and 'role' of a holy church or religious institution, in truth, it has long been taken over by unholy creatures who pervert and distort the ideals, imagery, and ideals that they ostensibly use or preach. This corruption is so deep that it has even affected the angels themselves, which were supposed to be above such mortal matters. These angels, once so holy and mighty, now trade in the same circles as devils and reapers. Sins are twisted into virtues and virtues are twisted into sins. And don't bother with the confession booth: a demon has probably turned it into a latrine (or a succubus is working her day job). Despite the obviousness of it, they still put in the barest of effort to *appear* legitimate: yes, that ordained bishop is clearly a demon, but they're wearing the bishop hat, so you know it's legit.

All the worst have walked these halls. When there were vampires anywhere, there were vampires here. Every baddie trying to call themselves 'Dark Lord' or 'Master of the Castle' or some such will need to at least stay for a bit if they want to be taken seriously. With all the money they extort from the sins and virtues of others, the Most Holy Order buys the greatest of alcohols, the most profane of pope hats, the most skilled of prostitutes, the coolest-looking of archons, and the services of the most skilled of villains. They've even corrupted and reanimated the corpses of fallen heroes into 'Stage Killers'. Most recently, they've been teaming up with the Reaper Trainees, Unknowns, and Trinacria that obey the Maddener, who is going for a similar color theme.

If somehow brought into future jumps, they will try to corrupt and incorporate different religious institutions into themselves. If they ever develop the means, they might try to reach higher, to corrupt the heavens themselves! Depending on the settings, it just might not work at all (and, if it does work, it will probably be pretty slow). But, hey, props for trying.

If you are both the Directer and in this faction, you will be the corrupt and rotten God that the Order worships above all else. This might mean that your aesthetics are highly divine and what you'd expect from something called 'God', or they might be Satanic.

Membership in the Most Holy Order can get you a prayer book of heresies and a nice priest/nun get-up, potentially with holes already in to fit horns or tails. Additionally, if you are a member of this faction, any cp you spend on the *Cross*, *Santa Water*, or *King Bible* weapons will be **halved**.

Reapers

The Reapers, as a faction, are mostly Reaper trainees, or 'the Interns of Eternity'. These weaklings are created from souls that couldn't reach an afterlife— which, after the Directer took over and split the world into stages, is all of them. If one of these trainees serves for long enough and learns all the tricks of the trade, they are 'promoted' into the role of the flavor of demise they've been training up towards: to a Reaper, a Drowner, a Maddener, a Stalker, or a Trickster, which all specialize in different means of death. These upper echelons are called the Grim Maschera (*grim mask*) because, instead they get to have skulls, instead of having nothing under the hood.

The original purpose of the Reapers was to simply reap the souls of the dead, to keep the system working, and to iron out creases in the fabric of demise. However, somewhere along the way, it went wrong: perhaps it was the influence of the Most Holy Order, or the influence of the Directer, or maybe just the influence of plain old capitalism (who thought a corporate structure would work here, anyway?), but the top dogs in charge developed and then started flexing their free will, abusing their powers in the system of life and death, and deliberately not doing their job so that more and more souls would enter the 'corporation'. This faction is 'led' by 'Lord Death' (called 'Lord Ghost' in its capacity as the lord of the afterlife), which on one hand is a strange platonic ideal of what all Deaths are and, on the other, the uniting force and greater whole behind the form of the *'Ender'* (the Captain Planet-esque combination of all Death types, of which only one can exist at a time).

The Reapers worship the White Hand as the ultimate, ceaseless manifestation of death. While the Ender is death in all aspects, every manner of death combined, the White Hand is the blank, incontrovertible oblivion that sits behind all things. All evidence seems to indicate that the White Hand created the Deaths and created and/or *is* death itself, but nowadays it is very much an absent god. Most reapers are kept near the Tiny Bridge stage so that the Directer can use them to simulate cool battles; inadvertently, consequently, this has become their 'capital', but in truth, death can be found everywhere.

If the Reapers as they were meant to be (i.e., if you manage to remove the corruption in their social structure/hierarchies) somehow find their way to future jumps, they will work to make sure that death works as it was meant to work. This would probably mean opposing the trapping or consuming of souls. However, if the Reapers ever find themselves in future jumps, they will probably be as corrupt as they are by default: they will seek to twist and corrupt the mechanisms of death to suit themselves.

If you are both the Directer and in this faction, then you are a deific figure of Death, comparable to both the Ender and the White Hand and forming a sort of third spoke in a divine trinity of Reaper Gods.

Additionally, if you are a member of this faction, any cp you spend on the *Death Spiral* weapon evolution or the *Death* companion will be **halved**.

Sisterhood of Witches

Some say that the Sisterhood of Witches preceded the very first 'magely faction'. Others say that the Sisterhood of Witches formed slowly, at first informally, over many generations, as a consequence of supposedly gender-inclusive magical factions belittling or taking credit for the findings of women. Others yet insist that this split occurred when the mages kept getting weirdly obsessed with things (like, most recently, milk). Whatever the case, the Sisterhood of Witches is a long-standing magical organization of witches. If their headquarters are a Stage, it has not yet been discovered, and so you will meet most of them in the Inlaid Library. What is a 'witch'? They use their own specific definition, which amounts to 'cisgender female with magic'. If you choose this faction and you aren't a cisgender female, your story here will likely involve finding acceptance within the faction/improving its culture. If you're a man, you might even need to crossdress for a bit until then. The Sisterhood is mostly human, but they also have Hags and Yamamba.

The Sisterhood of Witches is highly factional, not only in the sense that witches with different magical specialties will work together and form cliques, but also more fundamentally in terms of Modus Operandi. While some witches have fun frolicking naked in the woods and doing weird sapphic blood rituals, others think that they should be shamed for such a practice. While some witches are happy to intellectually collaborate with and/or date mages from the Academy of Alchemia, others think that the mages failed them and that they should not forget why the Sisterhood is its own faction in the first place. While some witches think that Hags shouldn't be allowed in the organization, others *are* Hags. While some witches collect lists of blackmail material and deliberately create sex scandals to collect hush money from nobles, others run lemonade stands or live as NEETs. And so on, and so forth.

The Sisterhood of Witches is currently in somewhat of a schism regarding the nature of womanhood, which represents the biggest factional split of all. This has become a hot topic due to the popularity and successes of Giovanna Grana, easily one of the most accomplished witches of all time, who was 'assigned Mage at birth' and would therefore not be considered a witch at all, according to Sisterhood official policy. While many in the faction seek to accept their sisters whether 'assigned Witch at birth' or not, the faction's old guard is resistant, justifying their exclusive practices with the justification that they are "protecting witches' spaces". This old guard has organized into the True Enchantresses' Rights Faction, or 'TERF' for short.

It might seem like the Sisterhood of Witches is, at any given moment, moments away from erupting and imploding on itself with a puff of magical violence and internalized misogyny… and, yes, pretty much, it's just as precarious as it sounds. But if you're in this faction, you might be able to steer it out of harm's way and in the best direction.

If you are both the Directer and in this faction, either witchly magic has somehow led to your apotheosis, or you are ultimately the reason for the Sisterhood forming in the first place. Possibly you are a goddess of feminine virtues that inspired the first witches to develop their own craft.

Membership in the Sisterhood of Witches gets you a cool dress, a cool pointy hat, and a (non-magical) broom, for free! On top of that, if you are a member of this faction, any cp you spend on the *Spellbinder* passive item or the *Gatti Amari* weapon will be **halved**.

Skeletons

The Skeletons of the Bone Zone used to be controlled by a powerful cabal of necromancers who were themselves controlled by a powerful figure known as the Cardinal. The necromancers demanded that they bury tunnels under the ground, connecting graveyards to each other so that they could covertly steal the bones of the buried and animate them without anyone noticing: they called this the Bone Zone (but no one is quite sure why). Eventually, however, a member of the Belpaese Clan slew the Cardinal, which allowed the skeletons to rise up against their oppressors and kill the necromancers themselves. Now that they possessed freedom the Skeletons ultimately decided to… do exactly what they were doing under the cabal, but without needing to be told to do it this time. The commands of the necromancers were all they knew, digging was the one thing they were good at, and so they just kept doing it, and doing it, and doing it…

The Bone Zone became so expansive that it became difficult to find a graveyard that *wasn't* connected to it, and its central hub became so well dug out that it was as open a space as the fields above it. In time, they developed something of a culture, or at least a fanatic religion designed to justify what they were doing as a sensible thing to do. Out of their hatred of the surface and the bright sun above it, they sought to create themselves a god made of bone, which they would call the Bone Moon… it failed, of course, but the horrible failed experiment is still around under the name *Sketamari*.

Eventually, various clerical orders other than the Most Holy Order (who thought it was kinda cool) found out about the Bone Zone and sought to combat its strength, and even brought in a few Belpaeses to help for a spin-off game or two…. but, in the end, there were far too many skeletons, and they weren't actually hurting anyone ~~who didn't accidentally enter it or fall in~~, so no nations or factions were all that invested in stopping them. They were dangerous, yes, but they were also directionless, and they were following prophecies and conventions in a religion they made up. Oh well. At least the skeletons are unionized.

If skeletons ever find themselves in future jumps somehow, they'll mainly want to get to more bones so they can make more skeletons. They'll usually do this by digging tunnels. And, sure, they might try to invade things eventually, but they're ultimately rather cautious, and would rather not risk destroying skeletons when bones can be gained elsewhere for less risk. That's pretty much their whole thing.

If you are both the Directer and in this faction, you are the Bone Moon, the artificial celestial body and undead god that hangs in the sky, yet that is somehow visible from the underground.

Membership with the Skeletons gets you some out-of-date calcium supplements. On top of that, if you are a member of this faction, any cp you spend on the *Skull O'Maniac* passive item or the *Bone* weapon will be **halved**.

[DLC] The Crew

… Or at least, you *seem* to be a Crewmate. The Crew are astronauts and scientists, at least narrowly in either sense, who go about doing tasks and science in what I can only assume are perfectly safe environments.

If any of the Crew make it into future jumps, they will seek to continue their science and will likely attempt to keep to themselves, isolated from much of the rest of the world as they keep to themselves and do things mostly other than getting murdered. In other words, if you happen upon them in future jumps, you'd probably find them in an appropriately Among Us-esque survival/social deduction scenario.

If you took the Directer origin with the Crew faction, that could mean multiple things. You might represent the force that motivates normal games of Among Us or, if you're an impostor (the Impost**e**r, one might say), the force behind impostors existing in the first place.

Membership in this faction gets you a cool spacesuit for free, in your choice of colour. Additionally, if you are a member of this faction, any cp you spend on your first three purchases of **Emergency Meeting** stuff will be halved.

Vampires

Just kidding, there are no vampires. The Vampires are all extinct, hunted down over hundreds of years by the Belpaese Clan. There are no vampires… *anywhere.* The game has made a point to tell you that there simply are not any vampires *at all*.

… But you don't *really* believe that, do you? When you find a coffin character, the Directer tells you that **the vampire** is in another coffin. In the DLC trailer, the Directer lured the survivors to Mt. Moonspell with the promise of finding a vampire. Somewhere, then, surely, there's a vampire around!

In short: no. No, the Directer is letting you think there's a vampire around, just to motivate you further. And no, dhampirs don't count. Unless the Directer gets a new idea and brings them back in the future, it's true: *there are no vampire survivors.*

But, if you select this faction, that doesn't have to be true. If you select this faction, you will be one of the last vampires in the whole world, hiding from the many legendary heroes who trained to take you down. (Or perhaps it *was* true, and some cultists pulled off one final unholy

resurrection.) You and your group— if you have a group at all, if you want it could just be a faction of one— were hiding out, being cautious. After the Directer split the world into stages, you're probably still doing the same, perhaps in the crowds of the Boss Rash audience or very slightly out-of-bounds in Mt. Moonspell. You have much to worry about: there are plenty of monsters around, yes, but even the survivors of this tale may want you dead. Whatever the case, you'll probably awaken from a coffin at the start of this jump, woken up by a vampire hunter that wants you dead.

If you are both the Directer and in this faction, you are likely the origin of vampirism in this world, and your actions in splitting the world into stages are motivated by the killing of almost all of your extant kin. There's a solid chance you look like Dracula with exaggerated features.

Feel free to also take this faction to represent the dhampir blood of the Ladonna Clan. If you are a member of this faction, any cp you spend on the *Fire Wand* weapon will be **halved**.

[DLC] Witches of Foscari

The Witches of Foscari are so very old, and so heavily associated with the mystical Lake Foscari, that no one quite remembers if the witches were named after the lake, if the lake was named after the witches, if the witches were named after their main family surname, if the main family surname was named after— anyway, you get the idea. It's all quite old and mysterious. They are a small coven of good witches who gain their nature magic from natural spirits in return for the witches defending the natural world.

The witches are led by the ancient, powerful, and benevolent Luminaire Foscari, who guards Lake Foscari directly. She is veiled by mysteries, yet known to many in one form or another… though, to the uninitiated, she is the 'Lady of the Lake', or the 'Arboreal Mistress'. Like nearly all witches, she is good and kind and nice and et cetera… but not *all* witches are like that.

Presumably tired of all that 'being nice' stuff, the witch Genevieve Gruyère tried her hand at magic darker than anything anyone else had ever attempted before. She ended up 'summoning' Je-Ne-Viv, a hungry entity born of the darkness of her own mind. It threatened to consume not only Genevieve but the whole world, and so it was up to Luminaire to seal Genevieve, and therefore Je-Ne-Viv as well, deep under the lake, in the Abyss Foscari.

If you're the Directer, you're probably a hungering entity, similar to Je-Ne-Viv. Perhaps your narrative is that you manage to escape from the Abyss Foscari (or one of the many coffins around) when the protagonists accidentally open it up, and it's up to them to try to defeat you.

If the Witches of Foscari somehow appear in later jumps, they will try to keep to specific natural locations, ideally with no more than one witch for every area with nature spirits or some equivalent. They will seek to defend these places from anything that threatens them, whether they be demons or deforesters.

Membership in this faction gets you a lot of shampoo and conditioner for free (those witches don't get that long, flawless hair without effort!). Additionally, if you are in this faction, any cp you spend on the *Prismatic Missile* or *Shadow Servant* weapons will be **halved**.

[DLC] Yokai and Oni

Yokai and oni are the two primary classes of monsters that inhabited the area around Mt. Moonspell. Instead of hunting vampires, the Moonspell Clan would defend themselves and nearby settlements from attacking yokai or oni for generations. Though, when the Moonspells defended themselves or others, it was only against yokai *or* oni— and, even then, it was generally only one tribe of one type of either.

When the Directer split the world into stages, they came to the yokai and the oni in various convincing forms, using appropriate religious or cultural imagery, and speaking of greater tomorrows: with this interference, all the yokai and oni tribes that had historically been enemies of the Moonspell Clan, and a few others that weren't, descended on the Mt. Moonspell compound as a united force! The Moonspell Clan put up a good fight but, ultimately, the yokai and oni won out, and took over the estate. They won! So what now?

The yokai and oni of Mt. Moonspell have been having quite a bit of trouble trying to share the spoils of their victory, though to some degree have succeeded. While they might not necessarily like each other all that much, they have surprisingly enough been able to set up a federation for themselves, with a representative democracy. Usually, they only vote on what they should do with the things they stole from the fallen or imprisoned Moonspell Clan members but, still, it's impressive!

If you are both the Directer and in this faction, then finally bringing together the yokai and oni and defeating the Moonspell Clan after all those years was your primary goal all this time. Perhaps that is why Mt. Moonspell was turned into a stage differently than all the rest.

If you are a member of this faction, any cp you spend on the *108 Bocce* or *Mille Bolle Blu* weapons will be **halved**.

Faction Perks

Academy of Alchemia

Lacemaking (100): Not only will the Academy freely take in students who have been born with magical potential, they'll also actively seek them out. But, if a noble with too little sense and too much gold wants you to teach magic to their kid, well, who are you to refuse? The issue, then, is what to do with all these dumb, magic-lacking students, and it turns out that the best thing to do is to teach them *lacemaking*. It's a useful skill, it can get them a job later in life, and, if done well enough, it may as well be magic! The Academy has become the world's leading authority on lacemaking, and it's all entirely by accident. Your skills in the art of lacemaking are phenomenal; no, dare I say, *perfect*.

Mage Magic (200): You know the basic spellcraft of the mages. This mostly means that you'll pick up some 'utility' magic, like being able to flick lights on or off or remotely write with a quill or pen, but it can also provide you with the basics of combat casting. Magic in this setting will always work best when channeled through focuses, wands, staffs, or weapons. By which I mean, making magical orbs and throwing them at your enemies… that's pretty much it, actually.

Neither would be happy to admit it but, thanks to an ancient shared intellectual ancestry, the magics used by mages and the magics used by witches are very similar. Fundamentally, they both use the same system, they're just coming up with technically distinct applications and then using that as evidence that their own magic is better than the magic of those other nerds. Something that you've picked up in your education is how to make teleporting mirrors: which is to say, a spell that you can cast on two similarly-sized mirrors that allows you to travel from one to the other as if they were long-distance doors. You can also 'lock' the connection by touching the mirror if you want to prevent someone from crossing without ruining your previous spellwork. Aside from needing some silver to do it, there aren't all that many restrictions.

Alchemia-cy (400): Many many ages ago, mages belonging to an order long preceding the Academy had put so much care and thought into the safety and precision of their alchemy that, when they inevitably made monstrosities, or perhaps accidentally created a mermaid but with the parts the wrong way around, they could honestly say that the fault was not in their method, but rather in the fundamental screwiness of this world's alchemy. Many generations later, mages know that cares for safety and precision are wasted, and now the fault is theirs as well.

This alchemy can be used to create and combine creatures together, or, with a bit more work, modify creatures using what you have lying around. With effort, you can attempt to create chimeric creatures like manticores, or even something funky, like the petrifying Gallotrice. This might all sound far too easy, but there are a few things to note: for one, as if a surgery, this takes a while. Secondly, there's absolutely no guarantee that it'll like you or not try to kill you (including in the alchemy process). Thirdly, and perhaps most importantly, there's somehow *even less* guarantee that you'll get exactly what you want: alchemy is a wild game, after all. Now, sure, if you combine a man and a horse, you will get something with man bits and horse bits, but even

one deliberately attempting to form a centaur here is a mere suggestion to the whims of sheer possibility. If you want something fast, sure, you'll probably get fast, but it might not be in the way you were hoping, and that speed is coming with an equal cost elsewhere.

Using intelligent things in alchemy, especially people, is particularly advised against. Forbidden, in fact! Yes, some mages do it, but they're powerful enough that, to them, something being 'forbidden' is like finding a 'spicy' label on ketchup. The results there tend to be… messy, both physically and ethically. Leda is the only creature known to have kept some amount of their mind or sanity after alchemy, and she's rather strange as-is, being a scholar with a phD in sanity-keeping. To summarize: it's highly effective, sure, but unpredictable.

[DLC] Adventurers of Foscari Academy

Adventuring Academic (Free, Adventurers of Foscari Academy only): All purchases for the Academy Badge passive item are free to you now.

RPG Skills (200): These are your classics. The basic magic of a mage, the swordplay of a warrior, the elementary tactics of a general, the trade of a thief! Now, you've got a foothold in some of these skills (presumably as appropriate for your House), and the potential to expand on those skills with learning and effort. Strangely, these skills all tend to conform to how they work in classic JRPGs. Funny how that works.

Dux Valedictorian (400): Why merely survive, learn, and adventure when you could *thrive*, learn, and adventure? You've taken your lessons to heart, and have developed down the path of your RPG class to an impressive degree! You should be able to stay near your house's class rankings without much effort, and should even be a top contender for the top spot if you fully apply yourself.

Atlanteans

Beautiful, Baleful, Alluring (100): There's something so very strange about you, especially when less of you can be seen. It's somewhere between being alluring in the usual sense and the stranger idea of being so strange and alien that you exude a captivating, perhaps even intimidating, aura. This is not the sort of perk that will help you get through a conversation with finesse, or help you woo people. Rather, this is the perk that makes people stare, unsure of what you are or what they should do, and to some degree prevent them from thinking straight. It gets them stuck in the pre-fight-or-flight response phase for longer. Emotions, willpower, and adrenaline could all break through this effect quite easily, however, and it will quickly become less effective the more used to you people are.

This perk is more effective the more you are shrouded: the likes of capes and masks, mysterious obscurations of identity, are perhaps the best help.

Atlantean Alt-Form (200): The alt-form provided by this jump is changed: short of its robe, mask, and any clothes armor you were wearing that was bought with cp, your body itself

disappears, becoming invisible, intangible, and fully spectral, like a ghost (except not like a ghost, because ghosts aren't real). While in this alt-form, you are directly invincible to anything that cannot harm intangible things or ghosts. Instead, your essence is bound up in what you're wearing (especially your mask), and you can still be damaged through harm done to that which is on your person.

There are a few other benefits that you can reap while using this form. You are highly resistant to temporal tampering/manipulation, for one. Perhaps more importantly, when convenient, you might simply not count as a living creature: a spell or effect that can only target creatures or organisms might skip over you entirely because, as is obvious, you're just a cloak and a mask that just *happen* to be floating there in the rough shape of a person. As an example of how this might be useful: the spell *eldritch blast* from Dungeons & Dragons can only target creatures, and therefore not you.

Your mask being destroyed in this state is equivalent to being knocked unconscious, so be cautious. If you die, the mask will shatter (though it will unshatter if you return from death).

Eldritch Science (400): The Atlanteans found ways to look into that which was not meant to be perceived and exploit that which was never meant to be. Now, you have the ability and know-how to work in the middle area between technology, traditional magic, and the eldritch gazings of the void beyond. Not only does that mean that you are able to weave the eldritch, void-y and all-around ineffable into your technology or magic but, by using it as a glue, you can combine the two into a single, greater art. In the end, the only real limiting factor is that, if you aren't careful enough, you might just attract attention you'd rather be without.

Belpaese Clan

Belpaese Training (100): The Belpaese Clan takes their 'occupation' very seriously, even in the modern age where the current vampire hunters had never seen a vampire before, let alone hunted one. Even so, they prepare themselves with the tools of the trade, and they're quite good at it. When you take this perk, choose one type of weapon: for example, a whip or an axe. You are especially competent in the use of that type of weapon, being able to wield it as if you've been at it for decades. Additionally, because of all of that training in the Mad Forest, you've conditioned your body to be just a little bit tougher.

Generational Knowledge (200): The Belpaese Clan has been at this for a very long time. So long, in fact, that no one knows where it started. Were they always vampire hunters? No one knows, for no one is aware of a time when they were anything but. All of those many generations of fruitful monster hunting have instilled in Belpaese hunters a generational knowledge and a sort of practical folklore. You know all the strengths and weaknesses of all the standard monsters you might expect to face in a world like this. Whether it's a vampire, a werewolf, a demon, a zombie, or a mummy, you know the best ways to take them down. Not ghosts, though. Ghosts aren't real.

Better with Age (400): Alternate name: ‘Moms are tough’. Where age would slow down others and put an end to their vampire hunting days, there’s something about the dedication and training of a Belpaese that lets them fight until the end~~, and it definitely isn’t due to the fact that they tend to die too young for age to affect them normally anyway~~. While this perk won’t make you live longer, it will prevent age from having a negative effect on your hunting/combat abilities. Sure, the brute force and vigor of youth might give way to wise strikes and trained skill, but, in the end, you won’t be any the lesser for it. In fact, like Zi’Assunta who got better and better and better as she progressed, you’ll get better with the decades, too! The force of your thrown knives, the speed at which you throw your axes, the reach of your whips, the duration of your spells… each one will, over time, very slowly, increase all its own. *[These are slight, slow increases to Might, Speed, Duration and Area over time.]*

Lizard-Merman Alliance

Green-Eyed & Green-Skinned (100): Envy is a powerful motivator but, in your hands? It’s a weapon. With this perk, your ability to motivate or manipulate people using their envy or jealousy (which, yes, are different things) is substantially increased, especially when it comes to forming alliances or bringing people together against those they’re green for.

Tritont Grace (200): What, you thought this jump wouldn’t have a charisma/beauty perk? Think again! Like a tritont, you’re beautiful, yes, but it’s more than that: your strongest asset, your hair, is beautiful beyond comparison! And, since you’re paying cp for this, you don’t even need to go through the usual hair care routine: your hair is superlatively resplendent, captivating in everything it is and does. Your beauty, it is astounding! Your Charisma is also somewhat increased, though to a less impressive degree than your beauty.

Seize the Means (400): If you can successfully take over an area, building, dimension, or compound, the technology and magic in it will recognise that. Just like how the Alliance took over the Dairy Plant and took over its milk elementals, meloni, and archons, once you’ve successfully taken over somewhere, all of its security systems will see you in the same way that they saw the legitimate masters you took control from. This includes automated guards and mindless mooks.

Milk Mages

Accustomed to Milk (100): You can now subsist entirely on dairy products and live perfectly fine. Even if you drink only milk and eat only cheese, you’ll still be perfectly fine, even if you really should be dying from lack of nutrients right about now. Dairy is as good as a balanced, healthy diet, after all. Not only that, but old dairy products will un-expire and become fit for consumption in your presence. And, while we’re here, this perk will also cure lactose intolerance.

Milk Magic (200): You are now proficient in the basics of lactomancy (or ‘Milk Magic, if you aren’t a nerd). The most basic principle of milk magic is that milk is the purest and most potent possible carrier of life energy, created only in that most vital moment from mother to child: it is a

better carrier, even, than blood, which is personal to just the one mammal, and a better carrier than that other bodily substance you're thinking of, because this isn't that sort of game. In other words: milk is *the best* substance to hold life energy.

Through milk magic, you can place some of your (easily replenished) magical energy into milk in the form of life energy. This milk is now empowered: if something drinks it, or consumes a product made from it, that magical energy will go into them, healing them or otherwise magically replenishing them.

You can also use milk magic to improve, make functional, or induce lactation in the mammaries of creatures (including 'bulls'), but we don't talk about this application. It is best forgotten.

Animating Lactomancy (400): You can now wield lactomancy to bring the life inherent to milk into normally non-living things. Historically, the Milk Mages have used this to create *Meloni* (singular: Melone), animated milk pales used to transport milk from one place to another, and that can be animated for absurdly long periods of time because of all the milk fuel in them, if need be. But of course, as we have seen, it is just as capable of creating *Big Golems*, large constructs built for construction. And, hell, you don't even need a frame for it to animate: if need be, you can create *Milk Elementals*, creatures made entirely of milk. These creatures will do your bidding, though be warned that a greater lactomancer might be able to take control from you.

Animating these usually takes a while, but it can get quicker and quicker with practice. They won't last forever, as they are fueled by the dairy inside them: when the dairy goes off, the animation will end. (NB: With the 'Accustomed to Milk' perk, you can reverse expiration.) The power of their animation will depend on the quality and magical potency of the milk within.

Yes, the existence of Milk Elementals *does* imply that milk is an element.
Yes, the Milk Mages made that up.

[DLC] Moonspell Clan

Moonspell Training (100): Members of the Moonspell clan are traditionally trained in lunar magic, though the particular type of lunar magic depends on what type the Moonspell in question has taken a liking to. Lunar magic is quite open-ended: it might have basic healing magic, transmutational magic, or something bestial and lycanthropic, though only one particular type is given by this perk. For example, you might specialize in lunar healing magic, wherein you can draw from the power of the moon and use holy water to mend the wounds of the fallen. Alternatively, with lycanthropic magic, you would be able to induce a mildly werewolf-like state in yourself under the light of a full moon. Alternatively, you might try to call upon the moon's power to summon radiant beams of energy. In that sense, different types of magic will be more effective under different phases of the moon.

Mystic Prodigy in a Festive Breeze (200): Every time you are healed in any way except through passive healing/regeneration, the healing is increased to a degree based on the rate at

which you passively/naturally heal. In short, more natural healing means more healing of all the other kinds. Additionally, you will naturally (though very slowly) get tougher over time as a result of all healing that is 'wasted' because you're already fully healthy: you will become tougher faster, consequently, if you get healed a lot (including natural, passive healing) while healthy. *[Recovery multiplies all healing sources. Over-healing slightly increases Max Health.]*

Megalo Mode (400): You have developed a Megalo Mode based, metaphorically, on your own characterization and personality. The effects and duration of this 'super mode' will depend on its activation conditions, which, again, are variable, and based on the bearer. As a general rule, if the form's conditions are easy to meet, the duration will be shorter. Known conditions are that it will activate for every so-and-so number of things you kill, and evolving a weapon. Some good ideas might be that it coincides with another transformation of yours that is also hard to attain, is induced in moments of intense emotion, when you're near death, when you succeed in a type of task important to you, when someone says they love you for the first time, whatever, feel free to use this as an excuse to work with and around your characterization.

While in Megalo Mode, you will experience a general swelling of your abilities: you can generally expect to get tougher, faster, and stronger but, ultimately, this will vary and shift to suit you (and reflect the difficulty/duration of the form). More importantly, though, there will be a specific, powerful boon, where the harder its conditions are and the shorter its duration is, the more powerful it can be. The unleashing of Megalo Mode will unleash a powerful burst (if it's powerful, it might be as good as the effect of a Rosary), alter your aesthetics in a marked but symbolically appropriate way, and activate its effect. An especially powerful effect might make you all but invincible for the duration, but a less powerful effect might make a few of your traits multiple times greater.

If you kill a high but specific number of creatures in a jump, the Megalo Mode will become permanent for the rest of that jump. The specific number will change to suit how powerful the transformed state is.

Most Holy Order

Forewarned (100): This perk will give you some slight soldierly discipline, but the main benefit is that surprise will not keep you for long: no matter how surprising, you'll soon be able to get into the action. Sometimes, even slight differences can be the difference between life and death.

Rotten to the Core (200): You aren't just ordained, you're a full-blown demon! The alt-form provided by this jump changes to be demonic in nature. This often means a change in skin color, perhaps a nice forked tongue, a cool devil tail, and perhaps even a few horns, while we're at it. There are multiple types of demons, too, so choose one of the following traits to possess:

- The supreme attractiveness of a Succubus.
- The frame, strength, and power of a Demon Beast or Archdemon.
- The extra pair of arms of a Tetrabachia, and the spikes coming from each arm.

- … Wait, you aren't a demon at all, are you? You're a fallen angel! Still corrupted to the core, though. Your design here will heavily use gold and bells, and might not necessarily be as humanoid as you might have come to expect.

Your nature is truly and incontrovertibly corrupted in this form, yes, that much is true… yet, somehow, your diabolical nature will not negatively interact with any holy powers you yourself wield. Feel free to use all the divine power you want, your form here won't get in the way.

Despair and Destruction, Infidelity and Indecency, Torment and Torture (400): As a trusted scion of Most Holy Order, you have picked up the tools of the trade when it comes to corrupting people and institutions. With the right words, with the bribes in the right places, with a few well-placed arguments exploiting people's inner flaws, you will have greater ease than ever in corrupting and rotting that which was holy. This can work on people and institutions, yes, but, with time, can even corrupt holy creatures like angels. This corruption won't change their aesthetics so much: the crucifixes will stay the right way up and the angels will stay golden, but their values and proclivities can be easily corrupted by your actions. The best bit is, too, that they probably won't ever catch you doing it.

Reapers

Intern of Eternity (100): The alt-form given to you by this jump changes: you are wearing a colored robe, under which only bone-like limbs are visible; the rest of you is smothered in darkness and is only ambiguously present. In settings that have reapers or equivalents, this alt-form will be able to reap souls from the dead in a way that is natural and appropriate for that setting.

Additionally, you are now skilled at wielding a scythe as a weapon. There's only so far this can bring you, given that the scythe is just generally pretty awful as a weapon, but at least you know how to wield it well.

I Can Hear The Cries (200): This perk grants a powerful yet restrictive Captain Planet-esque ability for five people, ~~alike in dignity,~~ similar in power, to come together and fuse into one greater, more powerful entity that possesses each of their abilities and with a cohesive mind and personhood derived equally from all constituents. This fusion will last until this fused gestalt, the 'Ender', is substantially damaged, or otherwise in ten minutes.

The Verb-er (400): You are now a member of the Grim Maschera. You could be one of the five already established types if you fit the character and their vibe, but it's also entirely possible that you embody a new flavor of death. If so, you should choose a different color for your robes to be, and a cool new weapon/thing to hold that represents the manner of death you're here to represent.

You become an expert in this manner of death. If anyone you have ever met dies that way, you'll somehow automatically feel it, like an extra sense. Additionally, when you wish it so, things are just more likely to die that way in your vicinity, as if the 'path of resistance' in the grand tree of

fate and possibility was lessened for it, making that an easier thing to happen. You can turn this on or off, or decrease its effects partway, but you cannot 'aim' it or exclude your friends from its effects, so be careful. The effect of this easing of fate will start off weak but will scale without limit based on how many souls you reap.

If you took the 'Intern of Eternity' perk, your alt-form is larger, a skull mask is visible under your hood instead of an empty darkness, your perk-given proficiency with the scythe translates over to your equivalent here (if applicable), and you start levitating over the ground without needing to walk.

