Abyss Diver Gauntlet



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Version 1.2

Welcome to Outset Town! It's built just outside the outer edge of the Abyss—an enormous hole in the earth that reaches down further than anyone can measure… in no small part because the environment becomes so hostile. There are beasts, traps, and horrible environments, but most importantly? There's *treasure*. Known as "Relics", these are mysterious items with strange and even magical abilities that can't be explained by even the most advanced of modern sciences. The risk of obtaining them is terrible, but the potential rewards are such that many consider it worth the effort to become a "diver" who ventures into the Abyss.

While it's dangerous to travel downwards—and gets more dangerous the deeper you go—the real problem is getting back up to the surface. There is a "Miasma" that pervades the Abyss, one that is especially concentrated around the most powerful Relics. You cannot leave the surface while corrupted; you must cleanse the corruption by taking on Curses unique to each layer. These Curses can alter your body or your thought patterns, and grow more severe the deeper you go. However, the Curse's severity also impacts how much corruption it alleviates.

The more you explore, the deeper you go, and the more Relics you claim, the more the person you used to be slips away as you are twisted or corrupted in body and mind.

Most people don't make it past the first couple of layers. Almost no one has come back from venturing past the fifth layer, and of those who have, the information they provide is confusing, sometimes unintelligible, and usually contradictory. No one is known to have ever reached the bottom… at least, not to have done so and returned to tell the tale, at least. The nature of the depths of the Abyss are an enigma.

Perhaps one that you will solve? You will remain in this world for as long as you like; this will be a gauntlet, and follows different rules than an ordinary jump. You start off with **0 CP**, and if you wish to make any purchases in this jump, you will be required to take drawbacks to get points to spend. However, dying will not fail your chain; you will fail the gauntlet, but the only consequences of this is that you lose out on all your purchases in the gauntlet as you move on to the next world in your Jumpchain adventure.

You will receive special rewards based on how far into the Abyss you managed to travel, with additional rewards if you managed to return to Outset Town from that depth.

It is up to your discretion if you are a drop in who appears out of nowhere, or if you have a past in this world—although should you choose to be a native, then you will still have never been into the Abyss before.

Note:
This gauntlet is meant to be played together with the Abyss Diver CYOA.

Drawbacks

Take drawbacks here to ensure that you have enough CP to buy perks, items, and/or companions.

Corruption of the Abyss (0 CP):
[**Corruption of the Abyss** *or* **Purity Gene** is mandatory. They are mutually exclusive]
As you collect Relics, ascend to higher layers, or perform certain other activities, you will accrue a negative Corruption value, representing that you have been

infected by Miasma. It is impossible for you to leave the Abyss while you have a negative Corruption value. There are only a few ways to excise Corruption; most notably, through the taking of Curses as you ascend up the Abyss. Having a positive Corruption value or zero represents that you are pure and free of Corruption.

The effects of Corruption, and the influence of Curses, will be fiat-backed for the duration of this Gauntlet, and will bypass whatever bodymod-based protections against corruption and curses that you may possess.

Additionally, the Spectre of the End will bypass any protections your bodymod may have against instant death effects.

Purity Gene (0 CP):
[**Purity Gene** *or* **Corruption of the Abyss** is mandatory. They are mutually exclusive]
The PUR69E gene, known as the "Purity Gene", is a unique mutation only rarely found in infants born in or near the Abyss. By taking this drawback, you become completely immune to the normal effects of Miasma, and cannot be corrupted by it; you can even use Miasma as a source of nutrition and to maintain your bodily functions, so you don't need food or water while in the Abyss. However… you also have some issues. Ascending is perfectly safe for you and you cannot take Curses; however, *descending* through the Abyss, even in the earliest layers, will cause you to lose your memory and your sense of self, inevitably reducing you to a beast in mind, if not body. However, if you descend while in proximity to a human *without* the Purity Gene—including someone who is so mutated by Curses that they scarcely seem human at all—you will be perfectly safe.

Furthermore, an impassable repelling force prevents you from picking up unclaimed Relics in the Abyss; the only Relics you can touch are those that have already been claimed by a diver, or that have been removed from the Abyss. Combined with the previous factors, and it becomes impossible to independently dive and obtain relics. However, you do make for an exceptional companion to divers, as you can help carry things, hunt, fight, and use your experience to help the actual diver obtain more Relics (typically in payment in dubloons or Relics). You will have slightly different victory conditions than a normal diver.

Average Physique (+100 CP):
It is common for jumpers to possess a body mod that gives them physical abilities beyond what would be expected of a normal human being. By taking this drawback, that aspect of your body mod is negated, and your physical prowess is relegated to being average for a human. You can expect to reasonably be able to travel while carrying no more than 20 kilograms.

> **Weaker Physique (+100 CP)**:
> [Requires **Average Physique**]
> Your physical abilities are less impressive than the average human specimen. You can't travel for extended periods of time if you're carrying more than 15 kilograms. The advanced healthcare of Outset Town seems to be unable to improve your physical prowess. Fortunately, you aren't any slower, and your stamina is as good as it would normally be.
>
> > **Lesser Physique (+100 CP)**:
> > [Requires **Weaker Physique**]
> > You're even weaker than before, and can only travel if you have 12 kilograms or less of gear on your person.
> >
> > > **Least Physique (+300 CP)**:
> > > [Requires **Lesser Physique**]
> > > You're a little pathetic when it comes to your physical health. Traveling while carrying more than a measly 5 kilograms is effectively impossible for you. Somehow, your stamina and speed are unaffected by this. Maybe you just have wimpy arms?

Jumper Needs Food Badly (+100 CP):
You have a demanding metabolism. If you don't eat drink water daily and consume food at least every other day, you'll start suffering from the effects of starvation or dehydration to a severe enough extent that it will heavily impede your ability to travel, fight, and obtain resources.

Time Limit (+100 CP):
You can't just spend all the time you like here; you're on a time limit. You can only remain in the Abyss for a total of 3 years, and must accomplish your goals within

that time. If you are still in the Abyss when this time is up, the gauntlet immediately ends.

> **Less Time (+100 CP)**:
> [Requires **Time Limit**]
> You will only be able to stay in the Abyss for a total of 900 days. At least this way, the Spectre of the End isn't a threat to you.
>
> > **Even Less Time (+100 CP)**:
> > [Requires **Less Time**]
> > You will only be able to stay for a total of 700 days.
> >
> > > **Barely Any Time (+100 CP)**:
> > > [Requires **Even Less Time**]
> > > You can only stay for up to 400 days.
> > >
> > > > **Not Enough Time (+200 CP)**:
> > > > [Requires **Barely Any Time**]
> > > > Your time in the Abyss will end after 200 days. You will most likely not be able to reach the bottom of the Abyss and return to the top within this period of time.

Rapid Miasmic Adaptation (+100 CP):
Normally, a diver can spend a maximum of two days in Outset Town after they've visited the Abyss before they have to dive again; the Miasma adapts and rejects their body if they stay out of the Abyss for longer than that, and then they can never enter the Abyss again.

For you, however, you don't have quite as long. You can only stay on the surface for a total of 24 hours before you are locked