Sisterhood of Witches

Secret Sex Scandals Skills (100): Your mind will never forget about a good scandal. Whenever you learn something that could potentially be useful as blackmail or as a way to create a scandal, you won't forget it. Not only that but, when such a time comes when you want to create that scandal or blackmail that person, all the relevant bits of information will immediately come to mind. If you are, yourself, responsible for the scandal, it will be even more potent! Delightfully devilish.

Witch Magic (200): You know the basic spellcraft of the witches. This mostly means that you'll pick up some 'utility' magic, like being able to flick lights on or off or remotely write with a quill or pen, but it can also provide you with the basics of combat casting. Magic in this setting will always work best when channeled through focuses, wands, staffs, or weapons. By which I mean, making magical orbs and throwing them at your enemies… that's pretty much it, actually.

Neither would be happy to admit it but, thanks to an ancient shared intellectual ancestry, the magics used by witches and the magics used by mages are very similar. Fundamentally, they both use the same system, they're just coming up with technically distinct applications and then using that as evidence that their own magic is better than the magic of those other nerds.

Something that you've picked up in your education is how to make basic potions: which is to say, the ability to get a big nice cauldron and put in some liquids and special ingredients and get a magical potion with a mild effect out of it. Nothing crazy, these are basic potions after all. Aside from needing some herbs or monster bits or ingredients to do it, there aren't all that many restrictions in terms of output (just potency).

I feel like I've read this description before…

Undead and Sassy (400): Did you know that many witches are *technically* undead? I say 'technically' because it's a pretty fine technicality. Still, with a potent witchly magic, witches are able to dip their toes into possessing an undead nature, gleaming its benefits without much in the way of a downside or a hunger for brains and/or blood.

Undead witches no longer need to eat, drink, breathe, or sleep, meaning they can study/party all night long. While this perk won't make you live longer, or keep the effects of aging from dragging

you down, it *will* keep you *looking* younger for longer, even if it's just skin-deep. And since you only barely count as undead at all, things that would be effective against undead might be only slightly effective against you.

Skeletons

Calcified Carnage (100): The alt-form given by this jump is changed: it's an animated, undead skeleton. You know, the thing with the bones and the skull and all that. You won't have skin, muscles, or a brain anymore, and yet, by magic, you will retain your ability to move and think. And talk, too. All of that stuff, it's covered. How? Magic. It's always magic.

If you so wish, you can be a Skullino or Skulorosso— which is to say, a floating skull— but you really shouldn't. There are a bunch of reasons not to and not really any reasons *to*. So probably just… don't do that, please. If you can convince some other sucker to go without their body, though, you can use the bones from their torso to gain one added benefit of your choice:

- With a slight shift of the body structure and maybe a few spare animal skulls, you can become a Skeleton Panther! Except, not actually. Actually, not at all. Why would you do this, again? Was it the cool panther skull you found?
- You can fashion the bones into wings to become a Skelewing, which lets you fly… except not actually. In truth, there's a bit of magic going on with the wings. You can 'fly' no faster than you can move normally, and they can only get you a few feet off the ground. It's actually quite pathetic.
- You can fashion the ribs into knives and pretend to be a Skeleton Ninja, which is sort of like if a skeleton was pretending to be a ninja. Actually, no, that's exactly what that is.
- You can become a Giant Skeleton by extending all the bones. Except, of course, that isn't how that works, and it's more like you're on stilts with sticks for hands.

… But actually all of those options are awful and I was just pulling your leg. You should probably give that guy his torso back.

Skeletone (200): Yes, that is how you spell it. By putting more bones in your bones for each bone, you can become a Skeletone, which is identical to a normal skeleton except skeleton-ier. If you don't have a skeletal alt-form, worry not, you can keep your flesh (for now): your bones, regardless of how much of your body they comprise, are now substantially tougher. Indeed, to represent how the Skeletone's HP value scales with the survivor's level, the toughness of your bones will scale with your own power! Not your flesh, not your skin (and you really should get rid of that stuff anyway): just the bones are affected. Though, of course, as we all know, the bones are the most important part.

Sketamari (400): You can take bones and make them a part of your body, making them extensions of yourself and armor. If you're going for a big rolling sphere, sure, go ahead, that's what the in-game Sketamari did. Just as realistically, though, you can retain a really big humanoid body, go for weird skeletal tentacles, or whatever strikes your fancy. Over a few minutes and with intense thought, you can manipulate the layout of integrated bones to suit your needs, which can even manipulate your own natural bones in your own actual body (so be careful if you aren't in a skeletal alt-form!). The more bones, the stronger: if you can make

yourself into a mecha made of bones, you better believe you'll be as strong as you look! It'd take a while to get together, though, and destroyed bones won't be of any use after a fight.

[DLC] The Crew

No Vampires Among Us (100): This is the contractually obligated music/jukebox perk, except for Among Us music. Also, sometimes, when you least expect it, Among Us' musical sting will show up in all sorts of other music, too. What were you expecting, something good?

The Joys of Completing Tasks (200): When you finish fully upgrading a weapon, passive item, or equivalent, or otherwise complete a jump scenario, you get a small (but stacking) bonus to all of your abilities that lasts for the rest of that run/jump. Just note that, while this boost is temporary, the joy of putting that card through the reader *juuuust* right is eternal.

Guardian Angel (400): Whenever anyone near you is resurrected or otherwise uses a '1-Up' of some description, you have a Luck-based chance of later getting something like it (in the form of gaining '1 Revival'). The aesthetics of your potential upcoming revivification will be influenced by the manner of resurrection that gave it to you, but practically speaking it will be as Vampire Survivors' Revivals always are.

But it isn't all one-sided: nearby allies will benefit from your presence, too, in the form of being able to take hits more easily (Armor) and being able to get up from them just a little bit quicker (Recovery). Not by much, though.

Vampires

The Folklore was Right (100): Folklore will tell you that there is a strong association between bats and vampires, and some will even whisper stories of how vampires can summon or turn into bats. Scholars will tell you that this is a preposterous idea, and that of course there is no association. But here's the thing: *the folklore was right!*

You can turn yourself into a bat at will, which can be quite useful for getting away in a hurry (or bypassing good level design and flying past all of it). Be careful, though, because bats aren't all that well-defended, if you're hit. Additionally, you can talk to bats and they'll understand you. They aren't obligated to do what you say, though, so bring along some charisma perks.

Your Vampire is in Another Coffin (200): You're quite elusive! When people try to track you down, unless you want to be found, they'll have a good deal of trouble. While you are by no means untrackable, untraceable, or unfindable, any of that will be substantially more difficult. Not through destiny, not through magical obscurations of tracks, but simply from the slightest touch of mental blurring, the lightest whiff of a perception filter.

Vampire Thriver (400): You're a vampire, so you should get the powers to suit! You're stronger, you're faster, you're tougher, you're *cooler*! You even have that thing where you naturally heal over time, though it probably isn't as fast as you're hoping. Your skin is likely a few shades pale,

your eyes are probably red, orange, black, or purple, and your ears are probably pointy for some reason. On top of that, you're immortal: you won't age, so you're forever young. You're immune to disease and don't need to eat, drink, breathe, or sleep… except for blood, which you do still need, but that's still way less of a hassle than all of those other things, right? *[An average transformation, in game terms, might look a bit like: +50% Might, +100% MoveSpeed, +100 Max Health, +2 Recovery, and +200% Curse. Initially, anyway.]*

[DLC] Witches of Foscari

Foscari Witch Package (100): Some of the essentials. This perk comes with a few teeny-tiny mini-perks. For one, you don't have to worry about hair troubles: your hair, regardless of length, will be as good as you'd be able to get it, without ever having to do anything to get it into that state. If your hair is long (as it usually is for a foscari witch), it won't ever get caught or pick up dirt, even if it ends up dragging across the floor. Perhaps more importantly, though, you are now able to levitate slightly over the ground, an act which takes as much effort as walking or standing normally would. While levitating this way, you are surrounding by a slight aura, almost like a thick colored outline, colored as appropriate for your magic.

Witch's Nature Magic (200): This gives you some basic nature magic, though there is a bit more to it. This magic is earned, but not in the way that magic is usually earned: instead of being *learnt*, it is given by nature spirits as payment for your work defending nature. In other words, this perk will give you a prowess and potency in nature magic, and natural spellcasting, scaling off how effectively you're able to protect the natural world. If you're able to protect an area of nature more fully, or able to protect more of nature, you can expect more magic in return. If you don't bother with your part of the bargain, though, don't expect this perk to be of any use.

Insatiable (400): You have an inner force within your psyche, within your magic itself. Like the world-devouring entity Je-Ne-Viv awakened from within Genevieve Gruyère, there's some aspect of yourself, once hidden away, now ready to rise to the surface and consume all of creation. Or perhaps you are this inner force yourself? The 'monster' is a sort of transformation you can activate in times of great duress or desperation, wherein historically it will grow as a growth on your body, until the normal 'you' is smaller than the rest of it.

The monster hungers, and can slowly grow in size and power by consuming more and more and more: on top of that, the monster's aesthetics can change depending on what it eats. Its consumption also seems to extend to the ontological: if it eats, say, a demon, it will count as a demon, even if it doesn't get any demonic traits out of it.

If you die while transformed, you can be saved from death by sacrificing the entity and ending the transformation. If you do, you cannot use this transformation for the rest of the jump, and all of the entity's consumptions/progress (in size, power, and ontological categories) is reset.

[DLC] Yokai & Oni

Monstrous (100): You can communicate with yokai and oni, even if you normally wouldn't share a language, and have an increased ability to prevent conflicts with them and to convince them to choose whichever approach *doesn't* involve murdering you.

The alt-form granted by this jump has been changed into the form of a yokai or oni of your choice. Yep, that's right: any yokai, any oni! Yes, even the one with the big nuts. Though, if you choose to be a Goshadokuro or Orochimario, or some other yokai or oni not represented in the bestiary, this perk will scale you down a bit so you aren't ridiculously big.

Obscure Ephemera (200): Like the Windy Oni, you are aware of all sorts of lore of how to kill and then prepare and eat various creatures. This lore will automatically update in future settings, but you can only be aware of such lore when there *is* such lore. If anyone knows a good strategy of how to take down this type of beast or the best way to season it, so do you. It also won't work for unique creatures, only for creatures that are one of a type of species.

Vogue Allure (400): Not all yokai are so monstrous. Like the beautiful and dazzling ice yokai, Babi-Onna, you can wield the power of dance and posing to defeat your enemies. Every time you strike a dazzling pose, and you want to activate this effect: a randomly selected spell, supernatural ability, or weapon effect that is available to you is cast. The ability has to be something that you *could* quickly cast in the moment in terms of its usual prerequisites or mana costs and all that, though it bypasses cooldown limitations; and while you need to have enough mana to cast it, this ability generally won't cost any of these easily replenishable resources.

Its selection is random, except in that something that is selected will have its chances of being selected next time drop to 0%. These chances will slowly increase back to normal over time. By having no repeats, it will feel more random by being less random.

You can elect to have abilities granted by other perks activatable this way, though it will not select them if they are still in cooldown.

Drop-In

Photosensitivity Warning (100): No effects originating from you (no matter how bright, strobing, or flashy) can result in seizures, epilepsy, or any associated symptoms. You *can* turn this off… but why would you?

Custom Weapon (200): You gain the ability to use your normal weapons in a way that expresses them as Vampire Survivor weapons. In this jump, that means that they'll take up a weapon slot. This means that the weapon can be automatically fired as per the statistics-informed mechanics that it now has. Designed in a way that is sensible and consistent with the design philosophy of the other weapons, any of your custom weapons will be upgraded in certain ways each time they are leveled up, to a maximum of level 8.

As a general rule of thumb: this perk will not make a weapon any better or worse (not before upgrades, anyway), but you won't need to think about using it as much as it will be used automatically alongside all your other weapon-slotted weapons.

Custom Passive Item (200): This perk can affect items that have supportive, buffing, or transformative properties that are passive in nature. Potential eligible items are the Crimson Gem of Cyttorak from Marvel or the talismans from Elden Ring. You gain the ability to use these items in a way that expresses them as Vampire Survivors passive items. In this jump, that means that they'll take up a passive item slot. Designed in a way that is sensible and consistent with the design philosophy of the other passive items, any of your custom passive items will have their supportive effects increased each time they are leveled up, to a maximum of level 5. Their abilities are improved in such a way that the potency of the item is multiplied by its level.

Custom Evolution (200, requires a Weapon and a Passive Item): You can create a whole new evolution, either one for a canonical weapon or for a custom weapon (so long as it isn't already a gift, union, or evolution). As with most other evolutions, this evolution requires you to have a passive item: again, it could be an actual one or a custom one, so long as you got it from this document.

The effects of this evolved weapon will be much like the weapon, except perhaps enhanced in relevant ways or cut back in ways that do not help its theme, and with a notable change: the evolved weapon will do something wide-reaching or gimmicky that has something to do with the passive item it needed to evolve. For example, if you use the Empty Tome (which reduces Cooldown), the evolved weapon might have effectively no cooldown and will continuously activate. It might also develop the ability to critically hit or perhaps it will very slowly get stronger based on how many enemies it's killed. Your evolved weapon cannot go beyond 1 level. *[Default critical hit chance is 5% x Luck. The usual slow power increase has the base damage increase by 1 for every 5,000 enemies it kills. In natural language: it's very, very slow.]*

Custom Union (200, requires 2 Weapons): You can create a new union weapon that acts as a fusion of two similar weapons that you have paid cp for (they could be real or custom weapons, it doesn't matter). You can fuse standard and evolved weapons, but not other union weapons.

The effects of the union weapon will, understandably, be some fusion of the effects of its two composite weapons, usually by either (perhaps awkwardly) meeting them in the middle substance-wise and using the better traits between the two… though just as easily it could use one as its true base and then take in a gimmick or a few traits from the other one.

Stats Uncapper (400): You know those statistics earlier that had hard maximums, that you would never be able to surpass? These hard caps simply no longer apply to you. This isn't a level uncapper by any means; rather, it will uncap and unlimit your potential for your statistics and their expressions. This means that your statistics can increase beyond their usual cap as naturally as before, with the effects and cost of this increase being the sensible extrapolation of what came before. If a setting is being sneaky and doesn't technically cap statistics but prevents stats from doing anything after a certain extent (not a soft cap like in Dark Souls, but rather how Fallout: New Vegas doesn't do anything with SPECIAL stats over 10), their effects will be sensibly extrapolated as well.

Custom Passive Trait (600): You gain a passive trait that represents you, but that is expressed in the way that survivor passive traits tend to be expressed. Hypothetically, you could choose to make this passive trait something relatively simple, like a small bonus to multiple stats, but you could also go for something far more dynamic, or even something that scales with you as you level.

[You have a lot of freedom with your passive trait, so long as it is in line with canonical passive traits. If you want to make it scale by level, however, there is a restriction: your passive trait can take the form of your choice of one of the following phrases, though in the case of brackets you must choose only one of the terms to apply.

- *You gain +1% (MoveSpeed, Might, Speed, Duration, Area, Luck, Growth, Greed, Curse) every level.*
- *You gain +1 Max Health every level.*
- *You gain +0.1 Recovery every level.*
- *You gain +1 (Armor, Amount) every 20 levels.*
- *You gain +1 Revival every 100 levels.*
- *You gain -0.25% Cooldown every level.*
- *You gain +0.3 Magnet every level.*

If you don't have a way to take the game's progression system with you after this jump ends (see the final Scenario), and you chose a passive trait that scales by level, this perk will act as if you are level 100.]

Capstone Boosted! Oh, you're one of *those* characters, aren't you? A brand new Queen Sigma, with multiple level-scaling stats and plenty more to boot? Not only can your passive trait twice be twice as good, but you have some smaller bonuses to other stats, as well.

If you're running around with a passive trait like this, something's up. For something like this to even be possible… either your Benefactor is playing favorites, or the Directer has a plan for you. Does… does the Directer *want* you to win? If you have an OP passive trait like this, it seems like the Directer intends for you to be their protagonist, or they're at least considering it. They will go out of their way to make 'plot twists' and put you in interesting scenarios; this will often mean they'll try to put you in precarious combat scenarios they're *reasonably* confident you'll survive or, if they're feeling like it, they might even try something resembling a plot. It won't be a *good* plot, and will probably have a bunch of awful writing and cliches in it, but at least they're trying to make this a good story.

[This capstone booster does two things: firstly, you may select a second passive trait, using the options above. If you choose the same passive trait as the first time, its bonus is doubled. Secondly, you gain a range of smaller, secondary bonuses to your stats, the equivalent of having four of the other passive traits you didn't take but they're all stuck at thinking that you're level 50. Alternatively, you could go for another ridiculous effect, like one of the ones introduced in DLC.]

Survivor

If you are a Survivor, you should choose which of the game's established survivors you are. To do this, you should choose one of the game's standard, non-DLC, non-Sigma characters to embody (i.e., not a special character, not a DLC character, and not Queen Sigma). You gain all of their memories and life experiences.

You do not gain their weapons, stat changes, or passive traits, as you need perks for that. You can choose to start as and embody a secret character, a DLC character, or Queen Sigma for a cost of 100cp.

Friendly Multiplayer (100): If you have allies with you, such as purchased companions, you won't need to worry about hitting each other with your weapons. This generally isn't a concern for weapons from this jump, which tend to specify that they are effective against 'enemies', but you might not only use those weapons. Whether through selective invulnerability or cosmic happenstance, you will never hit your allies with your weapons, spells, or effects.

Starting Weapon (200): As you are embodying your survivor, you gain their associated weapon, unupgraded, whenever you enter a new run. If you embody a survivor that starts with multiple weapons, you might even get multiple out of it. If your starting character is incapable of dealing damage, you will immediately level up when each run begins. You can check what weapons are associated with what characters on the wiki.

If you meet up with another person, you might be able to convince them to swap starting weapons with you. This might be difficult, especially if they're emotionally attached to their weapon, and also because it might mean that they're stuck with your weapon until you swap back.

After this jump, weapons will no longer revert to being unupgraded. Additionally, whenever you swap your weapon for someone else's, you will each be mildly competent in each other's weapons.

Embodied Stats (200): The survivor you have chosen to embody— or, *you*, in other words— has various simple strengths and weaknesses. You can find the strengths and weaknesses of a character by looking them up on the wiki and looking at the 'Initial Stats', which represent a deviation from the standard assumed abilities and build of a survivor. In short: you might have certain advantages and disadvantages, like being a bit tougher than others, or being a bit stronger, or faster, and all sorts of things along those lines.

If you meet up with another person, you might be able to convince them to swap initial stats with you. Unlike with starting weapons, this swap is fundamentally temporary, as you will need to convince them to swap each time, and the swap will only last until the end of the run or jump. Either of you can also 'take back' the trade with but a thought, each easily reverting to your own. This might not seem like much, but a 'stat swap' could be very useful in settings where people's starts are further apart.

Optionally, the visual appearance of your body or build might change to represent your new set of stats: more or less muscle, thinner or tougher skin, more or less armor, lither or thicker, general size, that sort of thing.

Embodied Passive Trait (400): Instead of the initial statistics in a run, your passive trait, while perhaps not as far-reaching, is considerably more personal. You have yours (as always, check what it is on the wiki), and I'm sure it's quite good if you're buying it here! These passive traits are strange and varied, and they're a spectacular characterization opportunity: use yours well.

If you meet up with another person, you might be able to convince them to swap initial passive traits with you. Unlike with starting weapons, this swap is fundamentally temporary, as you will need to convince them to swap each time, and the swap will only last until the end of the run or jump. Either of you can also 'take back' the trade with but a thought, each easily reverting to your own. You may need to do some interpretation for what constitutes a 'passive trait' equivalent in future jumps. Something like an MHA quirk or Marvel mutation might fit if they are a passive effect (and not actively used).

If you swap passive traits, your stats will change as if you always had your new passive trait. For example, if you swapped a passive trait that increases Might with level to one that increases MoveSpeed by level, your level-gained Might will go way down and your MoveSpeed will go way up.

PowerUp Selection (400): Between runs, or after this jump in moments of rest, you gain access to a means to take currency into yourself to improve your abilities. This page allows you to invest the gold (or general currency) into chosen specific statistics, competencies, skills, abilities, and personal usable resources that are a part of you (and aren't from items). You can also refund these purchases any number of times, gaining back all invested currency. The more you invest into the PowerUp Selection, the more further investment will cost, but eventually you can upgrade everything in it to a level it cannot upgrade beyond.

[PowerUp Selection menu lets you turn currency into stats, within limit. It can also improve certain skills or abilities you may have picked up in other jumps. In this jump, the stats and their maximums are as follows:

- *Might, +35%.*
- *Armor, +3.*
- *Max Health, +30%.*
- *Recovery, +0.5 HP.*
- *Cooldown, -5%.*
- *Area, +20%.*
- *Speed, +30%.*
- *Duration, +40%.*
- *Amount, +1.*
- *MoveSpeed, +10%.*
- *Magnet, +56.25%.*
- *Luck, +30%.*
- *Growth, +15%.*
- *Greed, +50%.*
- *Curse, +50%.*
- *Revival, +1.*
- *Reroll, +10.*
- *Skip, +10.*
- *Banish, +10.*
- *Seal, +10.*

Any Revivals, Rerolls, and Skips you purchased this way and then used will be replenished at the start of every jump. Meanwhile, multiplier-based stats or competencies gained from other jumps can be increased up to +50% where 100% is the standard or default value, and resource-based stats from other jumps can generally be improved by up to +10 unless they're important and big enough to only warrant a +1. Be sensible, fanwank, use the canonical improvement values as reference, etc..]

They're Releasing Updates as I Write This (600): It's amazing, to have so much content in a game available so cheaply, and to have frequent updates adding more and more content over time. Now, the jump itself will gain more content slowly as you progress through it. Every 10 hours in this jump, the jump will have an update that introduces some more content. Each update will do two of the following things, chosen with an eight-sided die (d8), allowing duplicates:

- 1–3. New stage with a unique layout, and perhaps a unique intrinsic trait. It might have a peculiar arrangement of stage items, or perhaps its enemies scale in some way without limit. It very likely comes with a few new enemies, too. Usable examples include a prison dungeon, hell, heaven, Egypt-themed desert or tomb, magic academy, modern city streets, atop clouds, sewers, henge complex, maze, a stage that shifts between other unlocked stages. Also, it will get new thematically appropriate music. It is guaranteed to be a banger.
    - It has a solid chance (perhaps two-thirds?) of being a non-repeating map with a finite area but far more detail, like with Mt. Moonspell. If so, you'll only get one of them, so reroll duplicates.
- 4–6. New locked secret character, the unlocking conditions of which are obscurely hinted at in an entry in the secrets menu. It introduces a new standard weapon, their starting weapon, which enters the pool when the character is unlocked. It also introduces a new evolved or union weapon for it. New characters are likely to be parodies of video game characters, often Castlevania, and are often named after cheese, Italian cultural references or in-jokes, or lame Italian puns.
- 7. New statistic and a new passive item and/or PowerUp option that boosts it. Usable examples include base critical chance, critical hit damage multiplier, innate retaliatory damage, extra piercing, extra homing, extra knockback, extra pool limit, extra arcana selection (2 ranks), damage % reduction, chance to frenzy or enchant damaged enemies, or disguise yourself from them.
- 8. A new relic that introduces a new mechanic/system, and an arcana or two that likely play with content and concepts introduced by this perk.

After this jump, the frequency of these updates changes to once per year (ten updates per jump, assuming a standard decade-long jump), and the updates will be for whatever jump you're in at the time. If the jump goes for less than a year, it will come halfway through. This is intuitive enough for games with stages/maps, weapons, skills, unlockable characters, mounts, quests, or summons, but it can apply even when not so intuitive. In a very big setting where the content is already beyond what one person could know it won't make as much difference; but new cultures, peoples, skills, applications of magic or technology, or 'level'/stage equivalents will all start to become retroactively possible or implemented into the setting as if it were always there.

Capstone Boosted! A jump's fifth update will be a DLC (as well as its 15th, 25th, etc., if it ever goes that long). If the jump is so short that it won't get a fifth update, the DLC will instead be the first update. Instead of the updates' usual effects, for a price of $1.99 or 2 gold pieces, the new content is substantially increased.

DLC are larger than updates. While updates might include some more content, bits of which might not even be related to other bits, DLC content will all be found in the same place: it will all be found as part of a cohesive experience, bits interlinked with other bits in various ways, and which represents a meaningful expansion to what came before. There might just be a whole new world behind a previously locked door that, for some reason, only now has come to your attention. Far more than piecemeal updates, DLC may well be equipped with the ability to tell grand new stories, of the quality you've come to expect, whether they are entirely new or continuations of threads found in the 'main content'. So as to not step on the toes of other settings, these DLCs will not be subject to power creep.

If you have high Luck, the DLC might even be revealed to you more usefully, like a new DLC character coming to you personally (and possibly helping you with your current predicament) to try to recruit you into their plight or issue. Or, perhaps you'll be teleported away to a new land of adventure mere moments before you would otherwise be killed. Or, hey, if you're *especially* lucky, perhaps the boat or magic painting or portal that leads to the new DLC area will just fall on your enemies mid-monologue.

If the setting's primary material already had DLC or DLC-like expansions, these will likely be in line with those. For example, we might expect from a Vampire Survivors DLC: 8 or so characters, 13 or so weapons, 1 new stage, and 6 new music tracks.

The Directer

As the Directer of this world, you will not be able to materialize yourself until the survivor(s) make their way to you in the Eudaimonia Machine— and, if you've played your cards right, they might not even be able to get that far. While you do not have to take any perks, note that, if you don't, you might not be able to do anything to hinder the survivor and you'll be waiting around for many, many hours, twiddling your thumbs. You will be stuck in the Eudaimonia Machine for the whole jump, though not without options to alter the world outside you. You *might* be able to escape that place with tricks you earned in other jumps, but it won't really count.

Glimpses of the Unthinkable (100): You are able to enter a manner of speech that, to most, is utterly unintelligible… but, for those who speak unintelligibly anyway, in tongues crazed and eldritch, they will understand you with perfect clarity. You can use this perk to write, as well, where your letters will at first glance seem normal if perhaps upside down, but in truth they are inconsistently arrayed, oddly rotated, and holistically nonsensical to anyone who doesn't already think in highly non-standard ways.

Boundless Gifts (200): You gain a new alt-form, that of the Directer. You will appear as a strange, amorphous hole in reality, through which one can gaze at countless galaxies sitting beyond the incomprehensible fabric of your form. Atop you will float a rotating halo of seven 'heads': in the game, the Directer uses the Atlantean masks (four of the ones you've seen on Atlantean enemies and three new ones, one of which resembles the glass vizard relic). You can see through these heads, which must be near your body. The appearance of these heads might be different, to suit your nature and history: the seven masks might represent previous alt-forms of yours, or actual masks you've collected, whatever you feel is appropriate. And, just like the Atlanteans wear the masks of the Directer, the new Atlanteans in this jump will end up wearing whichever masks you use (though it's just an aesthetic change). While your body can pass through walls, your heads cannot.

Aside from the aesthetics, this alt-form comes with various benefits. For one, it is immune to being frozen, insta-killed, or debuffed, and it cannot suffer knockback. Additionally, your body is immune to all damage: you can only be damaged through your seven heads, each of which has a seventh of your own health. When all of the seven heads are defeated, you will be as well. This means that, in this alt-form, effects that struggle to target small(er) parts of the body will have more difficulty against you, but effects that can target multiple heads at once will have an easier time.

Stage Modifier Control (200): When out of combat, you can change the stage modifiers of the stage you are in. These stage modifiers will affect everyone and everything in that stage, whether they are you, an ally, an enemy, or someone otherwise unrelated. You can change how fast everyone grows in power/experience, how much money they make, how fast they move, and how lucky they are, and you can control each of those four things individually (though none of them can be more than doubled nor brought below nothing).

In this jump, this perk will affect the whole stage. But, in future jumps, the range of this effect will emanate from you to a degree that scales with your authority and control over where you are, and that will not affect anywhere that you do not have authority or control.

[The four stage modifier-affected stats are Greed, Growth, SpeedMult, and Luck, though their bonuses are multiplicative. You can only move each one within the range of 0%--200%.]

Sight Beyond Reality (400): You are able to gaze through the eyes of your minions, displacing your perception into them. You can do this with any number of minions at once, provided that they're all in the same general area. You will also only be able to retain your own body's vision if your body is in the same general area as the minions of your perception. For the purposes of this run, all 'enemies' count as your minions, unless they're from Il Molise.

Direct the Horde (400): Those stages were always going to have monsters in one way or another. But, if you aren't there to guide them, direct them, throw them at the survivors, then they won't just be sitting around and attacked for their experience. No, when you have them attack together, in waves and swarms, the survivor might actually be at risk. The sooner you kill them, the less gold they'll get, the less likely they'll be able to get new stages, and, ultimately, the less likely they are to reach you.

If you aren't there and don't have a way to see it (like through the Sight Beyond Reality perk), you can set up guidelines and strategies, and even organize the composition and timing of bosses or swarms— though, necessary, because you're directing them to attack the survivor in their starting positions, and because you have no way to predict where the survivor will enter, the enemies will start out weak and common and will only ramp up over time, when the monsters have time to arrive. If you do have a way to see your minions, though, you can specifically strategise each of their motions on a micro- or macro-scale. This perk does not give you any authority or control over the Deaths (especially including the White Hand).

In your own personal realm (in this jump that's the Eudaimonia Machine, but it could be a palace, a personal dimension, your Warehouse, or equivalent), you will also be able to summon your minions from other places. These monsters cannot be any reapers, including reaper trainees.

Power Over Death(s) (600): You seem to have some strange authority over manifestations and personifications of death. If they are lacking in intelligence or willpower, you should be able to command them to do your bidding but, if they have intelligence and self-determination, they will be able to resist using their willpower (so you will need to be more subtle). The power of this authority scales with your authority generally.

This perk has an additional feature. Once every jump, you gain the ability to summon the White Hand to kill someone you can see. When you do, an ominous bell will slowly toll, 'audible' even by creatures usually incapable of hearing, and the White Hand will appear upon the twelfth bell sound. The White Hand is this world's ultimate, transcendental manifestation of death in its purest, unavoidable form, appearing as an empty, unadorned white cloak with no scythe or

scythe equivalent. The White Hand is intangible and supremely visible to its target: they will be able to see it coming, somehow, even if it 'spawned' behind a wall, as if the wall in front if it wasn't there. It will get closer and closer to the target, where its location is defined in relation to its target, so it will get to them after the same amount of time regardless of where they try to run (including if they try to run into it) or teleport to. When it reaches its target, if the target is in any sense capable of death, they will die: only an entity that is logically incapable of death could survive. Unlike when the White Hand appears entirely by its own power and want, however, the White Hand here will disappear immediately upon killing its target, meaning that they are fully able to 'defeat' the White Hand by being resurrected.

If you have the Direct the Horde perk, you will be able to summon reaper trainees and Deaths, though, unlike normal, they will be scaled down to the level of normal enemies: their powers will scale down to normal enemies, and won't scale with the survivor (or you).

Capstone Boosted! Your control over reaper-like figures is far greater in scope, not only in what it can affect (now affecting psychopomps that might not usually be affected, for example) but also in sheer potency.

The White Hand will now behave as it does in all of its appearances *except* the Directer fight. Instead of the White Hand disappearing immediately upon killing its target, it will stay, immediately killing the target again even if they were to attempt to continually self-resurrect on the spot. The White Hand will only leave after a minute has passed without needing to kill its target. Because the White Hand's location is defined in relation to the location of its target, 1-Ups that teleport you elsewhere, or to some spawn point, will not work.

Even like this, however, the White Hand is not incontrovertible. There are certain locations that the White Hand cannot reach, such as a Warehouse or, for example, a dimension where death is logically impossible or conceptually missing. Alternatively, you can fool the White Hand by being resurrected more than a minute after dying the last time.

Weapons

Weapons count as items, but they are important enough to put in their own section.

For the **Drop-In** and **Survivor**: you can also find weapons in stages, which are free and gained via the game's usual mechanics, but they will only last for that run. Weapons purchased here will be with you at the start of all runs and will stay with you after this jump ends.

Your weapons will all independently and automatically activate as soon as they can, as soon as the cooldown period of the last activation is over. Because you have control over your body, you have the option of 'turning off' your weapons, which you can use to activate your weapons selectively, but this will not let you bypass cooldown. In future jumps, weapons you've gained here can be used normally without issue: you will be able to swing the whip in every direction, you could fire blasts from the wand wherever you point it, et cetera. Weapons will be presented here in natural language. If it is relevant to your interests, you can look up each of the statistics of these weapons on the Vampire Survivors Wiki.

Standard Weapons

Buying a weapon at level 1 costs **50cp**, and it will cost another 50cp for each level you want to permanently increase it by. However, you can buy a fully upgraded weapon (regardless of how many levels it can have) for only **200cp**. By default, weapons cannot be upgraded beyond their maximum level.

Whip: A well-made but otherwise unremarkable whip. You can shoot your whip out in the direction you are facing, damaging everything in its area. Increasing this weapon's Amount shoots a second whip behind you (and the next one in front again, then behind again, etc.), each slightly displaced from the last.

The Whip has 8 levels.		**Level 6.** Increased damage and area.
Level 2. Extra whip behind you.	**Level 4.** Increased damage and area.	**Level 7.** Increased damage.
Level 3. Increased damage.	**Level 5.** Increased damage.	**Level 8.** Increased damage.

Magic Wand: This simple magic wand can periodically fire a magic blast at the closest enemy to you that you can see. If you've picked up spells or magical abilities from other jumps, this wand might be useful for channeling them, but not any better than the equivalent spell focus of its own setting.

The Magic Wand has 8 levels.		**Level 6.** Fires another blast every time.
Level 2. Fires another blast every time.	**Level 4.** Fires another blast every time.	**Level 7.** Passes through an enemy.
Level 3. Reduced cooldown.	**Level 5.** Increased damage.	**Level 8.** Increased damage.

Knife: Don't be fooled: it's actually *many* knives. You can periodically and quickly throw an unending amount of knives in whatever direction you're facing. The knives will disappear after they're done, but that's fine, since you'll never run out. Where do they come from? Many have fallen mad in the pursuit of an answer.

The Knife has 8 levels.		**Level 6.** Throw an extra knife each go.
Level 2. Throw an extra knife each go.	**Level 4.** Throw an extra knife each go.	**Level 7.** Throw an extra knife each go.
Level 3. Throw an extra knife each go.	**Level 5.** Passes through an enemy.	**Level 8.** Passes through another foe.

Axe: You can throw this heavy, sharp axe upwards and in front of you, which then falls down with gravity and can hit a few different enemies. And you can just keep doing it, too! Where do the axes come from? Same place as the knives. The axes will disappear after they're done, if only out of convenience. Despite being an axe, it's not all that effective to swing: it's all in the throw.

The Axe has 8 levels.		**Level 6.** Increased damage.
Level 2. Throw another axe every time.	**Level 4.** Passes through more enemies.	**Level 7.** Passes through more enemies.
Level 3. Increased damage.	**Level 5.** Throw another axe every time.	**Level 8.** Increased damage.

Cross: Yes, it's an actual crucifix, but it might be a bit sharper than you were expecting. You can shoot out a spinning crucifix towards where you are facing, which then boomerangs back and flies behind where you were facing. It lightly damages every enemy that it touches on this journey. No more or less effective against the unholy than crosses usually are. The crosses will disappear after they're done.

The Cross has 8 levels.		**Level 6.** Increased speed and area.
Level 2. Increased damage.	**Level 4.** Throwextra cross every time.	**Level 7.** Throwextra cross every time.
Level 3. Increased speed and area.	**Level 5.** Increased damage.	**Level 8.** Increased damage.

King Bible: A floating, intangible bible that can levitate and spin around you at a fixed distance, damaging everything that it passes through. With multiple bibles, they'll all be evenly spaced. Lasts for a few seconds before needing a few seconds rest. Doubles as a usable holy book, as appropriate for your religion; if there is no appropriate book for it to emulate, it will use lorem ipsum placeholder text.

The King Bible has 8 levels.		**Level 6.** IIncreased speed and radius.
Level 2. Spins extra bible every time.	**Level 4.** Increase duration and damage.	**Level 7.** Increase duration and damage.
Level 3. Increased speed and radius.	**Level 5.** Spins extra bible every time.	**Level 8.** Spins extra bible every time.

Fire Wand: A simple through highly pyromantic wand. You can shoot an arc of damaging fireball projectiles in the direction of a random enemy you can see. You can attempt to use this wand to channel magic from other settings, where it will excel at fire magic but struggle with anything else.

The Fire Wand has 8 levels.		**Level 6.** Increased damage.
Level 2. Increased damage.	**Level 4.** Increased damage.	**Level 7.** Increased damage and speed.
Level 3. Increased damage and speed.	**Level 5.** Increased damage and speed.	**Level 8.** Increased damage.

Garlic: Yes, a literal, actual garlic. While it's out, every enemy in a small area around it is dealt low damage over time, dealt directly to the sinuses (even if they don't have any). Once something is damaged by this garlic aura, it cannot be harmed the same way for its cooldown. Everything that takes this damage is temporarily more vulnerable to being knocked back and cold/freezing effects. The garlic will regenerate, meaning you'll never need to buy garlic at the groceries again.

The Garlic has 8 levels.		**Level 6.** Increased damage and area.
Level 2. Increased damage and area.	**Level 4.** Increased damage and area.	**Level 7.** More damage, less cooldown.
Level 3. More damage, less cooldown.	**Level 5.** More damage, less cooldown.	**Level 8.** IIncreased damage and area.

Santa Water: A bottle of holy water that can fall from the heavens and onto the ground, aiming for the closest enemy to you at the time. When a bottle hits the ground, it leaves behind a puddle of flaming holy water that lasts for a few seconds and lightly damages anything that touches it or goes through it. Nothing will remain of the water or glass once they're done. If you're using this in a building with a ceiling, the bottles will fall from the ceiling instead, even though it doesn't make much sense.

The Santa Water has 8 levels.		**Level 6.** Extra bottle. Bottles after the first aimed around you. More area.
Level 2. Extra bottle. Bottles after the first aimed randomly. More area.	**Level 4.** Extra bottle, increased area.	**Level 7.** More damage and duration.
Level 3. More damage and duration.	**Level 5.** More damage and duration.	**Level 8.** Increased damage and area.

Runetracer: A strange diamond-like object that can shoot out from you in a random direction that you can see. Whenever it hits the edge of your perception, it will 'bounce' so that the runetracer is always within your sights. It is intangible and will deal damage to anything it moves through for a few seconds before needing another few seconds to start up again.

The Runetracer has 8 levels.		**Level 6.** More damage and duration.
Level 2. Increased damage and speed.	**Level 4.** Extra runetracer every time.	**Level 7.** Extra runetracer every time.
Level 3. More damage and duration.	**Level 5.** Increased damage and speed.	**Level 8.** Highly increased duration.

Lightning Ring: Lightning strikes can strike at two points, aimed at random baddies (or magnetic things) you can see. Any enemies near the lightning strike get damaged. If you're creative, you might be able to use this as a renewable source of electricity.

The Lightning Ring has 8 levels.		**Level 6.** Extra strike every time.
Level 2. Extra strike every time.	**Level 4.** Extra strike every time.	**Level 7.** Increased damage and area.
Level 3. Increased damage and area.	**Level 5.** Increased damage and area.	**Level 8.** Extra strike every time.

Pentagram: A magical amulet or talisman of some kind. When activated, the pentagram will kill every enemy that you can see. Every time this happens, there is a high chance that they won't drop any items, experience, coins, etcetera, and that all loot or currency you can see will also be destroyed. The chances of keeping the experience/drops each time low, but modified by Luck. Worst of all, it has a long cooldown.

Certain enemies are immune to the Pentagram: bosses, enemies involved with quests, enemies immune to insta-kill effects or death magic, enemies involved with drawbacks, and canonical characters with names. Be sensible. *[Pentagram will cause damage to each enemy equal to their maximum hit points (ignoring Armor). This effect might be survivable by enemies that can reduce any damage, that can survive at no or negative health, or that can effectively have more hit points than their hit point total. With enough Luck, the chance becomes 100%.]*

The Lightning Ring has 8 levels.		**Level 6.** Reduced cooldown.
Level 2. Reduced cooldown.	**Level 4.** Reduced cooldown.	**Level 7.** Better chance to keep drops.
Level 3. Better chance to keep drops.	**Level 5.** Better chance to keep drops.	**Level 8.** Reduced cooldown.

Peachone & Ebony Wings: Birds! Magic birds, actually. Adorably, missile-shooting, and you don't even need to feed them. Each one responds to their own name, and to each other's names, and to half of everything you say. Confused by mirrors. Likes long walks on the beach. Floats around you, shooting missiles of energy in circles. Spreads misinformation on the internet. Et cetera.

These two are technically distinct weapons but are identical in all ways except name, aesthetics, birdfeed preferences, and direction. Each will still individually cost as normal, except you can buy both fully upgraded for **300cp**.

This weapon is a white or black bird that flies around you either clockwise or counterclockwise. It'll shoot out projectiles at nearby enemies over a long span and with a short cooldown.

The birds have 8 levels each.		**Level 6.** Extra shot. More damage.
Level 2. Extra shot. More area.	**Level 4.** Extra shot. Less cooldown.	**Level 7.** Extra shot. Less cooldown.
Level 3. Extra shot. More damage.	**Level 5.** Extra shot. More area.	**Level 8.** Extra shot. More area.

Phiera Der Tuphello & Eight The Sparrow: Yep, actual guns. Supernatural in some ways, never running out of ammo, cool as hell, shooting in weird directions, sure… but, y'know, as guns. These two are technically distinct weapons but are identical in all ways except name and aesthetics. Each will still individually cost as normal, except you can buy both fully upgraded for **300cp**.

This gun-like weapon can shoot out an energy bullet into each of the four ordinal directions: North-East, South-East, South-West, and North-West. Each one will dissipate upon hitting and hurting something.

The guns have 8 levels each.		**Level 6.** Passes through more enemies.
Level 2. Extra shot every time.	**Level 4.** Extra shot every time.	**Level 7.** Increased damage and speed.
Level 3. Passes through more enemies.	**Level 5.** Increased damage.	**Level 8.** Passes through more enemies.

Gatti Amari: A whole bunch of cats. While active: every few seconds, for a few seconds, a cat will appear out of sight and head in a random direction, having a chance to harm anything in their way (including you or allies), only disappearing when they're out of sight again. These cats are intangible and cannot be harmed or targeted.

If a cat crosses the path of a pickup, power-up, or otherwise some kind of consumable object, it might consume and use it, gaining its effects (or, at least, some effects, which aren't always intuitive). Alternatively, there's a chance that its positive effect will go to you, instead. All of these 'chances' are affected, in one way or another, by your Luck.

The Gatti Amari has 8 levels.		**Level 6.** Increased duration.
Level 2. Increased cat speed.	**Level 4.** Increased cat speed.	**Level 7.** Increased cat speed.
Level 3. Increased duration.	**Level 5.** Extra cat. If cats cross, they might create a harmful dust cloud.	**Level 8.** Extra cat every time.

Song of Mana: A piece of written music that, if you wish it to, can play itself. Every few seconds, for about half a second, a magical pulse emanates out as far as you can see in a wall that goes from North of you to South of you. Its longitudinal width is limited, only barely wide enough to fit your full body in it. Enemies are damaged by being in this strange area. As an added benefit, the actual song in the song of mana can draw from any soundtrack perks you've taken.

The Song of Mana has 8 levels.		**Level 6.** Increased area and damage.
Level 2. Increased longitudinal area.	**Level 4.** Increased area and damage.	**Level 7.** More duration and cooldown.
Level 3. More duration and cooldown.	**Level 5.** More duration and cooldown.	**Level 8.** Increased area and damage.

Shadow Pinion: A strange, drill-shaped feather. Every time you are in movement, you can leave floating intangible drills in the air. Over time, they will accelerate in the direction opposite of where you are moving. Touching the drills will cause damage to enemies, but the drills will remain.

Whenever you stop moving, any drills currently active will suddenly accelerate in the direction you were facing when you stopped moving. They will move over a short distance, damaging anything in their way, before disappearing.

The Shadow Pinion has 8 levels.		**Level 6.** Increased duration.
Level 2. Extra drill every time.	**Level 4.** Increased duration.	**Level 7.** Increased damage.
Level 3. Increased damage.	**Level 5.** Increased damage.	**Level 8.** Increased duration.

Clock Lancet: While strongly stylised, the Clock Lancet is the hand of a clock. A small freezing energy beam can emanate from it once every few seconds: first due North, then a twelfth of a rotation clockwise, like the hours on a clock. If the beam hits an enemy, that enemy will be frozen in time for a few seconds. It thrums with power and potential, even though, as far as you can tell, freezing things in time is the only thing it's capable of doing. Anything with resistance to temporal tampering might be able to ignore this effect, or reduce its duration.

The Clock Lancet has 7 levels.		
Level 2. Increased duration.	**Level 4.** Increased duration.	**Level 6.** Decreased cooldown.
Level 3. Decreased cooldown.	**Level 5.** Increased duration.	**Level 7.** Increased duration.

Laurel: A pretty, holy laurel that you can easily pin on your person. While it's somewhere easy to see on you, like on your sleeve, it will protect you from a holy shield. Every time you would be damaged while the shield is up, you instead take no damage from that or from any other attacks for 0 seconds and the shield fades for its long cooldown.

If the Laurel gets multiple charges: while you have the shield up but it doesn't have all charges, it will regain all spent charges if left untouched for its cooldown.

The Laurel has 7 levels.		
Level 2. Less cooldown, lasts longer.	**Level 4.** Extra charge, takes extra hit.	**Level 6.** Less cooldown, lasts longer.
Level 3. Less cooldown, lasts longer.	**Level 5.** Less cooldown, lasts longer.	**Level 7.** Extra charge, takes extra hit.

Vento Sacro: Vento Sacro is a whip, and is similar to *the Whip* but with more slashes (all of which are sent ahead of you) which are less often, sent one after another. Any enemy in the area of a slash is harmed, no matter the size of that area.

If you move in a single direction while attacking, this weapon's damage will increase based on how far you have traveled. There is a generous limit to this, which scales by its level. The bonus goes away the moment you stop moving in that direction. Each slash has a low chance, modified by Luck, of being a critical hit and dealing double damage.

The Vento Sacro has 8 levels.		**Level 6.** Increased damage.
Level 2. Increased damage.	**Level 4.** Increased damage.	**Level 7.** More area, extra slash.
Level 3. More area, extra slash.	**Level 5.** More area, extra slash.	**Level 8.** Increased damage.

Bracelet: Fits snugly around the hand! You can shoot out a bunch of cloudy, short-lasting, damaging projectiles from it at a random enemy you can see.

The Bracelet has 6 levels.	**Level 3.** Passes through extra enemy.	**Level 5.** Passes through extra enemy.
Level 2. Increased damage.	**Level 4.** Fires extra shot, more area.	**Level 6.** Increased damage.

Bones: A ludicrous quantity of bones that seems to come out of nowhere. You can shoot out a spinning, flying bone that lightly damages every enemy it hits and that flies in a straight but random direction. Every time it hits something, it bounces off and moves in another direction, maintaining its velocity. The bone lasts for a few seconds, after which you can't fire out another bone for even longer.

The Bones have 8 levels.		**Level 6.** Increased duration.
Level 2. Increased duration and size.	**Level 4.** Increased speed and size.	**Level 7.** Increased damage.
Level 3. More damage, extra bone.	**Level 5.** More damage, extra bone.	**Level 8.** More duration and speed.

Cherry Bomb: These bombs smell of cherry, though you're reasonably confident they aren't edible. Every few seconds, you can shoot a bomb to the closest enemy to you. It will bounce against anything that it touches, including walls and enemies. If it hits and bounces off of an enemy, it'll hurt. When the fuse is burnt out after a few seconds, there is a decent chance (affected by Luck) that it will explode, dealing more damage around them in a blast.

The Cherry Bomb has 8 levels.		**Level 6.** Increased explosion chance.
Level 2. Increased area and speed.	**Level 4.** Shoot an extra bomb.	**Level 7.** Increased area and speed.
Level 3. Increased explosion chance.	**Level 5.** Increased area and damage.	**Level 8.** Increased area and damage.

Carréllo: Yes, magic carts; no one said all of these weapons would be entirely serious. A cart can magically appear from you and speed directly to your East or West, depending on which one you are closer to facing. It will run over enemies in the way, dealing damage, and will bounce off of any walls it hits or bounce back into vision when you aren't looking at it. It can bounce a few times before it explodes (based on Amount), dealing more damage in a small area with the blast.

The Carréllo has 8 levels.		**Level 6.** Increased area (size).
Level 2. Increased area (size).	**Level 4.** Increased speed.	**Level 7.** More damage and cooldown.
Level 3. More damage and cooldown.	**Level 5.** More damage and cooldown.	**Level 8.** Increased speed.

Celestial Dusting: You can shoot out magical, intangible flowers that will pass through enemies and harm them, but bounce off of objects, walls, and the edges of your vision. Near the end of each projectile's half-second duration, the flowers will shed petals which damage everything around them in an explosion-like blast. While you're moving, the flowers will be sent out in the direction opposite to your movement. If you're still, they'll appear around you.

By default, the flowers won't come regularly, at most ten in a minute. Fortunately, the cooldown will decrease based on your speed when moving: the faster you move, the more flowers you can get out.

The Celestial Dusting has 8 levels.		**Level 6.** Shoot an extra flower.
Level 2. Increased duration.	**Level 4.** Increased damage.	**Level 7.** Increased speed.
Level 3. Increased speed.	**Level 5.** Increased speed.	**Level 8.** Beating a foe might heal you.

Glass Fandango: While this spear-staff is tipped with sharp glass, it is nonetheless as cold as ice and radiates this cold so strongly that blue air rises up from it like a cold flame. Hint: invest in thick gloves. In times of 'combat', the cold flames will flare out randomly, affected even by subtle winds, though the freezing gas can be directed, usually through it going in the direction you're moving. This weapon and its magic are both unreasonably effective against frozen enemies, whether that be in ice or in time.

Glass Fandango has 8 levels.		**Level 6.** More area and damage.
Level 2. More area and damage.	**Level 4.** More area and damage.	**Level 7.** Extra cold flame projectile.
Level 3. Extra cold flame projectile.	**Level 5.** Extra cold flame projectile.	**Level 8.** More damage, extra projectile.

La Robba: At your command, pieces of furniture can begin to fall from the sky at random, crashing into your enemies (and conveniently intangibly passing through everything else). In settings where the camera has a bird's-eye view, the furniture will 'fall' Southwards from the North. With some direction or skill, you could effectively use this to shoot pianos at people.

La Robba has 8 levels.		**Level 6.** More duration and furniture.
Level 2. More duration and furniture.	**Level 4.** More duration and furniture.	**Level 7.** Increased damage.
Level 3. Increased damage.	**Level 5.** Increased damage and speed.	**Level 8.** More duration and furniture.

Phas3r: It's a simple red laser gun capable of shooting long, thin energy beams! Or, a phaser gun, I guess. It works best when fired 'horizontally', for what I assume are magnetic reasons. Also, if you blast it quickly enough, the 'pew-pews' sound a bit like Donna Summer's *I Feel Love*, or some other piece you have with a soundtrack perk.

Phas3r has 8 levels.		**Level 6.** Shoot an extra beam.
Level 2. Shoot an extra beam.	**Level 4.** Shoot an extra beam.	**Level 7.** Bigger and stronger beams.
Level 3. Bigger and stronger beams.	**Level 5.** Bigger and stronger beams.	**Level 8.** Shoot an extra beam.

Pako Battiliar: This bat will follow your commands, usually from the safety of your shoulder or from atop your head. On your command, it can summon and command sweeping swarms of bats which appear somewhere out of sight and ravage everything in a straight line until they disappear out of sight. Pako is especially motivated by indignation: its ability's 'rate of fire' will double for a short period if it sees you getting hurt or after you *would have* gotten hurt but didn't for some reason (perhaps indestructible armor or a magical ward).

Pako Battiliar has 8 levels.		Level 6. More bats, more often.
Level 2. Pierces more, faster.	**Level 4.** More bats with sharper teeth.	**Level 7.** More bats, and they pierce.
Level 3. More bats, more often.	**Level 5.** Pierces more, faster.	**Level 8.** More bats with sharper teeth.

Santa Javelin: This magical javelin is so incredibly holy that there isn't much to it that *isn't* made of divine, angelic energy: like you got a lot of holy water, took the 'water' out of it, and shaped the remaining 'holy' into something you could stab a vampire with. The Santa Javelin works best when thrown for, when thrown with a feeling or justice, the javelin will split into multiple forms to fall on the unholy (or the holy, or anything in between) and then reform in your hand after a short pause. It can critically hit, and turns your Duration stat into more javelin copies.

The Santa Javelin has 8 levels.		Level 6. Extra spear. Smells of mint.
Level 2. Bigger copies.	**Level 4.** Even holier/harmful.	**Level 7.** Even holier, reforms faster.
Level 3. Extra spear, reforms faster.	**Level 5.** Extra spear, reforms faster.	**Level 8.** A whole lot holier!

[DLC] Silver Wind: A simple wooden wand with metal on either end, capable of shooting out orbs of colorful lunar energy that will orbit around you in inconsistent oval shapes. If one of these orbs kills something, there's a very small chance that you'll recuperate a very small amount of health. You can use this wand for different kinds of magic and different spells, where it specializes in healing magic, lunar magic, and anything that saps health from others to you.

The Silver Wind has 8 levels.		Level 6. Increased damage and speed.
Level 2. Fires two extra orbs.	**Level 4.** More damage and duration.	**Level 7.** More damage and duration.
Level 3. Increased damage and speed.	**Level 5.** Fires two extra orbs.	**Level 8.** Fires two extra orbs.

[DLC] Four Seasons: These magical floating orbs are themed after the four seasons, though they seem to be made of wood and are only identifiable by the kanji written on them (春 for spring, 夏 for summer, 秋 for autumn, 冬 for winter). While you have them out, they'll orbit around each other majestically, with four wooden orbs on either side of you. Every few seconds, one of the orbs will erupt with elemental, seasonal energy, damaging every enemy around them. The explosion might be of flowers, green leaves, autumn leaves, or snowflakes, depending on the season, which goes in order.

The exact number and explosion type of orbs might change in future settings, depending on what system of seasons the setting uses, but this won't make it any better or worse. Uniquely, Amount and Duration increases will benefit damage directly.

The Four Seasons has 8 levels.		Level 6. Increased area.
Level 2. Increased area substantially.	**Level 4.** More area, less cooldown.	**Level 7.** More area, less cooldown.
Level 3. Increased area.	**Level 5.** Increased area.	**Level 8.** Increased area.

[DLC] Summon Night: The cursed umbral claw of an ancient and powerful werewolf. When bared, it can magically summon a large, spectral, tenebrous claw which falls from above to a fixed position relative to you. Above the claw is a dangerous, shadowy pillar of miasma that persists for a second.

Summon Night has 8 levels.		**Level 6.** Increased duration.
Level 2. Summon extra claw each time.	**Level 4.** Increased damage.	**Level 7.** Increased damage.
Level 3. Increased duration.	**Level 5.** Summon extra claw each time.	**Level 8.** Summon extra claw each time.

[DLC] Mirage Robe: A magical red kimono that fits perfectly— though, if that style doesn't fit you (or the jump's aesthetics), it can change into some other red piece of clothing, even one that goes under all the other clothes, like a singlet or bra.

The Mirage Robes can create mirage echoes, afterimages of you that look just like you… except they clearly aren't, because they're translucent and just a bit more blue, being made of frozen air. The more you move around, the more opportunities you'll give the robe to make mirages. If one 'hits' an enemy— which is to say, if you can trick an enemy into moving into one, since they're still— the mirage will burst with frozen air, and might freeze them in place. There's also a chance for it to explode in frozen air, letting it deal damage too.

If you can focus on it in the moment, you can even program movement/animation in your mirages, perhaps to trick foes, though they won't be able to move far/into enemies. No matter how convincing their animation, a perceptive foe can notice that they aren't real.

The Mirage Robe has 8 levels.		**Level 6.** More duration and damage.
Level 2. Increased duration.	**Level 4.** More likely to explode.	**Level 7.** More likely to explode.
Level 3. More duration and damage.	**Level 5.** Increased duration.	**Level 8.** Increased damage by lots.

[DLC] Night Sword: A cursed, wicked katana with a blade of red steel, said to have been forged by a demonic swordsmith. All of this swordsmith's blades were said to steal the souls of those they kill, though this legend is mostly false… no, the Night Sword will steal their Health, instead. And maybe yours, too.

You can use this as a normal sword, but you can also have it fly from your hand and attack automatically, all on its own. Whenever you use it to kill a creature, whether they had blood or not, there's a tiny chance that you'll regain a tiny bit of your own vitality. *[The chance is 1% x Luck.]*

When attacking independently: every few seconds, the Night Sword can strike the closest enemy to you that you can see with a combo of two individually relatively weak sword attacks. Each strike is wide and can harm nearby enemies in its area. Whenever you take damage, independently of cooldown, the weapon will retaliate with many wild strikes sent around you.

The Night Sword has 8 levels.		**Level 6.** Combos has an extra swing.
Level 2. Combos has an extra swing.	**Level 4.** Combos has an extra swing.	**Level 7.** Increased damage and area.

Level 3. Increased damage and area.	**Level 5.** Increased damage and area.	**Level 8.** Increased damage.

[DLC] Mille Bolle Blu: A bubble wand— no, don't get confused by the name, it isn't a literal wand. It's basically just a small hoop with a stick for a handle. No spells will come from it, only bubbles. Lots and lots of bubbles. Bubbles *of death!*

If you blow the bubbles with malicious intent, the bubbles will fly out all on their own to the closest enemy, without needing to be aimed. When the bubbles stop and slow down, though, they won't just fall down and pop when they reach the ground. No, they'll stick around and linger for a short duration, ready to harm whichever foolish enemy pops them.

Mille Bolle Blu has 8 levels.		**Level 6.** Extra bubble, bigger area.
Level 2. Extra bubble, bigger area.	**Level 4.** Extra bubble, bigger area.	**Level 7.** More damage, less cooldown.
Level 3. More damage, less cooldown.	**Level 5.** More damage, less cooldown.	**Level 8.** Blows an extra bubble.

[DLC] 108 Bocce: A whole bunch of small, wooden balls: perhaps they're prayer beads, or perhaps they're from an Italian pastime, who knows. And, yes, there's actually 108 of them, though for some reason the first 100 are missing. What is clear is that, when they're out, they'll move around you in a light, dynamic orbit. If a bead hits an enemy, it will harm them through the concentrated power of Italian sport, and then keep on orbiting. Strangely, enough, though, the difference between your Luck and Curse will boost the damage of 108 Bocce… for some reason. Don't question it.

The 108 Bocce have 8 levels.		**Level 6.** Increased damage.
Level 2. Increased damage.	**Level 4.** Increased damage.	**Level 7.** More damage, less cooldown.
Level 3. More damage, less cooldown.	**Level 5.** More damage, less cooldown.	**Level 8.** Increased damage.

[DLC] SpellBook: This trusty blue magic textbook contains all sorts of simple spells from the Azure Tower spellcasting canon. Most of these are simple bits of magic, small bits of utility, but it also contains up to three combat spells designed to emphasize and benefit from the caster's specialties. You can buy the spells individually as normal, as if they were weapons, or **400cp** to buy all three spells fully upgraded.

SpellString lets you shoot out damaging blue strings of energy at nearby foes. Its damage will increase based on its speed: very useful, if you're good at casting spells that fly fast.

SpellString has 6 levels.	**Level 3.** More damage, extra string.	**Level 5.** More damage, extra string.
Level 2. Cast an extra string each time.	**Level 4.** Cast an extra string each time.	**Level 6.** Cast an extra string each time.

SpellStream lets you cast blue zones of magical power that move towards nearby foes for a bit before boomeranging back to you. Its damage will increase based on its own area: very useful, if you have a way to expand how big the spell is.

SpellStream has 6 levels.	**Level 3.** Increased area and duration.	**Level 5.** Increased area and duration.

Level 2. Increased area and damage.	**Level 4.** Increased area and damage.	**Level 6.** Increased area and damage.

SpellStrike lets you make magical wide slashing claw attacks at a great distance. For some reason, this spell is naturally receptive to your own innate power, and gets more out of Might than other spells.

SpellStrike has 6 levels.	**Level 3.** Increased damage.	**Level 5.** Increased damage.
Level 2. Reduced cooldown.	**Level 4.** Reduced cooldown.	**Level 6.** Reduced cooldown.

[DLC] Eskizzibur: It is too big to be called 'Excalibur'... Massive, thick, heavy, and far too rough. Indeed, it is like a heap of raw iron. It was originally forged by Maruto's blacksmithing uncle as a joke, with no expectation that the young Maruto would be nearly strong enough to wield it, but maybe here its origins have changed around you. Fortunately, because you bought it with cp, you'll be able to wield its massive weight, if only barely. It works like you'd expect a sword to work, but it also has a special property: in relation to damage, swinging the blade in retaliation momentarily becomes a lot easier and a lot faster, letting you perform a quick, retaliatory blow.

Eskizzibur has 8 levels.		**Level 6.** Increased damage and area.
Level 2. An extra swing each combo.	**Level 4.** Increased damage and area.	**Level 7.** Increased damage.
Level 3. Increased damage.	**Level 5.** Can smash into earth for AoE.	**Level 8.** Increased damage a lot.

[DLC] Flash Arrow: These are very special arrows, and they're useful so long as you have a bow to use them… or a crossbow if you're crafty. You might even be able to throw them at your enemies like darts, if you're especially desperate. Previously known to be home-crafted by Keitha, they are said to be able to put a hole through a tree from a hundred paces away. These things are so impressive that they can move through bodies and walls, possibly piercing through multiple things per shot. They also have a chance of critting for double damage. Most notably, though, is the care for quality over quantity that Keitha instilled in these arrows: whenever you would fire multiple of these arrows (like by having high Amount), you only fire one, but that one arrow has all the power and all the effects of the plural arrows you otherwise would have fired. Naturally, you'll never run out.

The Flash Arrow has 8 levels.		**Level 6.** Less cooldown, more area.
Level 2. Less cooldown, more speed.	**Level 4.** Less cooldown, more area.	**Level 7.** More damage, pierces more.
Level 3. More damage, pierces more.	**Level 5.** More damage, pierces more.	**Level 8.** Less cooldown, more speed.

[DLC] Prismatic Missile: An orb made as a fragment of concentrated elemental power that shines with all the colors of the rainbow. It was loaned by the spirits of Lake Foscari as thanks to Luminaire Foscari for her help in protecting nature, and variants of this might easily be justified as gifts or payments from nature spirits to you. When used, prismatic, rainbow, elemental missiles of magical power descend from up above, exploding in elemental power when they hit something (often the ground).

The Prismatic Missile has 8 levels.		**Level 6.** More damage, extra missile.
Level 2. Increased area, extra missile.	**Level 4.** Reduced cooldown.	**Level 7.** Reduced cooldown.
Level 3. More damage, extra missile.	**Level 5.** Increased area, extra missile.	**Level 8.** Increased area, extra missile.

[DLC] Shadow Servant: This is an orb, in some senses comparable to Prismatic Missile. However, while the Prismatic Missile orb brings the elements together to form light, this orb brings darker forces together to manipulate darkness and shadows. This orb lets you summon snakes made out of umbral shadowmatter that will follow your commands, though are generally too dumb to do much beyond slither towards the nearest enemy and explode in a puff of harmful darkness at them. Anything touched by this darkness has a chance, based on your Luck and their fortitude, of slowing slightly; with enough contact with the snakes, they could go down to a fifth of their normal speed.

The Shadow Servant has 8 levels.		**Level 6.** Summons an additional snake.
Level 2. Summons an additional snake.	**Level 4.** Increased damage.	**Level 7.** Increased damage.
Level 3. Increased damage.	**Level 5.** Bigger snakes.	**Level 8.** Increased damage.

[DLC] Party Popper: The single least impressive weapon of all time. The Party Popper is, well… a party popper. Sure, it can hurt enemies to pop confetti over them, but, well, it's a party popper. Affected by gravity, low-range, low damage. It's not even really worth it for the joke.

The Party Popper has 8 levels.		**Level 6.** The cheap paper is faster.
Level 2. Disappointment lasts longer.	**Level 4.** Maybe they'll get a papercut?	**Level 7.** Extra harm from sheer shame.
Level 3. The cheap paper is faster.	**Level 5.** Shame lasts even longer.	**Level 8.** Yep. Even longer.

[DLC] Report!: A megaphone that can blast out sounds so loud that everything in front of it gets hurt by the noise, as well as knocked back by the sheer sonic power of its volume. Speaking into the megaphone louder won't help, but it certainly can't hurt, either.

Report! has 8 levels.		**Level 6.** More damage.
Level 2. More damage.	**Level 4.** More damage.	**Level 7.** More knockback.
Level 3. More knockback.	**Level 5.** More knockback.	**Level 8.** More damage.

[DLC Lucky Swipe: This keycard will auto-update to accurately portray your appearance, age (in case of inter-jump shenanigans), and all the other stuff you'd expect to find on an identifying keycard. You can use it as an all-in-one keycard, key, and credit card, though it won't let you in anywhere you don't already have a card for. Swiping it in space will cause a much larger but spectral version of itself to sweep through space, potentially swiping through your enemies. Curiously, this becomes more effective the unluckier you are.

Lucky Swipe has 8 levels.		**Level 6.** More damage, extra card.
Level 2. Larger area.	**Level 4.** More damage, extra card.	**Level 7.** More damage and speed.
Level 3. More damage and speed.	**Level 5.** More damage and speed.	**Level 8.** Extra card, bigger cards.

[DLC] Lifesign Scan: This lifesign scanner can be used as you'd expect, sensing for nearby lifesigns (though not identifying them beyond the binary 'yep, that's probably alive' and 'not that'). Perhaps more usefully, though, every so often, to a degree based on both Amount and Recovery, the Lifesign Scan will use its mad science to heal you.

Lifesign Span has 8 levels.		**Level 6.** More healing, lower cooldown.
Level 2. More healing, lower cooldown.	**Level 4.** More healing, lower cooldown.	**Level 7.** Lower cooldown.
Level 3. Lower cooldown.	**Level 5.** Lower cooldown.	**Level 8.** Much lower cooldown.

[DLC] Just Vent: Not a weapon so much as a tendency for vents to appear around you, whether naturally in places where it makes sense for them to go or, more strangely and more temporarily, just about anywhere they can fit. These vents exude a dark force, harmful to those who would see you harmed. You *could* try to enter one, but it just leads to a nearby vent also made this way and, boy, is it a trip.

Just Vent has 8 levels.		**Level 6.** Two extra vents.
Level 2. Extra vent.	**Level 4.** Two extra vents.	**Level 7.** Much bigger vent auras.
Level 3. Much bigger vent auras.	**Level 5.** Lower cooldown.	**Level 8.** Two extra vents.

[DLC] Clear Debris: Just in case your sanity can bear the continual warning 'beep beep beep' of a reversing truck or a trash compactor, Clear Debris is a magical crank or lever that, when pulled, will open up a portal in the sky from which chunks of metal and other debris will fall. Just hope something you don't like is under them and, boom, splat!

Clear Debris has 8 levels.		**Level 6.** Lasts longer, pierces more.
Level 2. Lasts longer, pierces more.	**Level 4.** Lasts longer, pierces more.	**Level 7.** More damage, more debris.
Level 3. Faster, more damage.	**Level 5.** Faster, more damage.	**Level 8.** More piercing, more debris.

[DLC] Sharp Tongue: Perhaps it's your tongue, perhaps it's an extension of your tongue, or maybe it somehow emanates from you without ever actually being attached to you, that much is up to you. What is certain is that this tongue strikes out at nearby enemies in front of you and, while you do control the tongue, at least ostensibly, it will almost seem to leap out in violence all by its own power. The Sharp Tongue's power benefits from the speed of your own metabolism, the power of your constitution, and your own natural rate of regeneration, or Recovery.

Sharp Tongue has 8 levels.		**Level 6.** More and bigger tongue.
Level 2. More and bigger tongue.	**Level 4.** More and bigger tongue.	**Level 7.** More damage.
Level 3. More damage.	**Level 5.** More damage.	**Level 8.** Much bigger tongue.

[DLC] Science Rocks: You'll find cool science rocks just about everywhere you go— when you have need of them, anyway. When you move over and touch a cool science rock (or otherwise go near one and say something to the effect of 'Wow, what a cool science rock!'), it will disappear in a puff of science while also doing science damage to all nearby enemies… or maybe it's all the particles of exploded science rock getting into their lungs?

Science Rocks have 8 levels.		**Level 6.** More rocks, bigger puff.
Level 2. More rocks, bigger puff.	**Level 4.** More rocks, bigger puff.	**Level 7.** More rocks.
Level 3. More rocks.	**Level 5.** More rocks.	**Level 8.** More rocks, more damage.

[DLC] Hats: It's a hat! Or, hats. Possibly even many hats, depending on your Amount. Pretty often, a hat will fling off of your head (or off of the hat just below it, whatever the case may be) in a random direction and with great force, hurting any foes or hat-haters they pass by. Don't worry, though, for a new hat will replace it just as quickly… somehow. By wearing new types of hat, more types of hat can appear on your head, rewarding the true hat connoisseurs among us. Each type of hat will have a slightly different, thematically-appropriate effect upon hitting something: by grabbing strange hats from other settings, you can get some truly peculiar effects.

Hats have 8 levels.		**Level 6.** Bigger hats, thrown further.
Level 2. Bigger hats, thrown further.	**Level 4.** Bigger hats, thrown further.	**Level 7.** Extra hat, more damage.
Level 3. Extra hat, more damage.	**Level 5.** Extra hat, more damage.	**Level 8.** Flung much faster!

Special Weapons

These weapons are just as available as the others, except that they are more expensive by default. Buying a special weapon at level 1 costs **100cp**, and it will cost another 100cp for each level you want to permanently increase it by. However, you can buy a fully upgraded weapon (regardless of how many levels it can have) for only **400cp**. By default, weapons cannot be upgraded beyond their maximum level. If you complete the scenario associated with the special weapon, its price is halved back down to normal prices.

Greatest Jubilee: Unlike other weapons, Greatest Jubilee does not fit on your person: rather, it is fitted in the environment (and will automatically follow you to wherever you go, if you want to bring it). It is a fireworks platform of great repute. When active, fireworks will continually fire above you, falling down to damage enemies with their colorful and vibrant lights.

The Greatest Jubilee has 9 levels.	**Level 4.** Shoot an extra firework.	**Level 7.** More area, less cooldown.
Level 2. Shoot an extra firework.	**Level 5.** Increased damage and area.	**Level 8.** Shoot an extra firework.
Level 3. More damage, less cooldown.	**Level 6.** Shoot an extra firework.	**Level 9.** A vibrant light show emanates from the ground which can harm foes.

Flames of Misspell: Less an item and more an innate ability, the Flames of Misspell have the power to burn away not only your enemies, but correct spelling as well. You'll spew out flames in the direction you're facing for an intense moment. It is said that these flames are from the depths of Hell, though they tend to call it 'Hlel'.

The Flames of Misspell have 8 levels.		**Level 6.** Increased damage.
Level 2. Increased speed.	**Level 4.** More area, less cooldown.	**Level 7.** More area, less cooldown.
Level 3. Increased damage.	**Level 5.** Increased speed.	**Level 8.** Reduced cooldown.

Victory Sword: A sword glowing impressive blue light that surpasses all other swords (in this jump, at least) and that embodies and exudes the idea that you've already won. Depending on its current power, it might resemble a lightsaber with the handle as a laser, too, and you're holding it anyway (as per the game's appearance), or it might look a lot more like the Master Sword but with more segments (as per official art). Its appearance and fighting style are suspiciously similar to that of the Night Sword, possibly meaning that the Directer stole the idea for this design.

You can use this as a normal sword, but you can also have it fly from your hand and attack automatically, all on its own. When attacking independently: every few seconds, the Victory Sword can strike the closest enemy to you that you can see with a combo of two individually relatively weak sword attacks (goes up with Amount). Each strike is wide and can harm nearby enemies in its area. Whenever you take damage, independently of cooldown, the weapon will retaliate with six wild strikes sent around you. Additionally, the Victory Sword can harm otherwise intangible things, but not the White Hand.

The Victory Sword has 12 levels.	**Level 5.** Increased damage and area.	**Level 9.** Increased damage.
Level 2. Combos have an extra swing.	**Level 6.** Combos have an extra swing.	**Level 10.** Reduced cooldown.
Level 3. Increased damage and area.	**Level 7.** Increased damage and area.	**Level 11.** Reduced cooldown.
Level 4. Combos have an extra swing.	**Level 8.** Chance to crit, x2 damage. Every five strikes cleave widely.	**Level 12.** Reduced cooldown.

Evolutions (100cp each)

Evolutions are upgrades to normal weapons that need a fully upgraded standard weapon (which it replaces) as well as a specific passive item. You'll be seeing plenty of these during your jump, that much is sure… but, if you want to permanently possess an evolved weapon and throw it around after this jump is over, you'll need to buy those prerequisites in this document, with cp. Evolutions only have one level by default.

Descriptions of evolutions are written in natural language, describing how the weapon operates relative to the fully upgraded weapon it evolved from.

Bloody Tear: Evolution of the Level 8 Whip, requires at least Level 1 of Hollow Heart.

> The whip becomes sanguine and bloody, leaving a faint smell of iron in the air and the strong taste of blood magic. Its area has increased. Your attacks with it have a chance (affected by Luck) to critically hit for double damage. Every time you hit an enemy with a critical hit, your health is replenished slightly… you'd think this might be less effective if the enemy had no blood but, no, it works the same regardless.

Holy Wand: Evolution of the Level 8 Magic Wand, requires at least Level 1 of Empty Tome.

> The wand becomes more impressive and ornate, and now draws from a divine power source. Its projectile speed has increased substantially, and it now has the capacity to fire its blasts continuously and without pause. It can sling its spells very quickly and can string them quickly from one to the other (though, if you use it in a setting with mana, or magicka, or some equivalent, you might end up burning through your resources quickly, as it doesn't reduce costs).

Thousand Edge: Evolution of the Level 8 Knife, requires at least Level 1 of Bracer.

> The knives you throw will be greatly varied in their shape and apparent substance: while no one knife will be any better than any other, each blade's aesthetics will be taken from the jumps you've been to. You can use this evolution to create new (though mundane) knives or daggers with styles you are familiar with. You can throw the knives *much* faster, and you'll be able to throw them continuously in what could be an endless stream of daggers.

Death Spiral: Evolution of the Level 8 Axe, requires at least Level 1 of Candeladabor.

> Far from its original axe shape, the Death Spiral is a scythe— or, rather, many scythes. Each individual scythe is less dangerous than the individual axes were, but they're a lot bigger and there's a lot more of them. Additionally, they're intangible, causing deathly harm to anything that 'touches' them when they fly from you. They will eventually pass through the floor or a wall where they'll disappear. You can try to use it as a wielded weapon (where it won't be intangible or harmful to you), though it's generally impractical.

Heaven Sword: Evolution of the Level 8 Cross, requires at least Level 1 of Clover.

Instead of a cross that deals damage through holy power alone, the Heaven Sword will cause greater harm by slashing through enemies, as well. Aside from having that extra damage, and aside from being a bit faster (though otherwise keeping the same pattern), the amount of thrown projectiles falls back down to just the one sword by default. That's fine, though: it's a very cool sword. Your attacks with it have a chance (affected by Luck) to be critical hits, which deal 2.5x damage. The Heaven Sword will intangibly move through enemies, objects, and walls, but will cause damage anyway. You can also choose to wield it, where it's a powerful (and holy) sword.

Unholy Vespers: Evolution of the Level 8 King Bible, requires at least Level 1 of Spellbinder.

The religious texts in the King Bible have taken a sacrilegious bent: the text might be altered with slight typographical errors that imply heresies, and, more explicitly, whole sections of the text being replaced with heresies, apostasies, and demonic parodies (even if the heresies aren't consistent with each other). Its area (radius) is greater, and its knockback is a good bit stronger, but the main thing is that it'll never end or go away: the bibles just keep on rotating, occasionally letting out unholy words.

Hellfire: Evolution of the Level 8 Fire Wand, requires at least Level 1 of Spinach.

Much like how the Holy Wand evolves from the Magic Wand with divine power, Hellfire evolves from the Fire Wand through the undivine power and heat of Hell. This 'wand' isn't even a wand anymore: it's a perpetually-flaming skull, so be careful how you hold it. Instead of mere fireballs, it now blasts *meteors*: perhaps a bit slower, sure, but with way more punch! Perhaps most importantly is that they have enough force in their movement that they won't be stopped or slowed by enemies or walls being in their way. If you try to cast other spells through it, it will excel at making highly powerful (though difficult to control) pyromancy and violently explode if you try anything not fiery.

Soul Eater: Evolution of the Level 8 Garlic, requires at least Level 1 of Pummarola.

What is the Soul Eater, exactly? Some have called it a orb to be pondered, though infected with the foul stench of garlic. Others have insisted that it is a type of pancake or sourdough bread with onion sauce on it. Or perhaps it's just a reference, like everything else in this world, with a yellow-y finish. What's clear about the nature of *Soul Eater* is that it hurts the nostrils to smell it, hurts the eyes to behold it, and hurts the soul to dare to use it. Its damage and area are both substantially boosted. If Soul Eater kills an enemy, there's a chance (based on the damage that killed them) that they'll release a small amount of energy that will very slightly replenish your Health. The power of Soul Killer will slowly and linearly increase based on how much you are healed, regardless of how, without limit (it won't count if you're already at full health).

La Borra: Evolution of the Level 8 Santa Water, requires at least Level 1 of Attractorb.

These are golden-glass bottles of *especially* divine water where the holy power comes across as carbonation. If someone drinks some, they might either burn to death from the insides or be cured of basic and curable diseases. The holy water from La Borra will magnetically move towards you and try to surround the ground around you. As the holy puddles move towards you, they get bigger. Also, its area, duration, and cooldown are all better; now *that's* an improvement.

NO FUTURE: Evolution of the Level 8 Runetracer, requires at least Level 1 of Armor.

A carnage-laden, genocidal, heretical heart of advanced technology and robotic precision. It can see you, and it judges everything. Fortunately you're in control of this situation, right? It's a lot faster than the Runtracer was, though there's only one of them now. Most importantly, whenever it bounces, or whenever you are hit, NO FUTURE emits an explosion that hurts everything around it except for itself. The damage of this explosion scales with your Armor/defensiveness.

Thunder Loop: Evolution of the Level 8 Lightning Ring, requires at least Level 1 of Duplicator.

You can use the Thunder Loop as a bracelet, if you wanted to. You *shouldn't* want to, it's constantly electrocuted, but you can. Where the Lightning Ring would merely have lightning strike, the Thunder Loop has lightning strike… *and then strike again!* In all the same spaces, too.

Gorgeous Moon: Evolution of the Level 8 Pentagram, requires at least Level 1 of Crown.

Instead of foul magics, the amulet now draws on the mystic and serene power of the moon, and will glow in different ways depending on the phase of the moon. The activation of this weapon will now never destroy enemy items or XP, and all the XP from the enemies it has killed will be drawn from you. While Gorgeous Moon is slowly recharging, a score of lunar beams will target and kill the closest enemies to you that can be destroyed by Gorgeous Mushroom's usual instakill effect: every creature killed this way will give marginally more experience than normal.

Vicious Hunger: Evolution of the Level 8 Gatti Amari, requires at least Level 1 of Stone Mask.

A cursed golden artifact, dreadfully heavy, that resembles a cat's eye and makes you feel self-conscious while it's looking at you. Instead of cats, it will summon hungry eyes, though there are fewer eyes than there were cats. They hurt a bit more, but the main thing is that they might turn any pick-ups or enemies they encounter into gold which you gain. Very useful for gold but, if you'd rather anything else (like XP), you will soon understand the regret of Midas.

Mannajja: Evolution of the Level 8 Song of Mana, requires at least Level 1 of Skull O'Maniac.

Like the Song of Mana, but spookier and magic-ier. It's a whole lot bigger, even if the cooldown is a tad slower. More importantly, each time an enemy is harmed by Mannajja, its speed is reduced slightly. By damaging them multiple times, they can be made slower and slower, until eventually reducing them to a fifth of their normal speed. This penalty will slowly fade in calm moments.

Valkyrie Turner: Evolution of the Level 8 Shadow Pinion, requires at least Level 1 of Wings.

A blowtorch with a flame as hot as Valhalla's righteous fury! Instead of mere drills, this blowtorch shoots flames. It is improved in many small ways: its area, duration, speed, and damaged are all better. There probably won't be *as many* of these projectiles around… unless you start moving, of course. The faster you move, the more flames you'll set up.

Bi-Bracelet (50cp): Evolution of the Level 6 Bracelet.

The Bi-Bracelet is sort of like the Bracelet, if there were two of them and they were stuck together. It doesn't represent a fundamental change, presumably because it didn't need a passive item to impart anything special into it. Rather, it does all the same things, but better: more and bigger projectiles that last longer, come more often, and go through a few more enemies. All the usual stuff.

Tri-Bracelet (50cp): Evolution of the Bi-Bracelet.

Yep, that sure is a Tri-Bracelet. How can I tell? Well, it's like a Bracelet, but there's a Bracelet attached, and also a Bracelet attached. Or, practically, it's a Bi-Bracelet with an extra Bracelet in there. This is barely even transformative: it just deals stronger, bigger hits with more projectiles that last even longer and come even more often. Good? Very. Interesting? Not even slightly.

Celestial Voulge: Evolution of Level 8 Glass Fandango, requires Level 5 of Wings.

Instead of merely its peak, now the whole staff is of a crystalline, glass-like material that brims with so intense a cold that the frost visibly rises from it. Previously, my saying to invest in thick gloves was friendly advice; with this, it is now a legal disclaimer. It now has a chance of dealing critical damage and, on a critical hit, will freeze enemies whole… and, good news is, it inherits the Glass Fandango's effectiveness against the frozen.

Photonstorm: Evolution of Level 8 Phas3r, requires Level 5 of Empty Tome.

What was a simple red phaser is now blue and yellow, and has one of those cool fins on it. More practically, the *Photonstorm*™ can shoot twice as many shots before needing to reload, and it is capable of 'critical hits': on top of all the usual effects you can expect from a crit, it will shoot out *five times* as many shots as the phas3r would have managed!

Mazo Familiar: Evolution of Level 8 Pako Battiliar, requires Level 5 of Hollow Heart.

Pako has become one with the collective cosmic consciousness of batkind and now, as *Mazo*, holds greater abilities than ever before. What does this mean? Two things. First, simply, more bats, both from Mazo's ability and just in general, you'll find more bats around. Secondly, the damage of Mazo's bats will deal extra damage based on your Max Health.

Seraphic Cry: Evolution of Level 8 Santa Javelin, requires Level 5 of Clover.

Instead of javelin-copies falling because of gravity, the thrown javelin will instead create holy smiting beams of light! These divine beams will grow stronger the more blessed and graced you are— and fortunately, luck counts as grace: the luckier you are, the stronger this gets. No guides will tell you about this, but it has a secret extra effect: you gain more XP from defeating enemies with insta-kill effects like the Rosary item.

[DLC] Festive Winds: Evolution of the Level 8 Silver Wind, requires Level 5 of Pummarola.

It's the same wand at a glance, if perhaps a bit more green than blue. No, the difference is in the magic itself: the orbs will be faster, though they mightn't last quite as long. The main thing, though, is that the orbs will reduce the defenses of everything they damage, effectively multiplying *specifically your* damage against them.

[DLC] Godai Shuffle: Evolution of the Level 8 Four Seasons, requires Level 5 Candelabrador.

Instead of the seasons, the wooden balls are now based around the elements and brim with colorful power. By default, these are the five elements of the Godai, but they will change to suit future jumps you enter and the elemental systems that they use, if they use any at all (and, no, the elements of real world chemistry don't count). The explosions might happen very differently depending on their element: for example, the Godai element of void will emanate from you, instead of one of the balls. Also, they hit considerably harder! The power of elements is a bit greater than seasonal leaves, turns out.

[DLC] Echo Night: Evolution of the Level 8 Summon Knight, requires Level 5 of Duplicator.

Now it's two claws. Does that mean that there'll be twice as many claw attacks? A bit more than that, actually, turns out. Umbral claws will appear from the ground and from the sky, like the hellish fusion of a wolf's biting maw and a cave of stalactites and stalagmites! The number of them almost doubles, because they come from both the sky and the ground. They're sharper and longer, and they even come back more quickly. It'll reduce the battlefield to a constant biting crunch of dark blades!

[DLC] J'Odore: Evolution of the Level 8 Mirage Robe, requires Level 5 of Attractorb.

Instead of an article of clothing, what was the Mirage Robe is now a magical perfume. It will never run out, which is convenient, but what's better is its aroma: it smells of winter trees, a soft breeze, and the concept of a dazzling and intense, if perhaps cold, beauty. Your mirages will be formed by the tapping of the bottle's spray nozzle (but not before the cooldown ends, as always).

The mirages of J'Odore will be more convincing: they're more opaque and lifelike (hell, they even smell like you!), to the point that it might confuse enemies and go chase after it over you, even when the real you is right there. This is especially useful because the mirages are so lifelike that they'll even move, moving in the same direction that you were moving when you made the mirage, and at the same speed. Its explosions will hurt more, too, perhaps because the frost is better able to affect the sinuses. They're also far more likely to explode.

[DLC] Muramasa: Evolution of the Level 8 Night Sword, requires Level 5 of Stone Mask.

Now *this* is a cursed blade! It is constantly on fire, exuding spectral flames that burn the soul: because of this, when it slashes you, it slashes your soul as well, making for double damage.

You'll get fewer slashes per combo, but this is more than made up for by the extra damage and the reduced cooldown between combos.

When you use this weapon, whether with it in your hand or by having it fly all its own, it will slowly sap at your lifeforce, slowly harming you just by daring to wield it (though it won't be as much of a problem if you have more lifeforce/Health to sap). For your troubles, its chances of healing you upon killing a creature are *ten times greater!*.. Which is still a very low chance, of course, but it isn't as negligible now. *[10% x Luck, instead of 1% x Luck.]*

Like the fully upgraded Victory Sword, it has a finisher: every five slashes is a wide, vertical slash. And, while you're here, it can even crit for double damage! Ridiculous. *[10% x Luck chance to crit for 2x damage.]*

[DLC] Boo Roo Boolle: Evolution of the Level 8 Mille Bolle Blu, requires Level 5 of Spellbinder.

It's one of those real fancy bubble wands with a whole bunch of different hoops, and bubbles blown from it will shine with a strange, prismatic luster, like from an oil spill. The bubbles can also hurt multiple creatures before popping— just what did you put in that bubble mix, cement? Or perhaps acid, since it'll hurt more. Or raising flour, since they're so much bigger. Or… well, no, it's probably just magic.

[DLC] Legionnaire: Evolution of the Level 8 Eskizzibur, requires Level 5 of Armor.

While Eskizzibur is now regarded as a legendary sword (if only because people confuse it with that other sword with the similar name), Legionnaire is a legendary-er sword, its famous red hue is due to Maruto's blacksmith uncle accidentally spilling red food dye into the molten metal.
And, since you're strong enough to dual-wield two massive blades, why not wield them both? While Eskizzibur can do all the things it can usually do, Legionnaire in particular can create moving red spectral images of yourself, charging from behind you like a ghostly army of yous. They can't do nearly as many things as you, but they can still swing on the way while they charge. Their damage counts as retaliatory, and is increased by your Armor.

[DLC] Millionaire: Evolution of the Level 8 Flash Arrow, requires Level 5 of Bracer.

Oh my! With a bit of speed (bracer) and a lot of luck (clover), Keitha has figured out how to expand her fletching from a personal endeavor to a lucrative business! They come in more colors, too; more marketable that way. In addition to all the previous things, these Millionaire arrows can pierce through any number of enemies or walls, without limit. Just what did she make these arrows out of? Most importantly, though: whenever you directly gain loot or defeat an enemy with an arrow, a golden bullet (yes, a literal, actual golden bullet) will fall from the heavens, potentially hitting something evil on the way.

[DLC] Luminaire: Evolution of the Level 8 Prismatic Missile, requires Level 5 Crown.

The orb is brimming with so much power that it's at risk of blinding people with its light! Good thing we had that photosensitivity warning, huh? While previously the elements were coming together in prismatic ways, now they are truly unified as *light*, a true display of Luminaire's identity (heck, she even named it after herself!). Instead of energy missiles of light, it now shoots instantaneous straight columns of colored light from the heavens! Relative to before, they're more harmful and come more regularly, though affect a smaller area each time. Additionally, every time it flashes its prismatic light down from above, it makes all the gold and experience gems more valuable, more powerful, and more rainbow-colored! The gold becomes more valuable and more yellow, the experience gems give more experience and are purple or orange, that sort of thing.

[DLC] Ophion: Evolution of the Level 8 Shadow Servant, requires Level 5 Skull O'Maniac.

Wasn't it so annoying to have to summon snakes, and have those snakes slither up to enemies? Wouldn't it be so much better if you cut out the middle-snake and summoned the doom-dark-shadow-doom magic at a distance? Instead of snakes, you can now summon large umbral orbs of death magic, each with an arcane ouroboros rotating inside. When each one's duration ends, it expires in a big puff of death! More importantly, damage from these shadows have a slight, and I mean tiny, 1% chance of causing instant death, though it is still affected by your Luck.

[DLC] Emergency Meeting: Evolution of the Level 8 Alert!, requires Level 5 Mini Amogus.

Alongside your megaphone doing all the same things as before, you can also occasionally

use it to call for an Emergency Meeting. Now, worry not, this isn't the sort of meeting that anyone need actually attend: instead, entirely randomly, one type of enemy or threat in your immediate, current situation will simply… disappear. Or be defenestrated, if convenient. It's like a localised genocide button with a lottery wheel attached! For example, if you're being attacked by a dozen wolves, a penguin, and a thousand ants, each species has an equal chance of going, despite ridiculously differing quantities.

[DLC] Crossing Wires: Evolution of the Level 8 Lucky Swipe, requires Level 5 Mini Amogus.

Instead of summoning large spectral cards, your card will instead summon massive coloured electrical wires that can plug into and across each other in sparking, non-safety-compliant ways. Imagine it! Yellow, red, and green electric wires wiring their way through the environment, zapping electricity across themselves and the gaps between them.

[DLC] Paranormal Scan: Evolution of the Level 8 Lifesign Scan, requires Level 5 Mini Amogus.

Instead of just scanning for lifesigns, the Paranormal Scan will also scan for the supernatural, whether in magical items or magical creatures or ghostly happenings or extradimensional what-have-yous. Since it independently scans for lifesigns, you can reasonably split things into 'living', 'paranormal', 'both', or 'neither'. More importantly, though: whenever the Lifesign Scan would heal you, the Paranormal Scan will *also* give you a small boost to a random stat, comparable to that of a Golden Egg! It's free, but it only lasts until the end of that run or jump. Incredibly useful, if you have ways to reduce its Cooldown or are just going in for a long jump.

[DLC] Unjust Ejection: Evolution of the Level 8 Just Vent, requires Level 5 Mini Amogus.

Alongside the usual vents, occasionally you're able to open up a *far larger* portal— or vent, I suppose, if you must call it that— connected to outer space. If you happened to open that portal, say, anywhere with an atmosphere, and suddenly you've got a massive force pulling things out into the portal, into the cold vacuum of space. Since this is your power, you get some more control over it: you can choose to make the differences in pressure and vacuum have no effect on you, on allies, on the environment and, if especially generous, even on your enemies. While *most* baddies will die out in the vacuum of space, even if they survive, they probably won't be able to bother you again for, let us say, *a while*.

[DLC] Clear Asteroids: Evolution of the Level 8 Clear Debris, requires Level 5 Mini Amogus.

Instead of opening up portals to drop debris onto your enemies, you're now able to open up larger portals to catch asteroids from outer space and throw them at your enemies. Note: accuracy is neither required nor important! It can get quite hectic, honestly. This ends up creating whole networks of dangerous, floating rocks, like what a kid thinks the asteroid belt is like… but I'm sure you'll be fine!

[DLC] Impostongue: Evolution of the Level 8 Sharp Tongue, requires Level 5 Mini Amogus.

Alongside all the usual licking, the Impostongue takes the form of a dramatic flare of red and white energy, the sort that you might imagine would appear in your imagination or mind's eye upon hearing that a dead body has been reported. On activation, this dramatic energy makes a beeline for the most powerful enemy you're currently facing and can see, harming them

(and anything unlucky enough to be anywhere between it and you at the time) with the accumulated malice of every crewmate who's ever been brutally betrayed.
Not the impostor.

[DLC] Rocket Science: Evolution of the Level 8 Science Rocks, requires Level 5 Mini Amogus.

You get one of those cool things with a keypad, perhaps an old phone or a keyboard or one of those suitcases with the nuclear codes. If you enter the right code— and it'll have a way of telling you what the code is, you just need a bit of focus and attention to input it right— you can summon a torrent of intense heat, gas, and flame, as if a rocket is only now going off right over your heads!

Special Evolutions

These weapon evolutions are just as available as the others, except that they are more expensive by default. Buying a special weapon evolution will cost **200cp**. If you complete the scenario associated with the special weapon evolution, its price is halved back down to normal prices.

Ashes of Muspell: Evolution of the Level 8 Flames of Misspell, requires at least Level 9 of Torrona's Heart.

The 'flames' are now a choking, deathly gray ash that retains all of fire's heat and danger and intensifies it with the wisdom of time and age. The ashes will emanate out from behind you as well as from the front, perhaps like a quasar. Its damage is increased, and its cooldown is decreased. Perhaps most importantly, as the Ashes of Muspell slay your enemies and send them to the next life, it empowers itself, very slowly growing more powerful the more it has killed.

Sole Solution: Gift of the Level 12 Victory Sword, requires at least Level 9 of Torrona's Box. As a 'Gift', Sole Solution does not replace Victory Sword and will act like a passive item, despite being offensive in nature.

For ten seconds at a time, a wonderful galaxy seems to emanate from you. It isn't physical, it's more like a fantastic lightshow, but it will continually harm every enemy you can see *and* will make you intangible until it ends. While intangible, you can try to use items or consume pickups, and they may appear to be consumed, but none of their effects will take place until you are no longer intangible. After the galaxy ends, it has a length cooldown. The base damage will very slightly as it kills enemies, with no cap.

Infinite Corridor: Evolution of the Level 7 Clock Lancet, requires Level 8 of Silver & Gold Rings.

Instead of merely the hand of a clock that the Clock Lancet was, the Infinite Corridor is a full clock, *and so much more!* This is a clock that keeps track of *all* time across all possible dimensions, which rather defeats the point because you can never quite figure out which clock hand represents where you are. Thankfully, it's pretty small, and could be worn as either a bracelet (like a normal watch) or as a ring.

Beams of time-freezing energy will still emanate from it (though these ones aren't useful for time-keeping, either). Whenever this 'clock' 'strikes' 'twelve' (North, after making a full rotation), the remaining health of every enemy you can see is *halved*. This halving can affect normally intangible forces and threats but, as always, cannot affect the White Hand. *Nothing can.*

Crimson Shroud: Evolution of the Level 7 Laurel, requires Level 8 of Metaglio Left & Right.

Not merely a laurel pinned to your collar (or wherever), the *Crimson Shroud* is a strange, oddly magical red cape/coat where the usual rules of physics and force— and, to a lesser extent, cause and effect— break down, protecting it and anyone wearing it.

When a charge is spent, a retaliatory shockwave explosion will emanate from you in a small area that scales with the inciting damage (before your defensiveness would cut it down), though with a cap. *[The cap is normally 100, though Might, Curse, and Armor's retaliation bonus will increase it.]* If this retaliatory damage would be dealt to the Reaper or some similar 'inevitable' or 'ineffable' threat, the damage increases by 1% of their own Max Health specifically for them (on top of the 'cap').

Secondly, *all incoming harm* is capped to be no greater than a light blow: whenever you would be harmed more than this, it will instead be as if you were merely lightly struck (or equivalent). This reduction happens before defensiveness/Armor can apply. *[The cap, numerically, starts at 10, which is 10% of the average survivor's HP. Remember, Armor cannot reduce damage below 1.]*

Nothing this item can do will save you from the White Hand. *Nothing can.*

Unions

Unions are upgrading fusions to two weapons. By merging them and combining their weapon slots, one more weapon slot is opened up for you. Some will also require a passive item. You'll be seeing a few of these during your jump but, if you want to permanently possess union weapons and throw them around after this jump is over, you'll need to buy those prerequisites in this document, with cp.

Vandalier (50 for initial purchase and each upgrade, or 100 for fully upgraded): Union of the Level 8 Peachone and Level 8 Ebony Wings.

Peachone and Ebony Wings are now a single bird, Vandalier. Vandalier is a very good, clever, and loyal bird. There are two regions it targets that travel around you at a fixed radius, one that moves clockwise and one that moves counterclockwise. Vandalier shoots at one of them, then the other, alternating, while it freely flies around enjoying life. Worse in some ways (like damage, cooldown, and amount), but the projectiles shoot very quickly, and they're rainbow-coloured.

The Vandalier has 8 levels.		**Level 6.** Increased area (size).
Level 2. Increased area (size).	**Level 4.** Increased area (size).	**Level 7.** Reduced cooldown.
Level 3. Reduced cooldown.	**Level 5.** Reduced cooldown.	**Level 8.** Increased area (size).

Phieraggi (100): Union of the Level 8 Phiera Der Tuphello and Level 8 Eight the Sparrow, requires at least Level 1 of Tiragisú.

A gun so good it's actually four guns that can't be separated. Firing one of them fires them all. And since bullets are lame anyway, they shoot lasers! Instead of firing into the four ordinal directions, Phieraggi's four shots (while still ninety degrees removed from each other) will rotate clockwise. It's slower, but the projectile bullets are replaced with long laser beams which can move through walls.

Most importantly, the amount and damage of these lasers increases for every Revival you currently have (but it doesn't help to have more than ten). After this jump, it will start counting non-Revival 1-Ups, as well: they can increase the bonus beyond ten, but only by one for each type of 1-Up you have.

Fuwalafuwaloo (100): Union of the Level 8 Vento Sacro and Level 1 Bloody Tear.

The whip that surpasses all whips. Fuwalafuwaloo is most similar to Vento Sacro in substance, though it will have more damage and more whip strikes. While it has lower direct damage than the Bloody Tear, it inherits each of their respective gimmicks, with some changes. For example, it *can* still do critical hits… *but* the chances are halved. *However,* its critical damage will create a damaging explosion. *However however,* someone you've never met before will trip over. *Ad infinitum.*

SpellStrom (100): Union of the Level 6 SpellString, Level 6 SpellStream, and Level 6 SpellStrike.

The ultimate expression of the Azure Tower's craft, SpellStrom is a spell that combines every Azure staple. It creates two gravity wells which orbit around you quickly, sloshing around terrifying amounts of magical power! SpellString follows the gravity wells, and the other two spells are integrated as well, though all of them are improved. Occasionally, the two gravitational wells will collide with each other, creating a gravitational pulse that gets more powerful from all your aptitude and skill in magic, including the small little bits that otherwise wouldn't be practically useful. SpellStrom gets just a little bit stronger every time it has this 'singularity', making it a force not to be reckoned with.

Passive Items (50cp each)

Passive items count as items, obviously, but they are important enough to put in their own section.

For the **Drop-In** and **Survivor**: you can also find passive items in stages, which are free and gained via the game's usual mechanics, but they will only last for that run. Passive items purchased here will be with you at the start of all runs and, being cp-bought items, they will stay with you after this jump ends.

Because it cost you cp to get these, you can decrease the effectiveness of your passive items at will, even turning them off. This is especially useful for passive items that increase Curse. Unless otherwise specified: it costs 50cp to buy a passive item, and the same amount for each upgrade.

Spinach	**Max Level:** 5
Yes, it's actual spinach. No, you still shouldn't eat it. Each rank of Spinach increases the damage you deal with all weapons, spells, and effects. *[Each rank increases your Might stat by an additive 10%.]*	

Armor	**Max Level:** 5
An actual suit of armor: if you already have armor of some other kind, this passive item's properties can merge into it. Each rank of Armor makes you just a little bit more defensive and more easily able to take hits. If you have anything that can cause damage to others as a result of yourself being harmed (retaliatory damage), each rank of this will add to how much damage is dealt. *[Each rank increases your Armor stat by 1 and increases retaliatory damage by an additive 10%.]*	

Hollow Heart	**Max Level:** 5
A black magical medallion with no center. Each rank of Hollow Heart will increase your 'health', making you hardier and tougher each time you take this. Simple, yes, but its power is not to be underestimated. *[Each rank will increase your max health multiplicatively by 1.2x. That means there's an increase by 1.44x with two ranks, and so on. Because you're buying this with cp, this health multiplication will go off your current natural health in any given moment, not whatever health you happened to have when you take this.]*	

Pummarola	**Max Level:** 5
It looks like a heart, it sure is heart-shaped… but, in truth, this is a tomato. Each rank of Pummarola increases your natural healing rate, to the point that it might even be great enough to matter in the midst of combat. *[Each rank increases your Recovery (health regeneration per second) by 0.2.]*	

Empty Tome	**Max Level:** 5
A big book with no words. You can try writing in it, but anything written will fade eventually. Each rank of Empty Tome reduces how long it takes for a weapon, spell, or ability to recharge, or how long it takes until you can use it again. *[Each rank reduces your Cooldown additively by 8%.]*	

Candelabrador	**Max Level:** 5
An actual candelabra that seems to only be as big as is convenient. Each rank of Candelabrador increases the area of your weapons, spells, abilities, effects, all of that. 'Area', in this sense, could refer to the radius of a circle just as easily as to the size of a weapon. *[Each rank increases your Area by 10%.]*	

Bracer	**Max Level:** 5
A bracer that can firmly fit on you, regardless of what other armors you might be wearing. Each rank of Bracer increases your weapons' speeds. This will mean that any blasts, bullets, or projectiles that you shoot will be faster, that any weapons you swing will be swung faster. *[Each rank increases your Speed additively by 10%. You yourself are not faster: you need MoveSpeed for that.]*	

Spellbinder	**Max Level:** 5
A magical book binder that improves the staying power of spells written in it. Each rank of Spellbinder increases the duration of your weapons, spells, abilities, and effects. This could make a spell that only lasts for so long last for longer, and could also mean that a spell projectile that fizzles out after a few seconds will last a bit longer. *[Each rank increases your Duration additively by 10%.]*	

Duplicator	**Max Level:** 2
The Duplicator resembles a golden ring with two identical sapphires. Each rank of Duplicator will increase how many projectiles you fire each time. This might be difficult to understand, and for many abilities it won't be able to affect anything at all. With Duplicator, you might be able to fire a pistol and have a second bullet shoot out moments after what otherwise would have been the only bullet. *[Each rank increases your Amount by 1.]*	

Wings	**Max Level:** 5
A literal (though detachable) set of wings. If you already have wings, the properties of this passive item can be absorbed into them. You can use these to glide, but can't quite manage actual flight. Each rank of Wings slightly increases your personal movement speed. *[Each rank increases your MoveSpeed additively by 10%.]*	

Attractorb	**Max Level:** 5
A glass orb with an empty vacuum inside, easy to wear as an amulet. Each rank of Attractorb slightly increases how far you need to be from things before they are attracted to you: currency, XP, pickups. In other settings with wildly different formats, it might be quite useful, too: think of this as a charm that makes pre-existing resources come into your possession just a little bit more easily. *[Each rank multiplies your Magnet by 1.5x. Multiplicative bonuses to Magnet always happen after additive bonuses, such as that of Golden Eggs.]*	

Clover	**Max Level:** 5
A delicate four-leaf clover that doesn't actually have any protections or defenses, and yet evades all harm that might befall it through sheer force of fortune. Each rank of Clover will make you just a little bit luckier. *[Each rank increases your Luck additively by 10%.]*	

Crown	**Max Level:** 5
A golden crown with a ruby gem in it, by default; if you already have a crown, the properties of this passive item may instead go into that. Each rank of Crown makes you develop your skills faster, lets you progress faster than otherwise, and pick up information and new skills with greater haste than otherwise would be possible. *[Each rank increases your Growth by 8%.]*	

Stone Mask	**Max Level:** 5
A heavy mask made of stone that will become weightless and comfortable when worn. Its shape will be altered to suit your face shape, and will become something else entirely if you don't have a face or head for it to go on. If you already have a mask or helmet, this passive item's effects can be merged into that. Each rank of Stone Mask will increase how much currency you gain: this isn't a flat bonus, but instead works on how much money you'd make and then adding just a little bit more. *[Each rank increases your Greed by 10%.]*	

Tiragisú	**Max Level:** 2
A tiramisu so delicious that the dead would return from death just to have some… or perhaps that's just you. Sometimes you can see the acheiropoietatic visage of Jesus Christ in the cake, in the same way that sometimes people claim to see the visage of Jesus Christ in burnt toast. Each rank of Tiragisú gives you a new 1-Up every jump. *[Each rank increases your Revival by 1. Because you paid cp for this, all spent uses gained this way will be regained at the start of each new jump as you get some more Jesus-y tiramisu.]*	

Skull O'Maniac	**Max Level:** 5
A cursed skull from an unidentifiable victim that, regardless of the lighting on it, always seems to be lit at awkward angles with red and purple lighting. If you hold it for too long with your left hand, your right hand will get itchy and uncomfortably warm or cold. Each rank of Skull O'Maniac will make you just a little bit cursed: specific effects that this might have will change drastically from one setting to the other, but there is one other effect: fate and reality will conspire and rewrite themselves to make your enemies stronger, healthier, and more numerous. This includes the enemies you might find in a straight-up battle, as well as long-term political battles, including when you don't even know that those enemies exist. Why would you want this? Well… if you're sensible, you probably don't. *[Each rank increases your Curse by 10%.]*	

Torrona's Box	**Max Level:** 9
The conceptual opposite of Pandora's Box. This gilded box contains all sorts of treats and goodies: chocolates, cute pins, occasionally a decently useful resource. However, if you take from the box too deeply, you will let loose all the curses once kept deep within. Similarly, each rank you take with Torrona's Box showers you with slight boons to a variety of statistics and abilities, spread across the board. However, with that one final level, if you are so foolish as to take it, you will be cursed greatly. Or, hey, maybe it'll be fun? *[Torrona's Box starts with a bonus of 4% to Might, Speed, Duration, and Area. Every further rank you have increases each of those stats by 3%. The 9th level won't increase those stats at all, but will instead increase Curse by 100%.]*	

[DLC] Academy Badge	**Max Level:** 5
This badge acts like a diploma from Foscari Academy, in that it is used as evidence that you've graduated with flying colors and proven your worth as an adventurer. And now that you've graduated, you don't need to learn any more, right? With this badge, you'll trade in some of your potential to learn and develop (or your rate of growth) for things more directly useful for an adventurer, like how big you can get your combos or how many revives you have stored, just in case. In future jumps, you can use this badge as proof that you've graduated from a university, college, academy, or something of the sort, even if you haven't. *[Each rank reduces Growth by 3%, but alternatively increases Amount or Revival by +1.]*	

[DLC] Mini Amogus	**Max Level:** 5
It's a little crewmate, isn't that adorable? Like a little coloured bean who provides emotional support and occasionally helps a little bit. How, you ask? Well, it might be a Mini Crewmember, Mini Engineer, Mini Ghost, Mini Shapeshifter, Mini Guardian, Mini Impostor, Mini Scientist, or Mini Horse; aside from being adorable, they carry with them a weapon-like ability they'll occasionally use. It'll be like a simplified and less powerful version of a normal weapon. Uniquely for a passive item, if the Mini Amogus is used as a catalyst, it will be entirely absorbed into the result and disappear, meaning a new one will need to be purchased if you want to use it for multiple evolutions.	

Special Passive Items

These passive items are just as available as the others, except that they are more expensive by default. Buying a special passive item at level 1 costs **100cp**, and it will cost another 100cp for each level you want to permanently increase it by. However, you can buy a fully upgraded passive item (regardless of how many levels it can have) for only **400cp**. If you complete the scenario associated with the special passive item, its price is halved.

Silver & Gold Rings	**Max Level:** 8
Two rings: one silver and one gold. Their powers are opposed, and yet they seem to appreciate the company of the other. A two-in-one deal that is purchased and upgraded as one. The more you put into them, the more they will improve the duration and size of your affects, but also increase how cursed you are. *[Each rank will increase your Duration, Area, and Curse. It's an additive 5% bonus each time. At 8th level, that represents +40% to each.]*	

Metaglio Left & Right	**Max Level:** 8
You've been looking at these things you a while and you still have no idea what the hell they're meant to be. A two-in-one deal that is purchased and upgraded as one. Each rank will increase your general constitution and regeneration as well as how cursed you are. *[Each rank increases Recovery by 0.1, multiplies your Max Health by 1.05 (which goes off your current natural health at any given moment, not whatever health you happened to have when you take this), and increases your Curse by 5%. At 8th level, that represents +40% to each.]*	

Relics

Relics count as items, but they are important enough to put in their own section.

For the **Drop-In** and **Survivor**: you can also find relics in stages, which are free and gained via the game's usual mechanics, but they will only last for the duration of the jump. Relics you purchase here will be with you at the very start of the jump and will stay with you after it ends. The same applies to **the Directer**, but with a notable change. The Directer will start with every relic, but will lose relics as the survivors find them.

The survivor must have ~~(almost)~~ every Relic before they can face the Directer (see Scenarios). In case you are that survivor (as a Drop-In or Survivor), it will not matter if you have those relics because you found them or purchased them here.

Magic Banger (Free/50): 'Banger' as in a sausage, obviously. This relic will allow you to play any track in the game's soundtrack, but only you will hear it. You can change its apparent volume by will but, somehow, no matter the volume, the loudness of the music will not distract or muddle other sounds.

That much is free. However, for 50cp, you can change actual, diegetic music nearby into different music. This might be useful if an enemy brought a loudspeaker for their cool intro, so you can replace it with clown music. We've all wanted to.

Milky Way Map (100, halved for Milk Mages): This map, which like the other relics so far is magically and automatically self-updating, will show the layout of whatever area you're in, with the location of the map itself at its very center. Any pick-ups, consumables, weapons, passive items, special bosses, chests, or relics that are on the map will be marked on it.

After this jump, this becomes a highly customisable (though still local) map that can keep track of whatever you need it to. It can also mark unknown but powerful or interesting things with a question mark.

Grim Grimoire (100): This strange book expresses potential weapon evolutions and unions in terms of simple equations. You won't recognise what the 'result' weapon is until you gain it for the first time, and you won't recognise what any of the required weapons or passive items are until you've gained those for the first time as well.

After the jump, Grim Grimoire will have many more pages and many more options, showcasing all sorts of combos and powerful inter-perk applications that you might not have thought of.

Ars Gouda (100): A magically updating bestiary. It contains visual references for all the monsters, enemies, and strange creatures you've encountered in this jump. It will include

descriptions and a few statistics: their average health, power, and speed, resistances, how many you've defeated before, special traits, and general biome/environment/location.

After this jump, Ars Gouda will update to include all the strange creatures you've already encountered and will keep track of any new creatures you encounter in new jumps. Not only that, but the statistics that it keeps track of will be relevant to them given their setting: if you have a record of a ghoul from Fallout, for example, it will record its damage resistances/thresholds, skills, stats, and SPECIAL scores. Alternatively, anything from Dungeons and Dragons will have a statblock attached.

Sorceress' Tears (100): No sorceresses were harmed in the making of this relic. By opening the lid on this bottle of tears, your perception of time will become twice as fast, making it seem like you (and everything else, except perhaps your thoughts or reaction time) are also twice as fast. Useful for going through repetitive activities 'more quickly'.

Mindbender (100): This relic comes with two distinct uses. First, you can use it to disguise the appearance of one of your alt-forms in the aesthetics of another one. Two, you can use Mindbender to prevent new weapons from being provided as options, as if you already filled all of your weapon slots. In future jumps, you can similarly prevent any active abilities from appearing in such pools, or otherwise redesign skill trees so that they won't have any untaken active abilities in them, allowing you greater access to passive abilities or traits.

Apoplexy (100): A red potion. It'd look like a classic philter, a love potion, if not for the skull symbol clearly presented on it. The more you drink, the more 'Charm' you get: Charm is similar to the player statistic of 'Curse' but, instead of empowering enemies, it only brings out more of them. Not only that, but its increase is *additive*, not *multiplicative*. One sip, for example, will make for an extra +20 enemies, but what this means depends on context. In a setting where enemies come in waves, each wave will have an extra 20 enemies in it. In a Mario game, each 'stage' might have an extra 20 enemies in it. In a war, each force or army or fort will have an extra 20 soldiers. Consequently, the effect of Charm is more pronounced in smaller groups with individually stronger foes. New enemies aren't popping out of nowhere: rather, fate and the past are subtly rewriting themselves to make it happen 'naturally'. Charm slowly fades over time, and can never surpass 100. Charm cannot affect bosses, unique foes, or any enemies made by drawbacks or the jump itself.

Antidote (100): A blue potion, or perhaps just the blue flavor of Gatorade. The more you drink, the more 'Defang' you get. Instead of changing how many enemies you can expect to encounter, like 'Curse' or 'Charm', 'Defang' gives a small chance for any given enemy being, for whatever reason makes sense in-world, to be harmless! They might be literally defanged if monstrous, or perhaps, if they're a wizard, they for whatever reason forgot all their offensive spells. Note that this is 'harmless' in the direct combat sense: they're still an enemy, and they can still conspire. The more you drink, the more 'Defang' that'll follow you, though it affecting 15% of enemies appears to be the maximum. Defang slowly fades over time. Defang cannot affect bosses, unique foes, or any enemies made by drawbacks or the jump itself.

Randomazzo (100): A deck of cards. Unlocks the Arcana system and allows you to make purchases in the Arcana section. In this jump: when you have the Randomazzo on you, you will be able to select an Arcana at the start of each run that lasts for the rest of that run. In runs, by default, you can find a second and third Arcana in chests dropped from monsters that spawn at the 11 and 21 minute marks, respectively, by providing you the option to select one from a random pool of 4 unlocked Arcanas. (Some survivors, if embodied, will gain Arcanas differently.)

Forbidden Scrolls of Morbane (100+, cost halved for Drop-In): Are you feeling like a cheater today? The Forbidden Scrolls of Morbane tells of forbidden and strange secrets, such as the strange ways to unlock various secret characters. After this jump, the secrets section can also provide cryptic clues and hints, both for tasks that you're trying to do and for tasks that it reckons will be interesting or funny (and there are no ways to tell which are which). Perhaps it would give you clues to find a Jedi in hiding, or find a lost artifact, or uncover an ancient conspiracy… or something a whole lot sillier.

They also have a section where you can cast special spells if you know the appropriate ~~cheat codes~~ incantations. These let you ~~cheat in~~ magically unlock new relics, stages, and characters (which is to say, summon/rescue/recruit them). After this jump, these spells can be used to unlock fast travel locations to places you've never been (provided you have a way to fast travel) or unlock abilities or weapons early (provided they don't normally cost cp or come as a scenario reward). However, there is a catch: you have no way of knowing what the incantations are. While it's maybe possible to guess (since the incantations are often references and jokes) or look it up (if the setting is fictitious elsewhere and has in-game cheat codes), you'll have quite a bit of difficulty getting use out of this.

All of that was for 100 cp. For each additional 50 cp you spend, you'll get a free incantation per jump (including this one). If you do not know what it is that you want, it'll be something random and (probably) useless.

If you spent more than 100 cp on this item, you can also write words into the incantation section and have those words, if they correspond to small and mundane objects, actualize, materialize, and appear! These objects cannot act as weapons or passive items, and they can't be pickups. The more points you spent on this perk, the more power this will have: without much investment, notes of currency you make will be low-detailed and cartoonish, gold you make can be easily revealed as a fake, and guns you make will misfire (if you're lucky enough for them to have internal components at all).

Trisection (200): A spinning wheel, within a spinning wheel, within another spinning wheel; it's rouletteception! It's decorated by the Atlantean masks of the Directer, and seems connected to them through some strange tether of fate. Unless you've set them up in such a position that they physically cannot move, the Trisection will start spinning every once in a while, the exact frequency depending on which of the three roulette rings the heads are on: it could spin once every minute, every day, or every year. Might also be able to do every hour or every jump, or

some other jump-appropriate length of time, if you spin it *juuuust* right. Depending on where the roulette randomly ends up (and it will only work if it *is* random), a supernatural effect takes place until the next spin, preventing you from spinning it before that point.

These effects could do all sorts of silly, random things. It could replace all generic enemies with another kind of enemy, or random enemies (resulting in the chaos akin to a game randomizer mod), or add a swarm of a type of enemy (without replacing anything), it could give you cool stuff like jump-appropriate currency, buffs, powerups or healing, or even giving you a hidden 1-Up usable for the duration. There are many more random things it could do that are dependent on your jump. As a rule of thumb, if it could show up in a randomizer mod or as a paid or voted effect from stream integration, it could happen here. The effects will also be skewed to what would be appropriate given the spin frequency: unequipping all of your gear or fully healing you is a lot more likely with spins every minute than every year.

Chaos Crystal (300): Each Chaos Crystal is a large gem that is legally distinct from a Chaos Emerald, we promise. This one brims with a strange power that calls out to your bones. It's a cool color, like red or green, and is a cool type of crystal that isn't an emerald. By drawing on its power, you can transform, becoming more powerful and larger at the cost of becoming monstrous and less humanoid (or perhaps more humanoid, if you weren't humanoid originally). This transformation exaggerates your traits and elevates your specialties, while also increasing the severity of your weaknesses. If you have a special weapon that you use above all overs, it might even partially merge with you while transformed, empowering it further in some way akin to an evolution (but where the 'catalyst' is you). The transformation also rejuvenates you on use, healing the damage and exhaustion you'd suffered up to that point.

Chaos Crystals are gems of progression and advancement, and so there are some special conditions for their use. You cannot use the Chaos Crystal unless you have substantially progressed or advanced, whether in power, or as a person, or politically, etc., since the start of the last jump (or the last run, in this jump). They are also incredibly personal, only able to be used by you.

Glass Vizard (400): When the Glass Vizard is brought into a run (or, after this jump is over, on the first day of every month), the Merchant will appear near it. The Merchant will trade various wares for gold coins— or, in future jumps, whatever currency the locals use. They will also sell less literal wares, like Skips, Banishes, and Rerolls, and might be able to sell similar non-physical resources from later jumps as well. They'll also sell various rare but not necessarily good weapons, as appropriate for the jump, but will never sell anything that can transform or that has any abilities not available from the start (what you see is what you get). If you have a lot of gold spare, you might even be able to buy Golden Eggs, which can be absorbed into you to permanently increase your abilities in a random, specific, very small way; doesn't sound like much but, if you're very rich, you can buy more and more of them. If you can get your hands on ridiculous wealth, great power is yours to take. In this jump, it can only affect the game's statistics but, in future jumps, the eggs might gain new jump-specific 'stats' to have a chance to improve.

Just who *is* the Merchant? One of the ancient Atlantean masks resembles the Glass Vizard, and the Merchant sells Golden Eggs, which the Directer holds in disgust (*"What have you done to yourself?"*). Just what are those things doing to you? Just what is the Merchant's plan?

The Yellow Sign (400, discounted by the 'Holy Forbidden' scenario reward): A lack of anything at all. An item that lacks any item for itself to be. It has all the metaphysical, Platonic scaffolding of something that physically exists and, yet, it isn't anything at all: and, with it, you can see other things that don't quite exist in the normal sense, whether they be hidden artifacts or eldritch abominations. With this on you, in this jump: the Silver Ring, Gold Ring, Metaglio Left, and Metaglio Right will appear on all stages far away from the start, in the four different cardinal directions. They are all passive items and, if you get close to them, powerful Atlantean bosses with high but non-scaling HP will appear to defend them. After this jump ends, the Yellow Sign could be useful in seeing things usually hidden, such as ghosts or eldritch nonsense… but that might be a danger, so be careful.

Gracia's Mirror (400, discounted by the 'The Eudaimonia Machine' scenario reward): When you have this mirror on you, you can enter into any calm enough, large enough reflection to enter an inverted world. The Inverted World seems strange, as if everything in this world is upside-down but the world itself is not. Causality here is linked to the real world: things you accomplish here will be accomplished in the real world, and vice versa, this is just a different way of getting it done. While in the Inverted World, gold gains are tripled (independently of Greed) and your luckiness gets a slight boost as well *[which is to say, multiplied by 1.2]*. However, this place is more dangerous: the enemies (which are the right-side up) have triple the health and will gain more and more health and quickness every minute. If you gaze into the mirror, you can either reset this progress or speed it up to (and pin it at) your level of power HP-wise, letting them be a challenge for you. And, sure, since you're paying cp for this: the rewards for their defeat will scale accordingly. Any merchants you find will sell similar, but distinct wares that you can carry over to the other side unchanged.

Seventh Trumpet (200, discounted by the 'The Eudaimonia Machine' scenario reward): This relic is an actual trumpet, yes. When you toot it, it will attempt to make whatever thing you are currently in/doing 'Endless': unless it's a process or limit defined by another jump (in which case, nothing it can do), the mere tooting of this trumpet will let you bypass time limits (and spatial limits, to a lesser degree), whether hard like in a Super Marios Bros. level or soft like on a Vampire Survivors stage, whether the timer counts up or down. When this time limit is reached, it seems to all go back to how it was in the beginning, except of course for how you're keeping all your progress and location: the start of the Super Mario Bros. level will start again at the end of the last one, for example, and the timed content of a Vampire Survivors stage will all go again, such as starting with bats again in the Mad Forest. Each repeat is the same except that, each go around: each enemy will get tankier *[double health on cycle 2, triple on cycle 3, etc.]*, enemy frequency and quantity will each increase *[double on cycle 3, triple on cycle 5, etc.]*, they will hurt more when they strike *[double on cycle 5, triple on cycle 9, etc.]* and, as a direct counter to

Crimson Shroud nonsense: if you have any effects that cap how much harm can be inflicted on you in an attack, the cap is very slightly increased *[the cap increases by 1, which is bad]*.

Great Gospel (600, discounted by the 'End the Ender' scenario reward): An unmistakably holy book with a strange association with a mysterious angelic force. In this jump, whenever you level up but don't have any weapons or passive items to select upgrades for (and you would normally be confronted with the option of gaining HP or gold), you are instead offered a random array of options that would level up your weapons (*not* passive items) beyond their usual maximum level (except for the Laurel or Sole Survivor, which cannot be upgraded this way). The options on offer will depend on the weapons that can be upgraded and where different upgrades are 'weighted' by a rarity system to be more or less likely to show up; if you're upgrading a canonical weapon, you can find out what these upgrades are by perusing the wiki.

If you upgrade a new weapon (as per the 'Custom Weapon' perk, the 'Constant Updates' perk, or similar) or, after this jump, you use a weapon that this jump wouldn't recognise as a weapon/that doesn't have a weapon slot (which would require you to retain this jump's progression system, see later scenarios), you can Limit Break them, too. The benefits of all these levels beyond their usual maximums only stays for as long as you have the Great Gospel on you. They will all go away if it isn't on you, and return once it's back. If you're paying cp for this option, you are free to make your choice take the place of random chance when deciding how your weapon is improved.

[Generally speaking, the possible weapon improvements are as following:

- *Might +1%.*
- *Area +2.5%.*
- *Speed +5%.*
- *Pierce +1.*
- *Crit Chance +2.5%.*
- *Weapon Effect Chance +5%.*
- *Duration +100ms.*
- *Amount +1.*

]

Arcana

You can only benefit from Arcana in any form if you have the Randomazzo relic. You will not be able to gain Arcanas in runs this jump if you have not previously gained this relic (regardless of how), and, importantly, you will not be able to take purchased Arcanas with you into every future run and every future jump if you have not purchased the Randomazzo with cp (see Relics). Like the weapons or passive items you'll naturally find in runs, normal non-cp Arcanas will be found within runs and will go away at the end of their run. Arcanas you spend cp on, however, are forever (for as long as you have the Randomazzo on you). You can deactivate your Arcanas by simply not having the Randomazzo on you.

Game Killer (200): You are no longer capable of gaining experience, XP, or any equivalent. Instead, whenever you would gain experience, equivalent containers or holders of XP (if the setting doesn't have one, just use this setting's experience gems) will be shot out from you in random directions as damaging weapons that erupt and damage whatever they hit. Their damage is based on how much XP would have been earned normally (but the damage:XP ratio might not be 1:1 in settings where damage or XP numbers tend to be higher or lower).

Additionally, whenever you're opening a loot chest, gaining loot from a boss, gambling, rolling a die, or anything along those lines, and there are at least three possible (and legal) results, the least lucky option is no longer possible.

Gemini (200): If you have certain weapons (Peachone, Ebony Wings, Phiera Der Tuphello, Eight the Sparrow, and Gatti Amari), you will gain a technically and aesthetically distinct, independently operating, but nigh-identical weapon version of it. In future jumps, this effect will apply to familiars, drones, or any 'weapon' that you use to attack but that moves independently of you. These extra weapons will benefit from all the same buffs and perks as the originals, but they cannot be transformed, evolved, or merged, even if their originals are (or were).

Twilight Requiem (100): Whenever a projectile of yours expires through its natural duration ending, the projectile will explode on the way out. The damage of these explosions is based on that projectile's normal damage as well as your Curse. Regardless of power, the explosions are normally pretty small unless you have an impressive Area. You are immune to all damage from explosions created this way, allowing you to walk away from these explosions coolly and without worry.

Tragic Princess (100): The cooldown of certain weapons (Garlic, Soul Eater, Santa Water, La Borra, Lightning Ring, Thunder Loop, Carréllo) reduces when moving. In future jumps, this Arcana will also affect any damaging weapon, spell, or effect that affects a wide area around you.

Awake (300): You gain +3 Revivals every run/jump that can only be used within that run/jump. Whenever you revive in a run or jump in a way that spends a limited resource (whether through Revivals or '1-Ups' from other jumps), you become hardier and stronger for the rest of that run or jump. *[The bonuses are +10% Max Health, +1 Armor, and +5% Might, Area, Duration, and Speed each time, which all stack additively.]*

Chaos in the Dark Night (200): Your projectile speed continuously alternates between slow and fast over 10 seconds. Independently of that, your projectiles will slowly tend to become faster as you progress. *[The range alternates between 0.5x and 1.5x of its true value. You start gaining +1% Speed every level. If you do not have a way to retain this progression system in future jumps (see Scenarios), this Arcana will act as if you are level 100.]*

Sarabande of Healing (200): This Arcana has two benefits:

- Firstly, any healing you receive (including natural self-healing) is doubled.
- Secondly, gaining health emanates a damaging aura from you that can damage nearby enemies, where the damage dealt is the health gained (and because the healing is doubled, the damage is doubled as well). The health gain from being resurrected counts.

Iron Blue Will/Waltz of Pearls (100): A two-for-one deal, cp-wise. Affects any projectile that can sensibly bounce. The projectiles of all weapons can bounce up to three times without expiring from simply hitting something and might pass through enemies and walls. In future jumps, this can apply to any weapons, spells, or effects that result in small projectiles.

Mad Groove (100): In this jump, every 2 minutes, all experience gems, coins, stage items, pickups, and light sources currently on the stage quickly move towards you to form an even circle of things around you.

After this jump, every 24 hours, all unclaimed experience, unowned currency-to-be-looted, and notable/magic items or weapons that you have seen (either directly or by witnessing the creatures/quests that they came from) will quickly move towards you to form an even circle of things around you. This Arcana will not move anything on another planet or plane/dimension, or that is currently within or on someone else.

Divine Bloodline (300): This is a weird Arcana with many effects:

- The damage of all of your weapons (and spells, and effects, etc.) will flatly increase by an amount determined by your defensiveness *[+5 x Armor]*. Because the added damage is flat, this is most effective on weapons that do damage more often: it'll work better on a minigun than a sniper rifle.
- Unless you do not wish for them to be damaged, anyone that touches you (including your skin or armor) will be harmed to a degree based on your defensiveness *[10 x Armor damage]*.
    - If someone dies from this effect, or from any other retaliatory damage, your maximum health will very, *very* slightly increase *[by +0.5 Max Health]*.

- Your potential for harm and offense is boosted based on how much health you are missing/how close you are to defeat. You won't get a boost if you're at full health but, the closer you are to having no health, the closer you get to having doubled damage.

Beginning (200): You gain +1 Amount on any non-evolved, non-union weapon that doesn't have the potential to evolve or be in a union (which includes almost everything from another jump). If you have a starting weapon or a single favored weapon or spell or effect, that will gain +3 Amount itself, even if it evolves or goes in a union.

Out of Bounds (100): Whenever you freeze, paralyze, or otherwise stun an enemy, they will be slightly harmed. The harm done will slowly increase over the duration of the fight without limit, returning to normal only after the combat ends.

Also, in this jump, the likelihood of finding Orologions in runs doubles. In other jumps, you're just a bit more likely to stumble upon time travelers or weird temporal hijinks.

Wicked Season (400): A truly absurd Arcana at the higher levels which that two benefits:

- Firstly, one of four of your stats (Growth, Luck, Greed, Curse, in that order) will double for 10 seconds, followed by the next stat for 10 seconds, etc., going in a cycle similar to the four seasons. In future jumps, each 'season' will last for 30 minutes (meaning you'll go through twelve 'years' every day.)
- Secondly, every time you level up, your Growth, Luck, Greed, and Curse will be very slightly boosted. This might not sound impressive, but even that small level-scaling bonus makes leveling and gold-gathering far easier at high levels. *[The boost is +0.5% for each of those four statistics per level. The math does not lie: do NOT underestimate. If you lack a way to retain this jump's system of progression (see Scenarios), this Arcana will act like your level is 100.]*

Jail of Crystal (200): Certain weapons (Magic Wand, Holy Wand, Runetracer, NO FUTURE, Eight The Sparrow, Twice Upon a Time, Cygnus, Bracelet) have a low chance of freezing enemies they strike. Unlike in the game, the duration of this freezing effect will be longer if the enemy is weak and shorter if they are strong, based on their relative power to you. In future jumps, this can apply to anything with projectiles that could sensibly be called 'bullets', 'blasts', or 'missiles'. *[The chance is 25% x Luck.]*

Disco of Gold (100): Whenever you gain currency, including indirectly, you are healed to the equivalent degree. The ratio of currency to healing may change in some settings, where currency is valued to different degrees or where each individual hit point represents more or less. Additionally, in this jump, gaining Coin Bags will result in a Gold Fever (see Gilded Clover).

Slash (200): *All* damage from critical hits is doubled. Additionally, certain weapons with a slashing edge (Whip, Knife, Thousand Edge, Axe, Death Spiral, and many others from out of jump) can now critically hit! *[The default crit chance is 10% x Luck, and nothing that can crit will have a crit chance lower than that.]*

Lost & Found Painting (200): The duration of your weapons, spells and effects continuously alternates between short and long over 10 seconds. Independently of that, your duration will slowly tend to become longer as you progress. *[The range alternates between 0.5x and 1.5x of its true value. You start gaining +1% Duration every level. If you do not have a way to retain this progression system in future jumps (see Scenarios), this Arcana will act as if you are level 100.]*

Boogaloo of Illusions (200): The area/size of your weapons, spells, and effects continuously alternates between small and big over 10 seconds. Independently of that, your Area will slowly tend to become bigger as you progress. *[The range alternates between 0.75x and 1.25x of its true value. You start gaining +1% Area every level. If you do not have a way to retain this progression system in future jumps (see Scenarios), this Arcana will act as if you are level 100.]*

Heart of Fire (100): Certain weapon projectiles (Fire Wand, Hellfire, Phiera Der Tuphello, Valkyrie Turner, and Tri-Bracelet) will create an explosion upon touching an enemy, regardless of if the projectile is destroyed on contact or not. The potential harm from this explosion is half the potential harm from the projectile weapon itself. In future jumps, weapons, spells, or effects might apply for this effect if they are fire- or explosion-based (which includes the explosion in firearms used to propel bullets).

Additionally, whenever you are harmed or cause damage to fixtures in the environment (like a tree, building, or fire hydrant), an explosion will erupt from you or the fixture, respectively. The explosions are small and weak, but the explosion from you counts as retaliatory. You are immune to all harm from explosions created this way.

Silent Old Sanctuary (100): You gain +3 Reroll, Skip, and Banish. Any of these spent resources will be regained at the start of every run or jump. Additionally, you gain a stacking buff *[of +20% Might, -8% Cooldown]* for every empty weapon slot you have. In future jumps, this will translate to increasing your offensive power and the frequency of your attacks, spells, or effects based on the fewer weapons or weapon equivalents you're using. Even so, there are limits. *[This Arcana cannot add to Might more than +100% or decrease Cooldown more than -40%.]*

Blood Astronomia (200): Certain weapons (Garlic, Pentagram, Song of Mana, Clock Lancet, Laurel, and all their evolutions and unions) will emanate harmful zones of magic blood. Its range, strangely, comes from the center of the weapon's effect with a radius based on your Magnet. Amount will increase how many red zones each weapon gets and, given that some weapons have only one center, Amount will act as a damage multiplier for some of them, as multiple blood zones are coinciding. In future jumps, this Arcana can benefit any weapon, spell, or effect that doesn't otherwise benefit from Amount.

Independently of weapons, every few seconds, every enemy within your Magnet range will be slightly harmed from the blood in their body (or their body generally, if lacking blood) being magnetically meddled with and thrown about chaotically. *[This damage scales with Might (of course) and Amount.]*

Items

Every Item presented here is available for every origin. There are no discounts for these Items. After the main items found here, you can find faction-specific items.

Experience Gem (50): A blue gem. This experience gem is worth precisely enough XP to level up whoever uses it to level 2 in a system, regardless of their Growth. If it is used by someone who is already level 2, it will instead represent a small amount of XP, perhaps even negligible at higher levels. If used in a system where levels are more or less impressive, using this item below its level/XP threshold might give you a few levels, or only put you part way to level 2.

Once used, you will get another Experience Gem at the start of each run or jump, or after a week, whichever is sooner. Unlike the item as found in the game, which is used automatically upon touching you, you must deliberately choose to use the item when touching it to activate it.

Nduja Fritta Tanto (100): A pork sausage so spicy that you'll breathe fire. Upon eating the NFT, you'll breathe a cone fire out from the mouth that ate it for ten seconds or so. As a temporary, unslotted weapon, the NFT will be affected by your Might, Area, and Duration stats. Useful, sure, but *way* too spicy.

Once used, you will get another NFT at the start of each run or jump, or after a week, whichever is sooner. Unlike the item as found in the game, which is used automatically upon touching you, you must deliberately choose to use the item when touching it to activate it.

Orologion (100): A stopwatch with the ability to literally freeze time, though is destroyed on use. Upon using it, all enemies that you can see, including enemies that you're seeing now but weren't seeing at the start, are frozen in frost and in time for ten seconds. Anything with resistance to either temporal tampering or the cold might be able to ignore this effect.

Once used, you will get another Orologion at the start of each run or jump, or after a week, whichever is sooner. Unlike the item as found in the game, which is used automatically upon touching you, you must deliberately choose to use the item when touching it to activate it.

Floor Chicken (100): On the one hand, it's a delicious chicken. On the other hand, it's been lying on the floor for an unspecified amount of time. If you dare to eat it, you can instantly get some health from it. How did you eat it that fast? Perhaps it was *just* that delicious. Also, inexplicably, if fed to a cat, they'll get just a little bit tougher, healthier, and stronger.

Once used, you will get another Floor Chicken at the start of each run or jump, or after a week, whichever is sooner. Unlike the item as found in the game, which is used automatically upon touching you, you must deliberately choose to use the item when touching it to activate it.

Little Clover (100): A four-leaf clover that you can use to increase your luckiness for the rest of the run. After this jump, the slight luck bonus will last for an hour. Once used, you will get another Little Clover at the start of each run or jump, or after a week, whichever is sooner. Unlike the item as found in the game, which is used automatically upon touching you, you must deliberately choose to use the item when touching it to activate it. *[The Luck increase is +10%, additive.]*

Rosary (200): A string of beads with a crucifix attached. When used, the Rosary will instantly kill every enemy you can see. So, scary death magic… but at least it's *holy* scary death magic. Certain enemies are immune to this effect: bosses, enemies involved with quests, enemies immune to insta-kill effects or death magic, enemies involved with drawbacks, and canonical characters with names.

Once used, you will get another Rosary at the start of each run or jump, or after a week, whichever is sooner. Unlike the item as found in the game, which is used automatically upon touching you, you must deliberately choose to use the item when touching it to activate it.

[Rosary will cause damage to each enemy that you can see equal to their maximum hit points (ignoring Armor). This effect might be survivable by enemies that can reduce any damage, that can survive at 0 or with negative HP, or that can effectively have more hit points than their hit point total.]

Vacuum (200): A blue glass orb containing a true vacuum: a lack of any matter at all. Upon using it, all experience gems that aren't already claimed, owned, or on someone else's person will quickly move to your location to be absorbed into you. It will work on other forms and shapes of experience, including experience that doesn't have substance to it at all. This 'unclaimed experience' can be rather finicky in other settings, but think of it as picking up on all the leftovers and rounding errors for various tasks that weren't *quite* completed enough to get experience for: for example, doing some of and then failing a quest. The Vacuum will not move XP on another planet or plane/dimension, or XP that you don't know anything about (it won't collect the leftover XP from an uncompleted quest from someone you don't know, for example).

Once used, you will get another Vacuum at the start of each run or jump, or after a week, whichever is sooner. Unlike the item as found in the game, which is used automatically upon touching you, you must deliberately choose to use the item when touching it to activate it.

Gilded Clover (200): A perfectly normal clover, destroyed by being gilded in gold. Upon using it, two things happen. First, all currency that isn't currently owned by someone or that isn't on someone's person will quickly move to you, your hoard, or your bank, to add to your own wealth. The Gilded Clover will not move currency from other planets or planes/dimensions.

Secondly, a Gold Fever will begin. A Gold Fever will last for about ten seconds in a run, or for about an hour after this jump. In a Gold Fever, defeated enemies have an unmodifiable ¾ chance of dropping cheap coins, independently of other loot systems. Any currency you collect during the Gold Fever will increase the duration of the Fever by some value of its original duration, scaling off the currency's value, which cannot go over its original duration.

Once used, you will get another Gilded Clover at the start of each run or jump, or after a week, whichever is sooner. Unlike the item as found in the game, which is used automatically upon touching you, you must deliberately choose to use the item when touching it to activate it.

Gold Finger (200): This shining golden hand possesses a golden finger of great power: this should come as no wonder, seeing that this is one of the discarded golden hands of the Directer. By pressing the pointing golden finger back down to form it into a closed fist shape, a timer will begin, slowly counted down by the extending fingers of the hand. While the timer's still going, you'll be absolutely invincible! That's not the focus, though. When the time's up, the golden hand will erupt like a balloon, revealing a prize inside. What sort of prize? Well, that depends on how well you did, how many enemies you killed (though in future jumps, the metric for success will change to fit the setting): the better you did, the better the reward. If you didn't do too well, you might only get some currency or some healing. The more you do, though, not only will you get more currency or healing, but you might even get pickups, or consumables, a treasure chest, or even a candybox… not to mention the bragging rights.

Friendship Amulet (200): This amulet has a four-pronged magenta star which brims with power… the power of friendship, that is! On use, not only you but all of your nearby allies as well get a free level up for one of their weapons, if applicable.

Once used, you will get another Friendship Amulet at the start of each run or jump, or after a week, whichever is sooner. Unlike the item as found in the game, which is used automatically upon touching you, you must deliberately choose to use the item when touching it to activate it.

Candybox (300): The candybox could contain anything and, indeed, it does. There is no way of telling what is inside until you open it. When you open it for the first time in a run, you can find any one non-evolved, non-union in-game weapon that you desire. Each weapon will only last for the duration of the run.

In future jumps, the candybox will contain a non-unique, non-rare weapon, offensively-capable weapon or magic item, or some equivalent that could fit in a candybox. The weapon you find is native and typical to the jump you're in. Its power cannot stray too far from normal weapons. If you know what you're looking for, the candybox will attempt to fulfill your wishes but, unless you know exactly what you want, there will be some degree of randomness to its selection. Weapons you gain this way will stay with you, even after the end of the jump. Once used, the Candybox cannot be used again until the start of your next run or jump.

Arma Dio (400): It's a cabinet, which I suppose is a box in the same general sense as the candybox… it's just a lot tougher to move this one around. Not only that, but it doesn't even have any candy in it. Like the candybox, there is no way of telling what is inside until you open it. When you open it for the first time in a run, you can find any one passive item except for those fancy 'Special Passive Items'. These passive items will only last for the duration of the run.

In future jumps, the arma dio will contain a non-unique, non-rare item, a utility- or support-capable magic item, or some equivalent that could fit in a cabinet. The weapon you find is native and typical to the jump you're in. Its power cannot stray too far from normal weapons. If you know what you're looking for, the arma dio will attempt to fulfill your wishes but, unless you know exactly what you want, there will be some degree of randomness to its selection. Passive items you gain this way will stay with you, even after the end of the jump. Once used, the arma dio cannot be used again until the start of your next run or jump.

Super Candybox II Turbo (500): A strict upgrade over the Candybox item. There is no way of telling what is inside the box until you open it. When you open it for the first time in a run, you can find any one evolved or union in-game weapon that you desire. Each weapon will only last for the duration of the run.

In future jumps, the turbo candybox will contain an especially powerful, potentially rare or perhaps even unique weapon, offensively-capable magic item, or some equivalent that could fit in a candybox. The weapon you find is native to the jump you're in. Its power could be great, but its potence cannot stray too far from evolved/union weapons, at least not relative to the jump's setting. If the weapon you find is 'unique' to the setting, yours is a perfect copy. If you know what you're looking for, the candybox will attempt to fulfill your wishes but, unless you know exactly what you want, there will be some degree of randomness to its selection. Weapons you gain this way will stay with you, even after the end of the jump. Once used, the Super Candybox II Turbo cannot be used again until the start of your next run or jump.

Faction Items

Archon Toolbox (200, discounted for Academy of Alchemia): A big box of parts and metallic limbs, useful for creating Archons. Archons are a sort of magically-animated robot that's useful because they're quite low maintenance: you pay the price initially, and then the Archons just keep on going. This item won't animate the Archons by its lonesome, you'll need something else for that (like the Alchemia-cy perk), but it will make your efforts in animating up an army quite a lot easier.

[DLC] Foscari Academy (200, discounted for Adventurers of Foscari Academy): Yep, the whole academy. Foscari Academy is the premier educational body in the world for adventurers, split into the three houses of the Azure Tower, the Crimson Tower, and the Amber Sickle. And, now, it's yours!.. Or, at least, the academy (and all the students, staff, teachers, etc., in it, too) will follow you from this jump into all future jumps. Whether its history changes to suit the setting or if it's plopped into place as-is? That's up to you.

Moon Anfora (200, discounted for Atlanteans): These amphorae (ancient jars) are some of the last remnants of the long-lost Atlantean civilization once found in the lost city of Moongolow. Destroying them, you can find some currency there! The type is as appropriate for the setting.

Not much, but— oh, wow, there's a *lot* of these things, huh? If you can go through the effort of destroying all these continually-replenishing amphorae, you can make quite a solid income.

Bracelets of Fraternity (200, discounted for Belpaese Clan): The most blatant spoof yet. These two bracelets, one red and one blue, are connected to each other with a bond that surpasses any distance, any shield, and even weird time travel nonsense. If you have one of these bracelets on, you will feel the presence and location of whoever is wearing the other bracelet, where the force and detail of this sense depend on the strength of your relationship with them. The bracelets will help you empathize with each other and intuitively account for the actions of each other even in the midst of combat. By wearing both bracelets yourself, you can become better at your own personal introspection.

Lost Twin (200, discounted for Lizard-Merman Alliance): Instead of the standard two heads for the Twin Snakes or the two demonic heads of the Twin Demons, the Lost Twin is a single, demonic red snake head on a curved branch-like body. While this monster will be well-suited as a turret, shooting orbs of energy at intruders or foes or whatever, you can also hold it or put it on your shoulder, letting you bring an (admittedly weak) autonomous magical turret and set of eyes with you.

Artisanal Cheese Recipes (200, discounted for Milk Mages): A big book of cheese recipes; or, really, a large manual detailing all sorts of ways to create various kinds of cheese. This book has listed in it all sorts of information about every type of cheese you might ever want to make, and far too many weird types of cheese that you'd never heard of.

There is a strange power to cheese, as the Milk Mages understood. Even Minnah Minnarah, mightiest of the werewolves, is attracted even by the slightest whiff of her favorite cheese— how? The answer is that a well-fermented cheese can hit a very specific spot in the tastebuds of a very specific creature, if only you know how to make it. By thinking about a type of creature and moving to a random page in the book, you'll find a cheese recipe. Follow it well, and you'll make a cheese that's supernaturally delicious to that type of creature, to the point that even a whiff of it will seize their attention, salivate their mouth, and potentially lure them out for as far as they can smell and a good bit more.

The recipe might not be as mundane as with many of the standard recipes. Rather, the ingredients will change to suit the setting that the creature is from, especially in terms of what milk it will need. If you are wishing to make a cheese that's delicious to, say, a troll from the Elder Scrolls series, you might expect the main ingredient to be something along the lines of the milk of a mammoth.

[DLC] White Gi (200, discounted for Moonspell Clan): While different Moonspells would wear their gi differently, with differently colored highlights or belts, and at different times, the gi is a Moonspell tradition passed down from generation to generation. If you have other clothes you'd rather wear, the effects of the gi can be absorbed into that. Wearing the gi will serve as a conduit and booster for lunar magic of any kind.

The Devil's Pope Hat (200, discounted for Most Holy Order): This funky hat is holy enough that you'll be taken seriously in holy places, and unholy enough that you'll be taken seriously in unholy places. Whether you're in Heaven or Hell, or anywhere in between, you can expect people to at least think twice before kicking you out. The hat will appear holy or unholy, depending on what is appropriate or convenient in the situation.

The White Hand's Autograph (200, discounted for Reapers): By having this signed autograph on your person, the White Hand will not kill you, and you are immune to its instant death effect. Not just that, but you will be immune to death effects originating from personifications or representations of death itself.

Flying Broom (200, discounted for Sisterhood of Witches): Not only is this broom fully capable of dusting away dust and clearing bits of dirt and trash, but it can fly, too. When it's touching or near you, you can mentally command the broom to fly and move around (though it will have difficulty moving in reverse). The flying broom can carry a surprisingly vast weight, though it is still limited. It will also only follow *your* commands, meaning that it won't be of great use to anyone else if you aren't also there. The broom can start with a max speed of about as fast as a fast walk if you're a novice, but it can eventually reach the point where the main limiting factor on how fast you can fly is safety.

Blood Made of Bones (200, discounted for Skeletons): Yes, you read that right: this is a special, magical vial of blood, made out of crushed and concentrated bones. This is useful for repairing bones, especially when those bones are made of blood (especially when that blood is made of bones). With just a few drops of this replenishing, sanguineous 'ointment', defeated skeletons or broken bones will be fixed right up again and, if the bones were animate before, reanimated. Continual use will stain the bones red with blood, though it's just an aesthetic change.

Cosmetic Pet (200, discounted for The Crew): Wait, how can a pet be just cosmetic? Well, no matter that! This… 'pet'... now seems to be following you around. And, sure, it might just be a weird alien dog of some kind, but many of the Among Us cosmetic pet options are stranger than that: it could be a crossover from another game or property (in which case, owing to it being in Vampire Survivors now, it will be an obvious though loving parody, possibly with a name based on a cheese pun), an inexplicably animated piece of food, or even a miniature version of a pet or character you already have as a companion (or as yourself). Adorable as it may be, you'd need to invest quite some time into training them, if you care to get any use out of them.

Coffins (200, discounted for Vampires): An arbitrary number of coffins, made of black wood with red highlights (because that color combination is spooky). If you're in one of these coffins— for a nice nap, perhaps— you will enter a superpositional state. Whenever someone would open one of these coffins, you can decide if you were in that specific coffin all along. You will know when a coffin is being opened, but you probably won't have any indication of who is opening it. You can't appear from a coffin that's already open, meaning that, if someone *really* wants to find

you and you don't want to be found, they'll need to open every coffin first. You can use this to teleport, effectively, provided that you have someone to open the coffin on the other side.

[DLC] Lantern of Foscari (200, discounted for Witches of Foscari): The blue light held within this lantern is strangely reminiscent of the blue Flames of Moonspell. Notably unlike the Flames of Moonspell, which burn away unnatural power indiscriminately, the purifying light of the Lantern is keener: if someone willingly brings their hand into the lantern to 'burn' their hand on its blue flame, or otherwise extends their magic or energy into it, they can burn away and release specific aspects of their own power. The classic example is a warrior that has left the world behind in terms of sheer power, who is so fast that the world seems still, giving up their godly speed so as to meaningfully engage in the world. The lantern lets its user give up specific slices of their power, for example throwing away specifically their psychic power if it's getting troublesome, their all-encompassing wisdom if it's making life boring, et cetera. The lantern itself doesn't provide any way of ever getting the power back, however.

[DLC] Flying Cumulonimbus (200, discounted for Yokai and Oni): Like the Kamaitachi, Raiju, or Windy Oni, you have a flying cloud that you can sit or stand on to fly around. It will follow your mental commands, and its speed will be around your normal speed, only without any of that pesky running business. The type of cloud will change to suit your

Your Faction (300, requires Faction Membership): Your faction will follow you, even after this jump ends. The exact mechanics of this are somewhat up to you and the style of jump that you'd rather lead, meaning that they could be limited in one of multiple ways, so your options are as follows:

- Your faction will become an established group in all future jumps, changed in ways to suit the themes and power-level of the setting. For example, if your faction is that of the Reapers, they might be a part of the cosmology if brought to Bleach, but they might be mortal human judges or lawyers or police if brought to a mundane setting. The prosperity of the faction in one jump has no effect on its prosperity in another.
- The main bulk of the faction itself will be staying back in their home (Gallo Tower for the Academy of Alchemia, for example) which, unless you have purchased it as a stage, you will not be able to access directly yourself. Rather, in every future jump, the faction will send expeditions out into this new world. The size of these expeditions might be big or small, depending on the power of the setting they're going into: they'll establish enough of a presence that they won't be immediately wiped out (and enough that they might even be made note of by the bigger fish in the pond), but not enough that they'll overshadow the competition merely by existing near them. Because they're just expeditions being sent out, the success of these expeditionary groups does not meaningfully impact the faction proper.
- Your faction will be brought over into all future jumps as they are. However, there are a few things to look out for: for one, damages that they suffer in one jump will carry over to the next, though they'll never *quite* die out for good. This is especially troublesome because, in being dragged over every time, they won't come with their homes or defenses, and might be easy pickings in scary worlds.

As soon as in this jump, you can freely position yourself within the faction's social structure/hierarchy: this even means that, if you so choose, you could give yourself all the privileges (and responsibilities) of being their leader or ruler. This isn't to say that you wouldn't be able to rise to such a station without this perk, but it guarantees the role.

If a named character or a Death is able to be purchased elsewhere in this section, they will not be included in the faction as considered here even if they logically should be (e.g., if you want Antonio Belpaese, you'll need to buy him separately; you can't cheat by buying the Clan Belpaese faction). Each faction's page describes how they might interact with future worlds.

This item can be purchased again, once for each allied faction you have (see the 'Alliance' perk). You will not be able to alter your social role in these allied factions like you could in your own faction.

Stages

You gain all of a stage as a place that you own, accessible from the Warehouse (or equivalent) and through dimension-hopping magic or technology for anyone who knows about it. Most stages move infinitely across all dimensions, though often at least one of these dimensions is underutilized. Most stages go on forever, but always keep to the stage's theme and aesthetics: at no point will you find any landmarks or civilisation. This is because, with a notable exception, all of the stages were infinitely extrapolated by the Directer from far smaller areas.

The Drop-In and Survivor can purchase a stage that they have survived at least 30 minutes in and that they have defeated every type of boss in. If they do, all the monsters in it are no longer under the control of the Directer: they might still be aggressive, if that is in their nature, but they now have self-preservation instincts and won't just fly into you as if it is the one thing that they exist for. The higher your Curse is, the more the enemies here will be aggressive regardless. If they're intelligent, it's entirely possible to try diplomacy or make friends. More importantly, the factions— especially your faction, if they live there— can become an even more dominant force there.

If the Directer purchases a Stage, they'll only actually gain it at the end of this jump. You will have more direct control over the whims of the creatures here, though you can also be 'hands-off' to make them act more like they would for the other origins.

Unless you have a way to keep this jump's progression system (see Scenarios), experience gems dropped from the defeated creatures here will add to the progression system of your current jump (if it has one at all) instead.

The lore of these stages has already been recovered near the start of this jumpdoc, so the descriptions here will focus on what you can do with a stage you own, the plot opportunities of that, and slight, specific boons for each stage.

Mad Forest (400, discounted for Belpaese Clan): It's where it began… and, now, it's yours. If you bought this item, the Directer will have hidden, somewhere on this grand field, the ancestral home and estate of the Belpaese Clan: Belpaese Manor. Be careful if you wish to reclaim it, though, for the Cardinal has designs for it as well, and has been reanimated in the form of a lich.

There's a reason the Belpaeses trained here. The Mad Forest comes with a slight experience/advancement speed bonus for the weak and less progressed. To think of this in terms of XP, there's a bonus to XP earned in this stage. The bonus is moderate at 'level 1' but decreases as they progress until it is negligible at the 'middle levels' and a rounding error at the 'high levels'.

Inlaid Library (400, discounted for Sisterhood of Witches): Be sure to be quiet: the librarians here do a lot more than just 'shh' you! If you look deep enough in the library and you bought this stage, you might just uncover a conspiracy regarding the origins of Nesufritto's madness, which would have you find the long-lost Count, a green, lithe, lizard-like creature, and perhaps even find the original headquarters of the Sisterhood of Witches.

The Inlaid Library, infinite in dimensions, has a lot of books in it. And, sure, plenty of them are filled with mad ramblings, but it's a hypothetically *infinite* amount of mad ramblings! You will occasionally find books here from other jumps or settings that you have been to, including books written in timelines that, due to your intervention, never occurred.

Dairy Plant (400, discounted for Lizard-Merman Alliance and Milk Mages): If you are in one of the two discounted factions, your goal here will probably be to drive the other faction out of the stage, if not kill them all off entirely. And, despite the stage being ostensibly infinite in dimensions and with many, many hiding places, such a feat will be possible.

The Dairy Plant will produce various dairy products: milk, cheese, yogurt, cream and many variations on all of them. The scale of production will scale with how much of the Dairy Plant you control which, in the long run, can result in ridiculous quantities of cheese. The best bit is, this production doesn't have to come from the exploitation of animals. How, you ask? Milk Magic. Why did the Milk Mages use animals if they could create milk without an animal intermediary the whole time? Because the Milk Mages were weird. You should know this by now.

Gallo Tower (400, discounted for Academy of Alchemia): Gallo Tower preceded Gallo: before he came about and founded the Academy of Alchemia, older sects of mages or witches would inhabit it for a time before passing it onto the next group for them to have their fun. If you travel up high enough, who knows what malformations of magic and science you could find? What discoveries, and what failures left behind, might be up there? Perhaps you could find out.

Gallo Tower will make mad science/magic just a little bit more likely to not blow up in your face. When a mad work of yours has some degree of randomness or wildly changes the result based on the slightest of changes (like the chaotic swinging of a double-rod pendulum), instead of just going with what it was normally going to go with, it will instead imagine two ways for it to go

(randomly deciding two results rather than one) and choosing the better/more favorable of the two.

Cappella Magna (400, discounted for Most Holy Order): The holiest, and also unholiest, place around. Chock full of demons, angels, and reapers, all working together in disharmonious harmony. Did you know that the demon priests of the Most Holy Order have historically kept records of all the sins and virtues they heard in the confession booth? Hundreds of years of scandals, drama, and blackmail details, all for people who are probably dead by now.

Cappella Magna is especially good at holding contradictory forces, after so many years of hosting a corrupted underbelly in a 'technically holy' place. Here, energies or natures that would normally poorly or violently react to each other will behave just a little bit more kindly to the other. Vampires won't react as poorly to crucifixes, magic that combines contradictory forces will go by just a bit easier, et cetera. This might even apply to the matter/antimatter annihilation reaction though, if you're doing that, it's probably too late anyway.

Il Molise (400, discounted for Il Molise): Are you sure you bought this place? Are you sure it's even a place at all? It's peaceful, yes, in the same way that the lack of war is peaceful. Calm, in the same way as the gaping void between emotions. Pleasant, like a daydream.

Il Molise… does it even exist? This place seems nebulously real, and of questionable purpose. Now that you've brought it with you, you can benefit somewhat from its awkward state of existence. While here, you can escape from all of those 'real world consequences'. Time spent here will not lead to problems for you later, making anyone's presence here a consequence-free romp (as far as the outside world can be affected by you not being there, anyway).

Moongolow (400, discounted for Atlanteans): Moongolow served as the home for all the eldritch discoveries and foul realities of the Atlanteans— and, after the Directer split the world into stages, he would dump artifacts and great powers here, as well. You won't find the Flames of Moonspell here (that's a perk now, after all!), but you will find other, hidden things, and perhaps even find another way into the *Holy Forbidden*, a confusing and maddened realm that resembles the corridors of Cappella Magna stretched out in the far realms of an M. C. Escher painting, and with mind-melted angels following the whims of the Maddener.

Moongolow has two slight benefits: for one, people in Moongolow can hold their breaths for twice as long, and they have an increased resistance to becoming insane, maddened, or otherwise mentally harmed.

Green Acres (400, discounted for Survivor): The dumpling grounds of reality. The 'miscellaneous category' of stages. All the seams behind reality, all the cut lines and ugly tears, it's all here! What an awful place to live.

Green Acres will be inhabited by all sorts of monsters and enemies sourced from every jump you've been in before, and (eventually) the new jumps that you'll enter in the future. How does this work? Not entirely elegantly, given that the monsters will likely be surprised for a while.

Bone Zone (400, discounted for Skeletons): Those skeletons trying to create the Bone Moon were unsuccessful in their attempt. The Bone Moon isn't real, after all, and *can't* be real… right? Well, perhaps not. Creating the Bone Moon might just be possible, with your help. And if you *do* create it, the Bone Moon will be visible to skeletons in all future jumps, giving them a message of hope, unity, and the promise of a better minimum wage.

The Bone Zone makes any technology or magic that brings back the dead more effective, so long as both the technology/magic and the thing being brought back are in the Bone Zone. This will work for standard resurrections as well as raising them as *undead*. Additionally, if bones are left around for long enough here, they will animate into undead skeletons all their own. Lastly, the Bone Zone can be reached from future jumps by going just a little bit *under* six feet under graveyards. You can use this to get to the Bone Zone, though you can't use it to get from the Bone Zone back to the outside world.

Boss Rash (400, discounted for Drop-In): The Boss Rash will be populated by various generic bosses that you have defeated in previous jumps (or reskinned bosses, 'Godefroy the Grafted' style), and (eventually) from the future jumps you've yet to enter as well. The order of the bosses will be arranged in order of challenge, though each boss is as powerful as it would have been in its native setting. On top of all the usual monsters in the audience, you might find multiversal travelers watching if you've been to their jumps before.

Did you know that the Boss Rash has a profitable betting business? Some say that this business is controlled by a powerful Tri-Anchors, who also runs the whole of the Boss Rash. Others insist that one of the world's last vampires runs it in secret, but obviously that's ridiculous, right? Perhaps you might take over, or join them, for some moolah on the side.

Bat Country (400, discounted for factionless): Turns out you *can* stop here after all. Instead of being dedicated entirely to bats, by having bought this stage, you can change its enemy focus. You can choose any common enemy or creature from this jump, or from any jump that you've previously been on.

Instead of bats, you could make this place, let's say, *Goomba Country*, provided you've been to a jump with goombas before. Instead of having lots and lots of bats and bat variants, the stage will now be filled with goombas, big goombas, paragoombas, every variety you can think of and plenty new ones to boot (including taking 'variant' options from other jumps you've been to, like infecting them with scarlet rot from Elden Ring or applying templates from D&D). You make this choice when you first buy this item, and can rechoose at the start of each new jump.

Space 54 (400, discounted if you have the perk Persisting Fraternity): An artificial realm of folded space that sits, dimensionally, betwixt other cosmic realms. It looks like space, though

stranger, and a lot more habitable with a lot more stone/space debris platforms to stand on. Gravity works here, but only when it shouldn't.

The dimensional walls of this place are highly permeable, especially when you aren't looking at them. As it enters a new jump's local multiverse, cosmic entities, alien bats, and eldritch forces are quite likely to pass over or into this realm— and things that hang around here for too long, similarly, may find themselves passing over that barrier into the local world's more existentially chaotic locales. This place picks up all sorts of extradimensional leftovers, like conspicuous pink 3D models of kettles.

The Laborratory (400, discounted for Vampires): Santa Ladonna's holy weapon workshop is filled with switches, levers, mechanical traps, half-finished holy weapons, the occasional robot, and an entirely unnecessary train system. It was here, legends proclaim, that many of the holy weapons you might have heard of were created, all in the pursuit of hunting vampires. Looking around, I suppose it must have worked. Things created here tend to be holy in some sense, though that doesn't necessarily mean 'good' or 'happy to see you'. And be careful with installing doors, too, lest they become portals to invading angelic realms.

What was once the "King Bible" train station in the tunnels under the Laborratory has been reappropriated by various monsters, who used the train tracks here to host their go-kart racing games. Now, you can do the same: the tracks here are inexplicably compatible with just about any type of train or cart, and they just seem to go on and on forever. They call it 'Carlo Cart'. And, sure, they might be incredibly dangerous, but when is fun ever not? It even has boost pads!

Whiteout (400, discounted if you have the perk True Friends to the End(s)): An infinite glacier with an eternal snowstorm, keeping cursed things here until it is 'their time' and that which has no other place. If greed and other negative emotions are felt strongly enough elsewhere, but they have nowhere to go (perhaps because the people having those emotions can't quite handle them), they'll go here, either as whispers on the wind or animating elementals.

This is the place where things are when they aren't anywhere else. Conventionally this would only apply to cold-themed things but, hey, where's the fun in that? Things that show up seasonally will show up here 'out-of-season'. So, sure, snowmen when it isn't festive season, but also Halloween decorations when it isn't spooky season, but also weirder stuff, like ghosts when they aren't haunting or an eclipse during most of the year. Might come in handy.

Astral Stair (400, discounted for the Directer without Eudaimonia Machine): This is an infinite chasm of space with red stars, frozen in time yet continually fluttering, sitting in the nothing between spaces. Floating through this black-red abyss are a series of half-there library halls and book-heavy chambers, all floating through this strange spaceless space independently of each other yet, somehow, connected to each other perfectly sensibly through discontinuous

large wooden doors. Gravity is real here, drawing everything to a universal ‘down’, but, since you’ve bought it, it will only affect things you want it to affect.

The Directer used this place to travel between different worlds and dimensions, and now you can, too. Some of the many doors here will lead to other worlds, other places— in this jump, that means that you can go to other stages from here but, in future jumps, it will allow you to traverse that jump setting’s local multiverse. Upon gaining your endspark, it can connect you to the multiverses of jumps you’ve previously been in, and multiverses beyond even that. With experience with this place, you might be able to develop some amount of control over what worlds the doors connect to, or where in those worlds they connect to… but, before then, it’s a lottery.

Tiny Bridge (400, discounted for Reapers): This ancient battlefield first saw battle so long ago that, now, no one even remembers the sides that fought in the conflict. Who were they, what did they fight for? Perhaps you can find out. And if you do, you might finally find an ‘answer’ to the conflict and lay its spirits to rest.

The Tiny Bridge can have its two, nebulously defined ‘sides’ manipulated. The reapers, ghosts, and otherwise the spectral forces that you can normally find here can change their form as you so wish, taking on the qualities of known combatants, so that their conflict can be an analogy for other conflicts. This allows you to recreate battles, or plan out future ones.

[DLC] Mt. Moonspell (400, discounted for Moonspell Clan and Yokai & Oni): Yep, the full mountain, everything on it, and the sakura fields around it. Full-sized and everything. I wonder— what ancient secrets of long-dead Moonspells might the Directer have hidden away?

Mt. Moonspell is different from the others: instead of being infinitely extrapolated, it is an actual location. Small, yes, but detailed; non-repeating. But now, the ‘borders’ of the stage have given way, and there are ways out that let you explore the wider continent. The continent is an unoriginal expy of all of Asia, with equivalents for a bunch of Asian countries and lame jokes all over the place. You will find new types of enemies there, many of which are not human, yokai, or oni, but no other stage items, coffins, et cetera.

[DLC] Lake Foscari (400, discounted for Adventurers of Foscari Academy): Lake Foscari, despite the name, mostly refers to a forest. It’s an enchanted forest, with plenty of fey, fae, fairies, and the occasional goblin. It’s got beautiful rivers, mushroom villages, natural mazes, and only a tiny part of it is actually a lake! What’s not to love?

Some would call it the “the perfect place to have an average adventure with zero complications”... and, with your purchase of it here, it actually is. Lake Foscari is perfectly suited to any and all types of adventurer, to any class whatsoever, as a place of training and adventure. Here, you’ll find quest-givers aplenty, including escort missions, fetch quests, and the more elaborate stuff, too. Somehow, the quests never seem to run out.

[DLC Abyss Foscari (400, discounted for Witches of Foscari): The ruins sealed beneath the magic waters of Lake Foscari were not always sealed: a long time ago, many people lived down there. However, in the ancient past, Luminaire sealed it beneath the sacred lake to contain the dark magic and the consuming power of Je-Ne-Viv deep within. The Abyss Foscari is dark and damp, and is populated only by evils too great to allow out and about.

True to its original purpose, the Abyss Foscari is incredibly good at sealing away evils— or just about anything else you seal in it, really. While it's possible for things in there to get unsealed, it's only really possible for them to get unsealed from the outside… probably. Look, it's worked well before, but we aren't quite sure how 'absolute' the sealing is.

[DLC] Polus Replica (400, discounted for The Crew): An unstable, lava-riddled planet prone to meteor strikes, alien anomalies, extradimensional hijinks, solar phenomena, volcanic threats, and social deduction games. Its atmosphere, thin as it is, exists primarily as a means to allow you to die to something altogether more dramatic. It has a few compounds across it, wherein science is done, unsuspecting backs are stabbed, tasks are completed (and fumbled), and coffee breaks are enjoyed. Far from infinite, the Polus Replica is a small planet with a far, far smaller scientific compound on its surface.

Occasionally— every five minutes in runs, and otherwise once a month— the whole of the Polus Replica compound will blare out its klaxons, alarmed about whatever its latest imminent disaster is. Whatever it is, it's something it'll need help with, whether in simply going to the right place to press a button or in going to the right place to complete a task. You'll have about 90 seconds in a run, or closer to a day in future jumps. If the issue isn't resolved in time, you'll get meteor showers or a volcano or a magma flood or a solar flare or a nuclear meltdown, etc., enough to cause a momentary hassle and danger but not quite reaching the level of an existential threat. If you *do* manage to resolve the threat, however, the compound itself (or, at least, the corporation responsible for it) will reward you for your efforts. In runs, you can expect this to be a chest with five rewards: the usual upgrades, gold, and candyboxes. In future jumps, though, you'll be rewarded with some goodie of mad science, perhaps some newfangled scientific weapon or device.

Eudaimonia Machine (400, discounted for the Directer without Astral Stair): The mechanism that sits behind all stages, that holds them up and gives them meaning. This is the home of the 'Eudaimonia'— the Directer, yes, but also the animating benevolent spirit of the narrative, the force that drives everything forward and sees that one can be satisfied at the end of the final chapter.

The Eudaimonia Machine can be changed quickly, altering its environment and aesthetics to suit not just any stage, but rather anything that you can imagine. You can make it look like pretty much anything, in short! But there's more to it than that: the Eudaimonia Machine will pick up parts of environments and places that you find in future jumps, slowly transforming its natural form into the greatest manifestation of your journey.

Companions

If multiple people (you and/or companions) are in the same jump, they can freely do their runs at the same time. If someone chooses to start a run on a stage where someone else already is doing a run, they will jump in on their run, with the timer already running, and they will spawn in at the same place as the one who was there first (and working with all the same stage options the first guy selected). All Drop-Ins and Survivors, being on the same team, will share in their non-cp unlocks (weapons, passive items, relics, stages, characters, Collection, Bestiary, etc.).

Regardless of if they are played by you or a companion, or if they are the default character and force based in the world and game narrative, the Directer will be able to focus on survivors running amuck in different stages.

Companion Import (50+): For each 50cp you spend, you may import a companion into the world. Each gains 600cp to spend on perks and items (but no companions or drawbacks) and may select an origin for themselves, as described below:

- If you have the Drop-In or Survivor origin, the companion can have the Drop-In or Survivor origin (they choose which).
- If you have the Directer origin, the companion can have the Directer origin. Alternatively, you can import them as ‘Stage Killers’, undead though lively reanimations of adventurers and vampire hunters: these ‘Stage Killers’ don’t get an origin, but can choose 2 perks to get a discount on.

Monster Followers (50+) For each 50cp you spend, you may gain up to 1,000 HP worth of non-boss enemies, as chosen from the Vampire Survivors Bestiary. If you have the Directer origin, it is instead 1,500 HP per 50cp spent. You cannot choose an enemy with a skill that lets its HP scale with level. You will gain them as followers. Drop-Ins and Survivors cannot choose monsters that aren’t in their Bestiary.

Boss Monster (50): Choose a boss monster from the Bestiary that isn’t a reaper or the Directer: you gain them as a companion. As is standard for bosses, their HP scales by level; because you’re spending cp on them, the boss’ health (and nothing else) will scale to your power. This purchase is repeatable.

- For a bulk deal, you can grab all 4 Atlantean bosses (Sun, Moon, City, Volcano) for only 150cp.

Survivor (50+, requires Drop-In or Survivor): For each 50cp you spend, you gain one of the game’s playable characters, or survivors, as a companion. If you buy a survivor that you do not have unlocked, you won’t get them until you unlock them. If you never unlock them in-jump, you’ll only get them when the jump ends. They get their starting weapons, passive traits, and all of the little things you’d expect. While they cannot initially refuse to be your companions (as they can’t meet you before then), as with any companion, they are free to leave you whenever they so desire.

Not a good enough deal? How about some family sales?

- You can get the 4 Ladonnas (Arca, Porta, Lama, Santa) for only 100cp.
- You can get the 5 Belpaeses (Antonio, Imelda, Pasqualina, Gennaro, Zi'Assunta) for only 150cp.
- You can get any 8 survivors of your choice for 200cp.
- The ultimate bulk deal of all: you can get *all* characters, normally worth thousands, for 700cp!

Stage Killer (50+, requires the Directer): Stage Killers are dark, blue or purple reflections of survivors that you have previously defeated. Purchasing this option doesn't actually give you a Stage Killer of your choice as a companion, not directly. Rather, for each 50cp you spend, you gain a slot. If you witness a survivor dying and react quickly enough, you can use one of these slots to reanimate them and make them a companion. At the end of the jump, any unspent slots will be refunded, and you can use those points for last-minute purchases. While Stage Killers are technically undead, aside from the changed color theme, it's hard to tell; their personalities and abilities are the same as in life, except they are far more loyal and perhaps just a bit more evil or twisted.

This means that, if you want the Stage Killer of a particular survivor, you're inadvertently encouraging yourself to let the 'player' unlock that survivor by progressing the game. Be careful. Do not fall to hubris.

Death (50+, requires the Directer): For each 50cp you spend, you can gain one of the Deaths as a companion. The types of Reaper are: the Reaper (or 'Red Death' or, generically, 'Death') who represents death generically and as the enemy, the Trickster who kills through deceit and illusion, the Stalker who plays the long game, the Drowner who kills you by making you wet, and the Maddener who kills the mind first and alters reality in confusing and sanity-ending ways. For the purposes of this jump, all five of them are equally as powerful as each other, just with different abilities and specialties. As is standard for bosses, their HP scales by level; because you're spending cp on them, the Death's health (and nothing else) will scale to your power. Even if it isn't scaling, the speed and damage of a Death are not to be underestimated. While the White Hand is ostensibly a Death, it is beyond any other, including the Ender, and cannot be made a companion.

- While there are 5 of them, you can get all 5 for a cost of only 200cp. If you purchase the five Deaths this way, the Deaths gain the ability to fuse into 'the Ender', the 'ultimate personification of oblivion' and the encapsulation of death in its many forms. Its abilities are inherited from all of its five composites but, because it can use each of their specialties, it ends up being more dangerous in one body than in five.

Queen Sigma (200, discounted by the 'Queen Sigma' scenario reward): Queen Sigma stands far ahead of anyone else in this world. Her stats are all high— monstrously high, even, for someone without any external enhancements. She starts with a fully-upgraded Victory Sword, Torrona's Box, and Sole Solution, though nothing beyond that.

Whenever Queen Sigma is imported into another setting, independently of perks or powers, Queen Sigma's skills and stats become very high, especially powerful, or unnaturally beyond the usual scope of mortals in the setting (unless getting that far would usually cost cp). She has an aura of convincing dominance and authority and, in a situation where Queen Sigma would otherwise die, she will instead disappear in a flash of light and reappear in the Warehouse (or equivalent), or wherever is safest, unconscious for 24 hours. This will even work against the White Hand: death is conceptually inapplicable to her.

However, Queen Sigma has her faults, and the main one is that her nature is incontrovertible and absolute: no attempt to change her nature or genetics, no matter how much it would benefit her, will succeed. Genetic changes such as MHA quirks or Marvel mutations cannot apply nor stay. No 'artificial' means of increasing power or abilities, like Golden Eggs or Naruto chakra fruit, will have any effect. She is not eligible for perks or powers based on what she sensibly could not benefit from.

Coffin Companions (400): Immediately upon purchasing this selection, you unlock and purchase Pugnala Provola, Giovanna Grana, Poppea Pecorina, Concetta Caciotta, Zi'Assunta Belpaese, and [DLC] Miang Moonspell as if you had purchased them through the 'Survivor' companion option.

Additionally, in your future travels, no more than once per jump, you can find and rescue someone from a magical coffin. This coffin can be easily found with the Milky Way map, but otherwise you'll have to trust that fate will put one in front of you eventually, if only you keep exploring and engaging with the world. It will be defended by enemies typical of the area, but they won't pose much of a challenge if you're prepared. By rescuing the person from their coffin, you can easily gain them as a companion if you talk them into it (which won't be difficult). They will have at least most of the following traits:

- They will be an original character made for this, not an established character from the setting. They *might* be from a pre-established family or hold a pre-established position, though.
- They will have a history or cultural background, or have personal experiences, that will make convincing them to come with you easy.
- Possibly unless they're from a pre-established family, their surname will be alliterative with their first name or they lack a surname.
- Their surname will be a cheese pun of some kind (provided they have one).
- They are most likely a woman. (There are now exceptions: Gyoruntin is male, as per Word of God.)
- They will always progress in some specific way as they develop. *[They have a passive trait that scales a stat by level, as per the 'Custom Passive Trait' perk.]*
- They are rather quick *[with a +20% MoveSpeed]*.
- They have their own theme music. It might not ever be relevant, but it's true. The name of this music is usually related to their favored weapon.

Drawbacks

Drawbacks only apply for the duration of the jump. Unless you're using the Gauntlet toggle, you cannot gain more than 600cp from your selection in drawbacks. After the main drawbacks found here you can find faction-specific drawbacks.

Parody Filter (+0): Many of the Vampire Survivors characters, weapons, pickups, etc., are all references or loving parodies to video games, mostly Castlevania titles. By taking this filter drawback, you replace everything in the game (and this jump) with the things they parody, in name, flavor, and aesthetics, as if this were a licensed title for all of those beloved properties. Take a wild guess what the 'Belpaese' family is a parody of for 0 extra points.

… Yes, that does mean that you might encounter Bayonetta, Sailor Moon, Batman, or Inuyasha. But their power levels are brought down to be in line with this setting, and they won't have any abilities that their parody selves wouldn't have, so don't go too crazy.

Steam Refund Policy (+0): Did you know that you can refund a game if you played it for less than 2 hours? While there's no good reason to refund this game, it's brilliant after all, 100 hours might be too much. Well, with this drawback, you gain the ability to end the jump at a moment's notice, even in the midst of combat… provided you're less than 2 hours in. Be careful not to stay longer than you need to, if you're just here to sight-see: on the first stage at minute 30, and again for every extra minute after, the Reaper will appear, dealing ridiculous damage with great speeds.

Video Game (+0): Did you know that Vampire Survivors is a video game? It's a *very* game-y game. Of all the games, this is among the most game-like. So what's with all this 'world' and 'lore'? All of that stuff was delegated to the Bestiary for a reason. No, you don't need that, you don't need any of that! Your experience here will be reverted to the game-like experience you'd expect from just playing it. Bring on the menus.

***VAMPIRE* Survivors (+0):** With this toggle, there are a good few more vampires around. Perhaps the Belpaeses weren't as effective in this timeline, or maybe the vampires were just a bit more competent. Either way, you can expect to find a lot more vampires on your travels. They won't be any more or less dangerous than the enemies and bosses they replace. You can even consider this a time travel toggle, where the jump is now set back when there *were* vampires around, no timeline change required.

You cannot take this drawback if you have selected the Vampire faction for anything.

Safe For Work (+0): Well, it's already safe for work, but now it'll be *more* safe for work. Have you read the bestiary descriptions of the Demon Beast, Kappa, Tanuki, and Minotaurs? It can get oddly lewd. And if it keeps popping up in the lore, it might just pop up in your experience of the world, too. Well, not anymore! Now it's all perfectly safe, perfectly wholesome.

Alternatively, if you dare, you can go for the direct opposite and put an ‘N’ ahead of that ‘SFW’. That thing in the Minotaur description? Turns out, your first thought *was* right, and now it might just matter. The Milk Mages go from ‘awful and weird’ to ‘AVOID AT ALL COSTS’.

Cheese Appreciator (+50): Whatever name you previously had, it’s now a cheese pun for the duration of this jump. You might not realize, and perhaps no one else will, either, but your name is now an unsubtle Italian pun. Possibly about cheese, possibly an Italian cultural reference, or something crass.

As a slight aside, you will smell ever-so-slightly like cheese. Fun fact: the smell of cheese attracts werewolves. So long as you don’t go to any stages that have werewolves that’d be fine, though, right?

Pure of Soul (+50): Like Queen Sigma, you are pure of soul. What does this mean? It means that you cannot benefit from Golden Eggs, as they are an alien empowering of the soul that you obviously don’t need. So, in short: no Golden Eggs for you!

Slow to Grow (+100): You always start with -50% Growth. With the default starting 100% Growth, that reduces your Growth to 50%, which halves the XP you gain and therefore halves your level progression.

Ghosts aren’t Real (+100): Obviously, as we all know, ghosts aren’t real. If you think you see one, you don’t: maybe that’s a kid under a blanket, or an illusion, or a shared delusion. Ghosts are *so* not real, in fact, that you can’t see them. The ghosts (that aren’t real) can still move towards you and hit you, of course, but you just won’t be able to see them approach you to do it. It’s a good thing, too: only the mad claim to see ghosts.

Earn It (+100, not Gauntlet): Instead of getting all your cp at the start of the jump, you’ll now need to earn it. Every time you breach a new two-minute barrier record for the first time (for example, making it to 10 minutes for the first time), you get 50 cp. This means that you’ll get your original 1000 cp after 40 minutes, which is 10 minutes after stages usually end. You cannot gain more than 1000 cp this way. Points gained from drawbacks are gained at the start of your jump, as you’ve earned them by taking on their negative effects already.

Demonic Variant (+100): Sometimes, when least convenient, the enemies you face will be just a bit *different*. They look the same, mostly, except that they’ve been recolored with a slight red tint, and apparently that means that they’re a demon now? Demonology sure is a strange art. On top of that, they’ll be a bit tougher, faster, or more dangerous. This applies to you regardless of your origin or your opponents (meaning it might even apply to survivors).

A Man Named Joe (+100): the eternal enemy of the Volcano Atlantean (no, really, that’s canon). While you aren’t the Volcano Atlantean, you seem to have inherited their undying enmity against Joe. Why might the Volcano Atlantean hate Joe? Perhaps because the Volcano

Atlantean is busy protecting Metag— I mean, protecting *something* to the far East of most stages, and Joe keeps swooping in to steal it!

Once per run, Joe will disguise himself as a normal enemy but will have an inflated HP pool and a tiny bit of regeneration. If they get to you, instead of dealing damage, they will instead steal a random weapon or passive item from you, which becomes irretrievable as Joe laughs at your misfortune and teleports away. If you spent cp on what was stolen, Joe will (begrudgingly) return it at the end of the run. If you're the Directer, Joe will instead steal the option to control one type of enemy or boss, chosen at random.

WASD (+100): Instead of moving naturally and fluidly, you can now only move in eight directions: the four cardinal and the four ordinal directions. That is to say, North, and every angle 45° rotated clockwise from it, as if you were moving through the WASD keys. This is especially troublesome when it comes to weapons that can only fire in the way you're facing, as you'll have far fewer options for where to shoot.

Penniless (+200, not Directer): You can't gain, collect, or keep any currency for the whole of the jump. This means no PowerUp Selection, no merchant, and (except for some which cost 0) no new character unlocks.

Competitive (+200): Where do you think all of those unlocked characters are when you aren't looking? Every unlocked character you have that isn't currently embodied or purchased as a companion will be out on a stage somewhere. If you and another survivor are in the same stage, fate will try to push you two together: if they see you, they will try to defeat you so that you won't take any of their precious XP.

You increase your likelihood of encountering other survivors by unlocking more characters and decrease your likelihood of encountering them by unlocking more stages (because they will be evenly divided between all available stages).

If you're the Directer, they will instead help each other and collaborate.

Syncopated Rhythms of the Cosmos (+200): Funny how creatures of the stars work, right? By taking this drawback, most of your enemies for this jump will randomly be red or blue (this can be as literal as you want), and can only be affected by attacks, spells, and any other effects of the appropriate astronomical wavelength. What does that mean? You need red stuff to hurt red enemies, and blue stuff to hurt blue enemies. There is a saving grace, though: red and blue enemies will swap colors decently often. If you have a soundtrack perk, you'd notice that their swaps happen at appropriate spots in the music which, if you know the track well enough, you might be able to exploit to your benefit. Hopefully the weapons you pick are red or blue, eh?

Brave Story (+200): Instead of making choices of weapon, passive item, and upgrade on each level, your level-up selection is now randomized. You have far less control over the builds you

end up with in your runs, but, hey, think on the bright side: you don't have to worry about any of those pesky decisions now.

Came Equipped (+200, requires Drop-In): Oh, you already have everything you need? In that case, feel free to beat the game with all that stuff you brought with you! You cannot use any weapons or any passive traits. You cannot use any Arcana or relics. You cannot use any items or perks, or *anything* provided by this jump, and you can't even use pickups, take the coins, or gain XP. Pair this with the drawback Pseudo-Power Loss or Gauntlet Mode for a ridiculous challenge.

Survivor Replacement (+200, requires Survivor): Be careful which survivor you embodied, because you *are* them for the rest of the jump in more ways than anticipated. All of your decision-making becomes like theirs. Their personality, in short, takes over entirely! But you were here to roleplay, right? So I'm sure it's fine. You still have all your perks and memories and all that, it's just that you'll think they're new or foreign to you, because obviously your new set of memories is the only correct one, right? If your abilities are too strange and different from what the new you is used to, you probably won't ever use them.

Lost Time (+200, requires the Directer): So, funny thing, turns out you've had a bit of a nap. Or, at least, you were placed into the driver's seat of the Directer a bit later than you might have been expecting. Without you to oppose them, the survivors have been able to unlock just about everything they can unlock without needing to defeat you first, and some of them have even accumulated healthy amounts of Golden Eggs. You'll be entering this jump the moment the survivors enter the Eudaimonia Machine for the first time… and you won't be conscious for any of the jump *except* when there are survivors in the Eudaimonia Machine. In other words, the 100 hours is ticking along just fine, but the only bits of it you'll get to experience are the bits where you're in your boss fight. They'll have plenty of time to try, and try, and try again, and when the time starts to run out they won't have any problems trying to get as many Golden Eggs as they possibly can.

Heedless Auto-Fire (+300): You can no longer restrain the automatically-firing nature of your weapons: they *will* fire as soon as they can. Everything that you can activate will be activated as soon as you can activate it, as if everything you had were automated on durations and cooldowns. Some of them are one-use? Sucks to be you.

This drawback will not give cp if you do not have anything for the drawback to target in a way that'd annoy you.

HP x Level (+300): Now, instead of mostly just some bosses and deaths, *all* enemies you'll face in this jump will have their health scale with your level, yes, but more importantly with your power. Whether you're progressing quickly, or you've collected tens of thousands of Golden Eggs, or you've collected OP abilities from other jumps, the health of enemies will scale to you, to retain the intended challenge. Note that this won't increase their frequency, quantity, damage, or speed, this isn't Curse after all: just HP.

Pseudo-Power Loss (+300): You can now only work through what this jump recognises as weapons and passive items. You know those perks from earlier in this jump that let you turn your own items into weapons and passive items? I hope you took some of those, because you are incapable of any offense that doesn't come from this jump (usually weapons or Arcanas) or any item-based buffs that don't come from this jump (usually PowerUp Selection, passive items, or Arcanas). This isn't a Power Loss drawback in the traditional sense, it won't do anything against uncapper or leadership perks for example, but it will prevent you from using anything that could hypothetically be represented in Vampire Survivor game mechanics unless you *are* doing it through Vampire Survivor game mechanics. This drawback will not provide any cp if this is your first jump, or if you are using the Gauntlet toggle.

Power Splitter (+300): This power-splitting drawback will take every perk, power, item, scenario reward, etc., that you didn't gain from this jump and will evenly split all of them in lots of roughly equally valuable pools, to be distributed to all the base-game locked survivor characters in the game. If a boon can be sensibly split into parts (for example, a perk that makes you stronger could be split into two 'perks' that each gives you half the strength of the original), it will be split between all of them, but unsplittable boons will be distributed in whole. This will be split between more characters in future versions of the game that have more characters. This drawback will not provide any cp if this is your first jump, or if you are using the Gauntlet toggle.

How this drawback affects you will depend on your origin:

- The Drop-In can mix-and-match their earned abilities from all the survivors they've unlocked, but they can never access more than a 40th at a time.
- The Survivor can access a different 40th of their abilities by consentingly swapping with other survivors.
- The Directer can steal all the boons from the survivors they personally defeat. Keep in mind, though, that this means they'll need to get to the Eudaimonia Machine.

[DLC] Revenge of the Blinder (+300): Did you ever hear the tragedy of the Blinder? I thought not. It's not a story the other reapers would tell you. It's a Foscari legend. The Blinder was a reaper with the unique power to limit the sight of its targets and blind them with masses of darkness… however, by the time they showed up, the survivors had so many different visually-outstanding weapons all active at once that it was a struggle to see regardless, making the Blinder obsolete! The other reapers even kicked the Blinder out of the group, resulting in a Pete Best situation. But not anymore, no! No, the Blinder has returned, with a vengeance. Now, you'll barely be able to see on your adventures out there, and finding anything will be really tough. Easy enough to manage with a good build, once you've established yourself, but getting there? The early stages will be rough.

[DLC] Avatar of Gaea's Wrath (+400): The Avatar of Gaea is a graceful and beautiful coalescence of corporeal life energy, the very heart of the planet given form, formed as a natural response when the natural order itself is threatened. Also, it's a big spectral deer. And, for whatever reason, it *really* hates you, and will show up once every run to try to cave your skull in.

Its timing is entirely random and cannot be predicted. It cannot be negotiated with, and being a friend to squirrels and trees doesn't seem to help, either.

If the Avatar of Gaea appears only at the start, it won't be all that strong (though, you might not be all that strong yet, either). Rather, it gets tougher, bigger, and stronger based on how many enemies you've defeated so far in that run, meaning it's truly and impressively powerful if you happen to fight it near the end of a conventional run. It will gain additional health based on your own health, get more dangerous the higher your own Might is, etc., but this on its own doesn't let it scale up to you 1:1. When or if it is finally defeated, it will temporarily cause an astounding increase in how many enemies are attacking you.

If you're the Directer, the Avatar of Gaea is the same… except now it's helping the survivors from the start of each run, protecting them instead and getting stronger the more they succeed.

Skilled Opposition (+400): The survivors or the Directer, whoever is opposing you, is *very* good at their job. They know all the strats, they probably speedrun this game on the side, they move in and out with expert skill, and might even know some blatantly unfair game exploits or overpowered mechanical combinations you've never heard of. Needless to say, they're highly competent, and they probably won't be a good sport about it.

Speedrun Mode (+100–+400): For every +100 rank you take this drawback at, to a maximum of +400 at the 4th rank, the number of hours you have in this jump decreases by 20. Not only that but, since you're here to get through the game quickly, merely surviving is not sufficient: by taking this drawback, not defeating the Directer by the end is a defeat condition and, unless you have some way to protect against it, a chain failure. Select responsibly.

If you have the Directer origin, it works a bit differently. The time is instead added to the jump's duration, instead of taken away, and your victory/defeat conditions are unchanged.

Faction Drawbacks

Faction drawbacks are still drawbacks and will still follow all the usual rules and will still follow the drawback cap. The difference is that these drawbacks can only be taken by certain factions.

Mad Science, Emphasis on the 'Mad' (+200, requires Academy of Alchemia): Your motivation in this jump will be mad science, mad magic; in short, trying to advance the field(s) however you can, regardless of ethical concerns or how many maddened laughs you have to pull off. Infinite power? Sounds good! This will probably send you along on the plot anyway, with the Directer standing in your way. Just don't expect to be focused on those little things, like the 'plot', or 'your whole purpose being in this jump'.

[DLC] House Structure (+200, requires Adventurers of Foscari Academy): You are in the Azure Tower, Crimson Anvil, or Amber Sickle. This is your house and, effectively, your (RPG) class, too. Fair enough so far. But here's the complication: you can only use or benefit from

weapons, passive items, arcanas, as well as perks, items, and whatever else you might have gotten from out-of-jump, if they are appropriate for your class/house. For example, if you're in the Azure Tower, sure, you can keep your magic… but you can say goodbye to all of those fighting and social perks. (Anything discounted by being in this faction is usable.)

Delphic Entity (+200, requires Atlanteans): Instead of freely controlling your movements, independently of anything else, now your movements are expressed entirely differently. You can select an enemy you can see as your quarry, the target of your offense, and the only direction you can move is *towards them*. You can select new targets on a whim, so long as you can still see them.

Belpaese's Quest (+200, requires Belpaese Clan): A very long time ago, a Belpaese Clan hero slew the Vampire Lord. All well and good: back then, this happened quite often, every 'hundred years' (read: twice a generation, minimum). However, this time, the Vampire Lord cursed the Belpaese with their dying breath, and now you inherit their curse: your wounds will never heal, and will eventually kill you. Runs are too short for this last bit to matter, so the main thing is that you can't get healed in runs. You'll start off runs at full health, so you should make the most of that. The historical curse would eventually be broken by destroying all the bits of the vampire's corpse, but you have no such way out.

Green-Eyed Monster (+200, requires Lizard-Merman Alliance): Your envy will be irresistible. If someone is better than you at something, or at least if you suspect that they might be, your feelings towards them will sour. Any chance of cooperation with them will fall away as, whether actively or passively, you will act towards their downfall… even if they're your allies, your superiors, or even your society's rulers. As a little added extra, in the midst of combat, you'll be more motivated to kill things that can lactate, even when focusing elsewhere is in your best interests.

Lactomaniac (+200, requires Milk Mages): As a true milk aficionado, you know all about the true value of milk and all the great magic it can accomplish. Indeed, why do anything else? If you're doing something not related to milk, you're doing something not worth doing. That's why you're compelled by this drawback to try to involve and loop everything back to milk or lactation. But that's not the worst of it, far from it: whenever you encounter an enemy for the first time that could feasibly be milked, for the sake of science, you will be unable to defeat enemies of that type until you have investigated. If they can be milked, you'll find out, and you'll even need to do some science on the milk's properties to see what it's good for. I'll give you a spoiler: none of *any* of this is 'good' for anything.

[DLC] Curse of the Megalo (+200, requires Moonspell Clan): Many consider the Megalo Mode to be a blessing of the Moonspell Clan, but to the same degree it is their curse… or, it is with this drawback, anyway. The more powerful you are and the more enemies you kill in a run, the most violent and angry you will become. Soon enough, you won't be making any decisions; rather, you'll just throw yourself at all the enemies you can see, with your need to destroy your enemies far overshadowing your self-preservation instinct, even when you're near death.

Maddened (+200, requires Most Holy Order): The Most Holy Order has had many allies over the years, and their most recent were the necrotic forces of the Maddener, a Reaper from a realm beyond this one. The Trinacria gazed into that realm and came back so maddened that their history itself became confused, and to this day no one actually knows who created them. And, now, that maddening influence has reached you, too: sure, you might still be sinful, you might still give into your slightest whims, but now they are *mad* whims. Any sense of direction or reality fades, and you can see (and *feel*) unknown lidless eyes encroach on the borders of your vision.

With Strange Aeons (+200, requires Reapers): Everyone has a boss. If you're an intern, it's one of the Grim Maschera. If you're one of them, it's the Ender or the White Hand. If you're the Directer, it's the actual Directer letting you have your fun. Regardless, you'll have someone bossing you around, telling you who to kill, and limiting your autonomy in that sense. If that was it, it'd be fine… but there's more to it than that. While you have blanket permission to kill standard enemies, you'll need express, direct permission to kill each type of boss for the first time. Hopefully they like you, because otherwise you might need to do some convincing.

Internalized Misogyny (+200, requires Sisterhood of Witches): You know those witches in the faction? Those ones that are *different* from you? They aren't *really* witches, or at least they're not witches in the same way that you are. Your value as a witch is greater than theirs, even if you end up gleaming your value as a witch and as a person from something entirely un-witchly or un-personly, like your power or your relationships (or lack thereof) with men. They aren't *doing it right*, and you should really let them know. This also dips heavily into transphobia, your greatest excuse to feel better about yourself by putting down other women yet.

Needless to say, the only friends you'll be making are awful people, and those friendships will be hollow at best. The main worry about this drawback, however, is that the internalized need to keep even yourself down will subconsciously meddle with your performance, as if your subconscious itself wants you to fail and lose, as those mages and more powerful witches always said you would.

No Calcium (+200, requires Skeletons): Uh oh, your bones are looking pretty brittle! You should be careful out there in runs because damage to your bones will prevent you from fighting at your best. For one, this effectively means that you will have a lowered Max HP each run, but it also means that your movement speed and fighting abilities will be reduced when you aren't at full health.

[DLC] Crewmember's Luck (+200, requires The Crew): Like Scientist Mina before you, a growing aura of bad luck follows you. At the start of each run, sure, you'll barely notice it, indeed, your luck starts out entirely unchanged… but, as you move on, as you progress in levels, you'll become unluckier and unluckier. At higher levels, you'll get poor rewards and barely any crits; randomness will act against you at every turn.

Actual Vampire (+200, requires Vampire): You are subject to all the usual weaknesses of a vampire. You will burn up in sunlight, you will be repelled by garlic and crosses (and will take more damage from both), you can't cross running water, all the rest of it. The burning in sunlight thing is the main problem, especially given that so many of the stages are perpetually in day. Don't worry, though, surviving on those maps isn't *impossible*, just *almost* impossible, because of the constant damage per second. Hopefully you won't need to spend too long on them.

[DLC] Sealed Away (+200, requires Witches of Foscari): You've been sealed away, and it won't be all that easy to get out of it. While sealed, you are effectively powerless, able to observe but not act on the world. Fortunately, there *are* ways to get out or, rather, there are ways for others to free you. If you're the Directer, you'll need to trick a survivor into opening up one of the mysterious black coffins or unsealing Abyss Foscari, thereby freeing you from its confines (somehow, you'll always be sealed in the first place a survivor opens up). If you aren't the Directer, you'll need to convince other survivors to unseal you in the same way. Either way, if you have the Insatiable perk, you'll need to defeat your savior while transformed before you're truly freed.

[DLC] Poor Pathfinding Skills (+200, requires Yokai & Oni): Like the Thunderous Oni, your capacity to hold grudges and seek revenge is great… but your ability to find where to get that revenge is rather lacking. Even with a map, moving around a stage won't be much better than moving randomly. This is rather concerning because of the relics, which you need for some scenarios, and which you can only run into entirely by accident!

Count yourself lucky. It was either this or no depth perception.

Scenarios

You are not strictly required to do any scenarios. After all, remember, this jump has two victory conditions: one is just to survive the whole time, same as in most other jumps, but one that is made difficult because of the damage, ridiculous scaling HP, and speed of the Reapers that will come every minute after a certain point. The main victory condition, however, and the intended path, is to collect all the relics and defeat the Directer in the Eudaimonia Machine… or, if you're the Directer, to prevent that from happening. That whole encounter is expressed as a scenario.

You may do any number of scenarios you meet the prerequisites for. Scenarios are not something to 'take': you might stumble into completing a scenario without meaning to. There is no box to tick before the scenario may change things.

Just because something is marked as a Main Quest does not mean that it is strictly required to fulfill this victory condition. You might be able to find another way, such as through the Forbidden Scrolls of Morbane or perks this section cannot account for. If you're the Directer, note that you probably don't want the Main Quest to progress, and your opposition will be going through them.

Holy Forbidden (Main Quest)

Requirements: Moongolow (which can be unlocked through normal play).

Moongolow is a bonus stage with a 15-minute time limit (as opposed to the usual 30), but all of that is normal so far. Before you've completed this scenario, you'll see that it's a lunar eclipse if you look up (*if* you even can). If you haven't completed this scenario, strange things will start happening, and the monsters you'll find will change a bit starting at minute 12: at minute 14, your perception of reality will distort and illusory Unknowns (giant, maddened, floating, lidless eyeballs) will appear in the corners of your vision and a special boss, the Moon Trinacria, will appear. Upon defeating the boss, you will be sucked into a strange new stage: **Holy Forbidden**.

When you enter **Holy Forbidden**, it is as if you are entering it for a new run (and, once you've made it here for the first time but before you've completed the scenario, you will be access Holy Forbidden from the stage selection menu), meaning you'll be level 1, with 1 weapon, no passive items, et cetera. However, there are greater restrictions than this: your Revivals, Armor, and Growth temporarily become 0 (meaning no XP) and cannot be increased, and you can't use Arcanas.

Unlike all the other stages, which are big and randomly generated, Holy Forbidden is relatively small but detailed. It may initially seem like a normal cathedral but, the longer you spend there, the stranger it seems: the bats will turn into mad angels, the sky will burn red, and they'll just keep coming. If you manage to survive long enough to get to the end of the corridors and narrow paths, you can beat the stage by collecting a Rosary item, defeating all enemies on stage, and collecting the **Yellow Sign**. This relic, which resembles the golden rounded square used to present the relic icons in the game, marks the completion of this scenario. As your reward, you will only half **half-price** for the Yellow Sign relic item, if you wish to keep it after this jump.

If you are the Directer, there is *some* incentive to not prevent the survivor from completing this scenario: the moment they gain the scenario reward, so do you.

Reap the Reaper

Usually, when you reach the 'time limit' on a stage, the Reaper will appear and end the run pretty much immediately. But, perhaps there's a way to defy the Reaper? Perhaps there's even a way… to kill it?

Killing the Reaper will be difficult, but there are many options. First, you could use the Crimson Shroud, which would make this scenario a cakewalk. You could also use the Infinite Corridor, which is a good bet if your cooldown is low enough and your duration high enough, or if you can hit it with multiple beams per rotation, to keep the Reaper perpetually frozen.

There's even a decent way to do it by getting Toastie, whether as a companion or as an embodied Survivor, to level 200. Hell, you could even get it done by just being overpowered as hell! Whether through stuff from previous jumps, or gaining ludicrous amounts of Golden Eggs (with a dozen million of them, you might even be able to get Armor as good as level 200 Toastie's!), it's feasible to reap the Reaper through sheer, unrelenting power. After all, it has finite HP (scaling by level, but still), finite speed, and its damage is *merely* a quickly repeating ***65,535***. Suspiciously specific! 2^{15} - 1, but mostly an absurd sum.

An additional trouble if you can't do the job quickly is that, for every extra minute it takes you, *another* Reaper will appear. Good thing you only need to kill one of them.

Regardless of how you pull it off, killing the Reaper will unlock the **Mask of the Red Death** character. Not only that but, if you managed to kill the Reaper using Infinite Corridor or Crimson Shroud, you will summon the **White Hand**. It is the fundamental personification of Death: there is no stopping or slowing it, and there is no surviving it once it gets to you. Your run *will* end, either in a few seconds by the White Hand or sooner, if you're wise, by manually choosing to end the run.

End the Ender (Main Quest)

Requirements: Cappella Magna (which can be unlocked through normal play).

Upon getting to the 30-minute mark in Cappella Magna while this scenario has not been completed, instead of the usual Reaper appearing, something else entirely will happen. The five Deaths will come together and fuse into a strange, large form made from their bodies, colors, and specialties: *the Ender*, who shall fight you in a strange new area without any walls, cover, or environmental concerns around. The Ender won't rely on the old strategy of speeding up to you and spamming its absurd attacks, no, it will stay at a distance and send more AoEs and ranged attacks your way. It's a tough fight, and it has good stats, but its HP will scale using your level.

When you defeat the Ender, you will be able to purchase the **Great Gospel**, a relic and book of supreme holiness that lets you level weapons beyond their usual limits, at a discount. You'll get some version of it regardless, but it is only by purchasing it that it can stick with you after this jump ends.

One-Weapon the Boss Rash

Requirements: Boss Rash (which can be unlocked through normal play).

Boss Rash, as you presumably know, is a challenge stage and the game's Boss Rush. Over 15 minutes, you can fight all sorts of enemies, mostly bosses, that you've faced already… but that's pretty easy, right? It's not all that difficult, frankly. No, but what if you completed it blindfolded? Or with a hand behind your back? Or, in this case, with only one weapon?

If you can complete all of the Boss Rash without ever at any point using or taking a second weapon, you can unlock the character **Gyorunton**.

The Eudaimonia Machine (Main Quest)

Requirements: The Drop-In or Survivor cannot reach Eudaimonia Machine until they have collected every relic (except for Gracia's Mirror and the Seventh Trumpet). These include the relics from past 'Main Quest' scenarios.

A space between spaces. The culmination of something, or simply another beginning? Tag, you're it.

Finally. If you're a Drop-In or Survivor, it means you're almost there, you've almost guaranteed victory… and, if you're the Directer, it means that the only thing your highly motivated opponent has to do to win is to *slay you*.

Eudaimonia Machine is a strange dimension that sits above all reality, mostly comprised of a triangle-shaped platform with a long path coming out from it, held up by black stone pillars that stretch endlessly into the below without any foundation to sit on. Below, to the side, above, and all around you can see endless screens of blue, constantly moving up and up with stylised, spiraling metal like the decorations over a window frame. Upon entering Eudaimonia Machine and moving up the path, you can see **the Directer**, a void of galaxies and space unending with Atlantean masks orbiting above it. Behind it you see a vast piece of stone art: a central 'sun' and three rotating rings like masks in them, including variations on masks not seen anywhere else, moving around like planets.

For as long as you are in Eudaimonia Machine, all your Relics (and therefore Arcana) and Golden Eggs are suppressed.

If you're the Drop-In or Survivor: the Directer may wish to take this opportunity to talk, or perhaps just monologue. Because this is a jump, though, and because the jumper is an active, intelligent agent (you), you can at least somewhat engage in conversation here. Whether it's as short as it is in the game or something more meaningful, the Directer will eventually decide to give you a relic (either **Gracia's Mirror** or **Seventh Trumpet**, depending on what was thematically appropriate in the conversation, which also gives you **discounts** on those relics as

items if you want them after the jump ends) and, unless you've *really* made an impression, will boot you out of the run non-lethally. Upon entering the stage again and talking to the Directer again, or just by continuing the conversation if you were never booted out in the first place, you can get that second relic that you didn't get the first time and, if the Directer feels it appropriate, they will boot you out again. The Directer will try to give you both of these relics before the fight starts but, whatever happens happens.

If you're the Directer, the survivor is an annoying twerp. You don't need to give them anything, and you certainly don't need to have a chat. You don't even need for them to walk up to you, if you don't worry; you can start attacking as soon as they're here, if you want.

Gracia's Mirror unlocks Inverse Mode, and the Seventh Trumpet unlocks Endless Mode. They work as they do in the game, but are confined to this jump. If you wish to keep them with you in future jumps, you can find them in the Relics section (and they are now discounted).

This bossfight will involve multiple phases and many swarms of enemies (or 'adds') that you can gather XP from. These are here automatically, by instinct, and the Directer cannot choose to hold them off. To progress into the stages, the survivor will need to damage the Directer's heads/masks, as its body is invulnerable. Not only that but, at multiple stages in the fight, even the heads will become immune to all damage until the player has reached a certain level threshold. If you're the Directer, you gain XP naturally over time.

When the survivor is at least level 14, they can start destroying the heads. However, unlike after this jump, in this one scenario, this headlessness will not kill the Directer: instead, they'll get seven new heads (5 skulls and 2 eyes) and the fight continues! The Directer, if not you, will expand the attacks it'll use, and will even start throwing Golden Eggs at you.

It is at this point that the Directer, if not you, might choose to use its Power Over Death(s) perk to summon the White Hand to kill the survivor… and it will, there's no way to stop it. However, whether used by you or the usual Directer, the White Hand will leave once it has exhausted every Revival the survivor has (but not necessarily every 1-Up you have), leaving them alive but with no Revival back-ups. The default Directer won't do this if the survivor doesn't have any Revivals at the time, but those of the Directer origin don't need to be so merciful.

Once the survivor is at least level 19, they can start damaging these new heads as well, which are otherwise invincible. After that, the Directer gains one final set of heads: they are made of coins and experience gems, and each time the survivor damages the Directer like this, it drops coins and XP. But, again, even these ones are invincible until level 22 (though they can still give gold and XP when invincible)… if this third set of heads is defeated, the Directer is slain, **the scenario is completed**, and the Drop-In or Survivor can move on to enjoy the rest of your time here without fear of chain failure! Of course, if you're the Directer, you probably aren't all that happy about this, being dead and all. If your origin is the Directer and this scenario is completed, there is no way for you to succeed. Depending on your origin, success is now either **guaranteed** or **impossible**.

For completing this scenario, your reward is that the costs of the Infinite Corridor, Crimson Shroud, and Greatest Jubilee are all halved. (The Directer origin can also benefit from this scenario reward at the end of this jump, if you make it that far.)

Avatar Infernas

Requirements: Inlaid Library and the Gracia's Mirror relic (both of which can be unlocked through normal play).

There is a secret, hidden by a piano further East in the inverted Inlaid Library than even the Atlanteans. By reaching it, you can find a strange realm that resembles the normal inverted Inlaid Library but extrapolated vertically, to strangely turn a purely horizontal stage into an arena that expands in all directions. While strange new enemies attack you from all sides, you are tasked with finding and unlocking nine coffins. You'd expect a vampire right about now but, no: in one of them you can find the boss, **Avatar Infernas**! If you defeat them, you can unlock them as a character and can purchase their weapon at half price. (If the survivor unlocks them, so does the Directer origin.)

There's something strange about Avatar Inferns. Perhaps its… yes, that's it! Infernas' silhouette is oddly familiar and suspiciously similar to that of the Directer. Is that a coincidence? Perhaps that is the conclusion you will naturally reach. Or maybe, you will ponder… is Avatar Infernas just the Directer's poorly written, edgy self-insert OC? Or perhaps its original, mortal form?

Queen Sigma

No boss fight required here. No, you can unlock **Queen Sigma**, owner of everything, by *completing every entry in the Collection* (except for those entries in the Collection that you can only get by unlocking Queen Sigma, of course). What does this mean? It means that you need to find or buy every weapon (including their evolved and union forms), every passive item, every pickup, every relic, and every Arcana. And then, *only then*, might Queen Sigma grace you with her presence.

If you are the Directer, you will instead complete this scenario upon being able to control every monster found in the Bestiary that can be controlled. That will mean allowing the survivor to go to the stages where those enemies can be found, however, so be cautious.

Queen Sigma is the most powerful character, though in one respect— and *only* one respect— she is lesser than her peers: she is incapable of being empowered through Golden Eggs. Ostensibly, this is because she is already perfect but, in truth, it is actually because she is already perfect.

As a scenario reward, have unlocked **Queen Sigma**. Additionally, her weapon **Victory Sword**, its gift **Sole Solution**, and the **Queen Sigma** companion have had their price halved.

If Avatar Infernas is the Directer's OP OC, what is Queen Sigma? Why, it should be obvious! Yes, she's the Mary Sue waifu of their dreams, the subject of the ultimate fantasy in more ways than one.

But enough talk… Have at you!

Requirements: If your origin is Drop-In or Survivor, you must complete every previous scenario provided in this jump. If your origin is Directer, there must only be 4 hours or fewer remaining in the jump.

After facing down all of this jump's challenges, unlocking every character, and defeating every boss, what else might this world have to offer you? There is but one challenge remaining, and it's back in the **Eudaimonia Machine**!

If you are the Drop-In or Survivor, you are here for a rematch against the Directer. It will work much the same as before, but the fight will go on for longer, with more stages, and more enemies: indeed, you'll see at least one of every enemy in the game, including normal enemy versions of what are usually bosses. The Directer's third set of heads, instead of being coins and gems, are weapons, passive items, and even some relics, imparting some relevant buff to the Directer while the head remains. Eventually, the heads will reach a point where you need to reach level 100 to bypass their invulnerability. It will take a long time, and it'll be a considerable challenge… but, even after all of that, victory is attainable.

If you are the Directer and have made it this far, congratulations, you're almost done. However, in the jump's remaining 4 hours, **if** and **only if** you decide to take this scenario on, you will face the greatest challenge yet. The survivor will arrive at Eudaimonia Machine to face you, even if they'd never previously made it that far. But that's not all, for they aren't alone: *every character* they've unlocked is also there, all ready to face you together. Not only that, but previous restrictions on Arcana and Golden Eggs are lifted: the united survivors will use any Arcanas they have access to (though multiple survivors can't use the same card), and they will benefit from any Golden Eggs they'd collected. The good news is, except for any Revivals they have, they won't be coming back after you've defeated an individual survivor: if you defeat them and win, that's it, they don't get any more chances! Not only have you won this scenario, but the survivors won't ever bother you again, even if there are only a few hours left to enjoy this new peace.

Regardless of your path to victory, the **scenario reward** is the same. By surviving everything this jump had to throw at you, you get to keep and retain some amount of it going forward: by winning this scenario, you get to **retain Vampire Survivor's progression system**. When you defeat enemies after this jump, you can earn Vampire Survivors-type XP in the way you'd expect and use that to level up. Though, your progress will happen a lot more slowly, simply because this jump makes things progress *very*, very quickly: the progress of a hundred hours

here might be the progress you make elsewhere over ten years. That's a factor of about 1:877, if you're interested.

Whenever you finish a jump (including when you end this one), you can choose to either keep all your levels (useful for uncapped '+stat per level' effects) or start back at level 1 (useful for gaining levels quickly). Unfortunately, every weapon or passive item you collected that didn't cost cp will fade at the end of its jump.

When you level up, you might be provided with a few options:

- If you have the Custom Weapon or Custom Passive Item perks, you might be presented with weapons or passive items common to the setting. However, unless it cost cp, whey will only last for that jump.
- If you have weapons from the Custom Weapon perk, you can choose to upgrade them up a level (provided that they aren't already at their maximum level). However, unless it cost cp, whey will only last for that jump.
- If you have passive items from the Custom Passive Item perk, you can choose to upgrade them up a level (provided that they aren't already at their maximum level). However, unless it cost cp, whey will only last for that jump.
- If you have the Custom Evolution or Custom Union perks, and if the conditions they've set out are met, you can choose to evolve or merge weapons as appropriate. However, unless it cost cp, they will only last for that jump.
- If you brought the Great Gospel relic, you can Limit Break (see Great Gospel).
- **Once per future jump:** If you paid cp for a weapon or passive item from this jump, but it isn't fully upgraded, you may upgrade the weapon one level for free (even though, if you were to try to upgrade it in this jump, it would cost cp). If its conditions are met, you may also use this 'once per future jump' opportunity to upgrade a weapon into its evolved or union form.
- And, if all else fails, you can gain a small amount of HP or currency.

You would **gain the same scenario reward** by taking the **Gauntlet Mode Toggle** and surviving it without ever dying before a stage's Time Limit (usually 30 minutes). However, if you have gone above and beyond and you have satisfied the scenario reward conditions **both** ways, there is a special extra scenario reward:

- When evolving or merging weapons, or developing a gift from one, if you have a passive item not already required as its catalyst, you can elect to use a passive item that normally doesn't have anything to do with the evolution/union/gift as a catalyst. This means that you can use a catalyst in unions, or two catalysts in evolutions and gifts. The result will be grander or better in some way (see Notes for ideas).

Adventure Mode

Requirements: You have completed the ‘But enough talk… Have at you!’ scenario.

You can choose to enter Adventure Mode after guaranteeing your victory in the jump. If you do, you will enter something resembling **Gauntlet Mode** for the rest of the jump, even if you didn’t take the jump in Gauntlet Mode: all of your companions, powers, perks, items, Warehouse, etc., from outside of the jump will become inaccessible, and you’ll be brought back down to your Body Mod.

Your Adventure Mode will put you on a curated, personalized path, loosely laid out in a simple story. The stages you play on might represent past locations important to you or might have more metaphorical significance; the weapons and passive items you find will be limited, representing only a fraction of the total pool, but they will all have some significance to you. (Specific to these runs, you might even find weapon/passive items of equipment or abilities taken from you by this being Gauntlet-like.) The enemies, too, will be more curated than the normal jump, but will bear some relevance to you and your experiences in this jump or otherwise. Your adventure could be anywhere between a deeply personal rendition of past events in your level and a story about a cool thing you did one day. There is some good news, and that’s that each of your companions can be found somewhere on your travels and can be recruited once found.

Upon completing your own Adventure Mode, you are freely able to traverse other characters’ Adventure Modes or even return to the main jump. That includes all the canon adventures, plus also for all your companions. Any power, influence, or wealth gained in an adventure is specific to and stays there. Furthermore, you can repeat completed adventures by turning back time to the story’s start, though this time with an extra ‘Ascension’ for each completion that makes the story a bit easier and go by a bit quicker.

There is no scenario reward beyond the joy of the story itself.

Choices

At the end of your stay, you will have three options. You must choose one of the following:

- **Go Home.** Your chain ends and the drawbacks go away. You return to your home setting with all of your perks and items and all that, and your companions can follow you there if they wish.
- **Stay Here.** The chain still ends, all the same as above, but you stay here in this world instead. Perhaps you want millions of Golden Eggs?
- **Move On.** The chain continues. You lose all the drawbacks you picked up here and move on to greener pastures.



Notes

Catalysts

Found below are descriptions for what qualities might be seen in evolution weapons that use certain passive items as catalysts (i.e., that passive item is required for its evolution). This might be relevant for the ‘Custom Evolution’ or ‘They're Releasing Updates as I Write This’ perks. They are as follows:

- **Spinach:** If Spinach is the catalyst for a new evolution, the weapon might be rather simply focused on raw damage. If the evolution is transformational, it might be in that it pierces through more enemies or perhaps in that it very slowly and linearly increases its own damage as it kills enemies.
- **Armor:** If Armor is the catalyst for a new evolution, the weapon might focus on dealing retaliatory damage or providing temporary ways to increase your defensiveness. It might even have its damage scale with your defensiveness.
- **Hollow Heart:** If Hollow Heart is the catalyst for a new evolution, the weapon might provide some way to heal you or, with more restrictions, perhaps even to increase your Max Health. It might even have its damage slowly scale with your current health, or maximum health.
- **Pummarola:** If Pummarola is the catalyst for a new evolution, the weapon will likely involve healing and health. It might even have its damage slowly increase with health gained, or increase passive regeneration under some condition (low health, just defeated a strong enemy, a minute just passed, etc.). Festive Winds doesn’t do anything like this, and instead debuffs enemies despite that not having anything to do with the Pummarola, ~~because the devs didn’t think it through.~~
- **Empty Tome:** If Empty Tome is the catalyst for a new evolution, the weapon might act as if it has no cooldown at all (though you might still need to worry about ‘Projectile Interval’).
- **Candelabrador:** If Candelabrador is the catalyst for a new evolution, the weapon is likely very large. It might take up your whole vision/the whole region with its effect (as the logical conclusion of radius), or make projectiles that were previously destroyed on contact with the enemy blast through them as AoE effects, to make use of their newfound size.
- **Bracer:** If Bracer is the catalyst for a new evolution, the weapon might be very fast, and might even embody the logical conclusion of high speed by having ‘infinite speed’ that turns moving projectiles into beams. Perhaps the projectiles will start at their usual speed but accelerate (and maybe home in) as they reach the end of their duration.
- **Spellbinder:** If Spellbinder is the catalyst for a new evolution, the weapon will likely have a very high duration. To bring the idea to its logical conclusion, it might even result in a weapon effect that does not end (by having an effectively infinite duration). It might also be able to prevent or ignore effects that would otherwise cut its duration short.

- **Duplicator:** If Duplicator is the catalyst for a new evolution, the weapon will likely result in many ‘projectiles’ of some kind, perhaps by sending out far more than normal, potentially going in new directions. The ‘amount’ of them might be so great that it might be better conceptualized as a flood of many many small things you can no longer individually keep track of. Or perhaps the effect of the weapon will simply happen again, moments after the first time.
- **Wings:** If Wings is the catalyst for a new evolution, the weapon will likely be set up in a way that encourages movement. Perhaps its power, duration, amount, or cooldown will be affected by your current speed. Alternatively, it might make you faster only relatively, by making other things slower, but that’s rarer.
- **Attractorb:** If Attractorb is the catalyst for a new evolution, the weapon will likely involve projectiles moving towards you or arching back towards you, perhaps after a delay. Alternatively, it might use your ‘Magnet radius’ to create a harmful or debuffing area for enemies, or perhaps slow their approach toward you. More abstractly, it might ‘attract’ something else entirely, like attracting or distracting enemies elsewhere or attract them into damaging zones.
- **Clover:** If Clover is the catalyst for a new evolution, the weapon will likely involve chances to have additional effects, such as having a chance to explode or a chance for massive knockback, or a chance to critically hit for double damage (or more!). It might be more based on Luck as a mechanic, such as if damage scales off Luck, or themed after it, if the weapon will spin the slots of a gambling machine and have different effects based on the result.
- **Crown:** If Crown is the catalyst for a new evolution, the weapon will likely involve some extra way to gain more XP or earn more of it through some strange new method, or that uses your XP or level somehow. Perhaps, like the opposite of Vicious Hunger, it will turn coins and currency pickups into gems. Perhaps it has an effect that damages enemies around you when you gain XP, or perhaps it gives you a very small amount of XP not from kills but by dealing damage with it (or perhaps just from its crits, which it can now do). Perhaps its damage lightly scales with your current level. The simplest option is to just have it make XP gems give more XP.
- **Stone Mask:** If Stone Mask is the catalyst for a new evolution, the weapon will likely give some new way to make new gold, or might otherwise use your current gold or gold gain. Perhaps every time you pick up currency, an umbral, fake version of that currency will fly out from you to damage enemies with damage based on the currency’s value. Perhaps you gain new gold from hitting with the weapon, or perhaps just with crits (which it can now do). Perhaps, in future jumps, damage it deals to others will take wealth that they have and transfer it to you. Except sometimes, like with the Muramasa, which appears to be entirely motivated by the want to make a reference.

- **Tiragisú:** If Tiragisú is the catalyst for a new evolution, the weapon might go in a few different directions. If it has a new way to provide Revivals, they will be hard to come by: perhaps they only come from especially (relatively) dangerous bosses being slain, or perhaps it requires you to spend an extended length of time in combat at low health, or perhaps they're easier to come by but are temporary and fleeting. For a more straight-forward effect, however, consider having some of the weapon's stats scale with Revival (with a cap). More creatively, perhaps the weapon can let you revive fallen allies or reanimate fallen foes to your side (just not bosses!).
- **Skull O'Maniac:** If Skull O'Maniac is the catalyst for a new evolution, the weapon will have a greater freedom of possibility in terms of what it might end up doing. It is likely to be powerful, to make up for how Skull O'Maniac tends to be bad to have. It is likely to have some effect, some debuff, on the enemies it affects or damages: perhaps they will be confused and start attacking their enemies, or perhaps their damage will be lowered drastically for a while. Alternatively, perhaps Curse is turned around into something beneficial, like having its damage scale with Curse. You can expect some of the edgier evolutions to come from here. It might even introduce an insta-kill effect, or a slight chance of one.
- **Torrona's Box:** Torrona's Box is the most special passive item, having the most levels, having the most effects (both in terms of stats affected and different things done at different levels), and being unlocked substantially further into the game/jump than all the others. If Torrona's Box is the catalyst for a new evolution, it will be to evolve a similarly special weapon: something unique and better than the rest, exalted or set aside in some sense. The evolution is not likely to be taken in a whole new direction: rather, it will take what the weapon already had and bring out its true power and potential. So far, everything in the game that requires the Torrona's Box will very slowly increase in damage for every enemy it kills (+1 base damage every 5,000 enemies it kills or, on average, +0.0002 per enemy).
    - Instead of a conventional evolution, 'evolving' a weapon with Torrona's Box might instead leave the weapon unchanged but instead give you a 'gift' that takes up another slot and does something else entirely or has a totally distinct attack style. The cool things you'd expect of an evolution will go here (including the aforementioned slow growth ability), but in the end the weapon and its gift will only be about as good together as its evolved weapon would have been.

VAMPIRE SURVIVORS Changelog

From v1.0 to v1.1: The De-game-ifying Update

- Wording fixes, grammatical clarifications, the usual. Solid chunks have been wholly rewritten.
- Added a toggle for Gauntlet Mode.
- The Capstone Booster will now only boost one capstone.
- I have split multiple descriptions into being fully fluff/natural and fully mechanics/numerical. The mechanical descriptions are *[marked in square brackets, in a smaller font, and italicized]*.
- The PowerUp Selection perk has been changed to explicitly help with things other than just this game's stats.
- The Constant Updates perk's capstone has been changed from being 'updates but more and bigger' to 'sometimes the updates are DLCs'. The perk is also renamed to 'They're Releasing Updates as I Write This'.
- Non-combat or out-of-jump options and applications for various weapons have been included, so that there's more to them than what they can do in a fight.
- Weapon upgrade descriptions have been shortened and made more aesthetically pleasing.
- Added BLADE's Scribblenauts Notebook-like ability suggestion to the Morbius reference.
- Added the 'Stage' item.
- Added the Directer importing 'Stage Killers' as a companion option.
- Added a Notes section. Currently, it has advice and ideas regarding what different passive item catalysts might do to evolving weapons.
- Added a Changelog.

From v1.1 to v.1.2: The Lore Update

- Removed all references to the forbidden word, ‘fiat’.
- In an attempt to de-game-ify, removed all references to ‘NPC’s.
- Eradicated any meaningful sum of cp lower than 50.
- Added world info/lore.
- Added information on the Directer as a potential benefactor.
- Added the ability to start on stages other than the Mad Forest.
- Added descriptions for the Stages.
- Reworded origin descriptions.
- Added Factions as a second ‘background’ equivalent. This includes many new perks.
- Added ‘Flame of Moonspell’ perk.
- Radical redesign of the Survivor origin.
- Added an extra bit to the Drop-In capstone, so it isn’t just a flat upgrade.
- Added anti-power creep caveat to the Survivor capstone.
- The Weapon section has changed considerably, moving from having mostly mechanical, technical, and %-based descriptions to natural language descriptions. Apparently not everyone needs to know the exact lengths of all the cooldowns in seconds, smh my head. For the nerds out there, the usefulness of checking the wiki has been re-emphasised.
    - I have also changed the language of the weapons so that they are less ‘automatic and coming from you’ and more’ manual and coming from the weapon’.
- Legacy of the Moonspell DLC weapons added.
- Added Faction Items.
- Added ‘Coffin Companions’ as a companion option.
- Added the drawbacks ‘Ghosts aren’t Real’, ‘Video Game’, ‘Demonic Variant’, ‘Safe For Work’, ‘Pure of Soul’, and ‘*VAMPIRE* Survivors’.
- Added Faction Drawbacks.
- Replaced the Gauntlet + Scenario reward to something actually found in the game.
- The fluff of the Victory Sword has been altered to suit its official art.
- On top of the usual upgrade system, fully upgraded weapons are now offered for 200 cp.
- Evolutions and Unions are described more naturally.
- The Stage item comes with a specific boon depending on the stage.
- Passive items now have suggestions regarding what traits they might impart into evolutions they are catalysts for.
- Purchases have been taken out of scenarios.
- DLC ‘Legacy of the Moonspell’ content added:
    - ‘Mt. Moonspell’ stage added.
    - Added the following weapons: Silver Wind, Festive Winds, Four Seasons, Godai Shuffle, Summon Night, Echo Night, Mirage Robe, Mille Bolle Blu, 108 Bocce

From v1.2 to v.1.3: The Chaos One

- The Eggman is now mentioned in the first description of the Merchant.
- New ‘Bat Country’ stage.
- New ‘Bat Country’ item.
- Reworded various weapon upgrade tables to take up less space.
- Reordered relics.
- New ‘Apoplexy’ relic.
- New ‘Chaos Malachite’ relic.
- Simplified how to use the Limit Break mechanic for the ‘Great Gospel’ relic.
- Added clarification to the ‘Parody Filter’ drawback.

From v1.3 to v.1.4: The Whimsy One

- Added more background images. Some are less opaque for better reading experience.
- Many weapons have improved descriptions.
- The tables used to display what weapon upgrades do are now 3-column and with a smaller font, making them take up far less space. Many are reworded to take up less space.
- Upon a lore realization that the Glass-Vizard-like mask that sees you make purchases is the same as on the Directer’s purification screen, the lore description of the Merchant has been updated.
- Added ‘Blessing of Sammy’ perk.
- Added ‘Lantern of the Foscari’ item.
- Added caveats to Apoplexy (the last line).
- Peachone & Ebony Wings, plus Phiera Der Tuphello & Eight The Sparrow, have been given a way to get both together for cheap.
- Belpaese Clan discount buffed to include unions.
- The Glass Vizard item has been edited to be less mechanical and more naturalistic.
- Added ‘Revenge of the Blinder’ and ‘Avatar of Gaea’s Wrath’ drawbacks.
- Since the DLC refers to Leda as a scholar, so I will too.
- DLC ‘Tides of the Foscari’ Content:
    - Added ‘Lake Foscari’ and ‘Abyss Foscari’ stages.
        - Added associated stage items.
    - Added weapons: SpellString, SpellStream, SpellStrike, SpellStrom, Eskizzibur, Legionnaire, Flash Arrow, Millionaire, Luminaire, Shadow Servant, and Ophion.
        - Updated Catalyst Notes to suit the evolutions’ catalysts.
    - Added passive item: Academy Badge.
    - Added backgrounds: Adventurers of Foscari Academy & Witches of Foscari.
        - Added associated perks, items, and drawbacks.

From v1.4 to v.1.8: Hang on, you skipped a few!

- To be less confusing, this document's version number will now match the version of Vampire Survivors that it matches the content of. If this is v1.8, as it currently is, it won't have any v1.9 content.
- Updated description of the Directer based on the new ***LORE*** from the Bestiary (the Cosmic Egg entry).
- Prevented you from Evolving Unions, Gifts, and Evolutions, thereby allowing you to fuse half the weapons and catalysts together slowly.
- Chaos Malachite has been generalized to Chaos Crystal, to include Chaos Rosalia. In light of their nature, they are now only able to be used by the purchaser.
- Added 'Prize of Excess' perk.
- Added 'Trisection' and 'Antidote' relic.
- Added 'Gold Finger' item.
- Added 'Friendship Amulet' item.
- Added 'Astral Stair' and 'Whiteout' stages.
    - Added associated stage items.
- Added 'Syncopated Rhythms of the Cosmos' drawback.
- Updated the 'Power Splitter' drawback to account for the characters introduced since then, and make it so that I won't have to update it again with future updates.
- Added 'Glass Fandango' weapon.
- Added 'Celestial Voulge' evolution.
- The Wing Catalyst description in the Notes has been added to, in light of how Wings as a catalyst make Celestial Voulge different from Glass Fandango.
- La Robba's description has been lengthened a tad to suit how it's represented in the Emergency Meeting teaser trailer. Speaking of…
- DLC 'Emergency Meeting' content added!
    - Added to the DLC list on the toggle option.
    - Added 'The Crew' as a faction, with faction perks, items, and a drawback.
    - Added 'Polus Replica' as a stage and stage item.
    - Added weapons: Report!, Lucky Swipe, Lifesign Scan, Just Vent, Clear Debris, Sharp Tongue, Science Rocks, Hats.
    - Added passive item: Mini Amogus.
    - Added evolutions: Emergency Meeting, Crossed Wires, Paranormal Scan, Unjust Ejection, Clear Asteroids, Impostongue, Rocket Science.

From v1.8 to v.1.9: The Feely One **(AKA Vampire Survivors… in Space!)**

- Added a Table of Contents. Why not?
- Added some more fluff to the Blessing of Sammy perk.
- Based on the new relic and its stage option, I've added the drawback Brave Story.
- Added stage information for Space 54, which is also added as a stage item.
- The discount condition for the Whiteout stage item has been changed.
- With the advent of Bat Robbert, Batman has been added as an example to the toggle Parody Filter.
- I have added the weapons Phas3r and Pako Battiliar as well as their evolutions, Photonstorm and Mazo Familiar respectively.
- Added to the Hollow Heart's catalyst information in the Notes thanks to the Pako Battiliar.
- Added the scenario 'Adventure Mode'.

From v1.9 to v.1.10: The Curious One **(AKA the Laborratory)**

- Oh, right, the Contra DLC. Unfortunately, I have no knowledge regarding Contra, and I have little motivation for adapting it. Besides, if you wanted Contra stuff, you'd just go to a Contra jump, wouldn't you? Maybe eventually some Contra content will reach here.
- New Ladonna lore! The Ladonna family description has been changed, and Christa Ladonna is now grouped with her family as one of the companion bundles.
- Added 'Laborratory' as stage information and a stage item.
- Added the weapon 'Santa Javelin' and its evolution 'Seraphic Cry'.
- Added the Arma Dio, integrated as a passive item equivalent to the Candybox.
- The evolution 'Godai Shuffle' no longer requires spinach. No, I don't know why they did that either.
- Similarly, the evolution 'Millionaire' no longer requires a Clover.
- Because of the new coffin character, Gyoruntin, I have updated the likely traits of the coffin companion. Darn you, Mecha-King Ghidorah!



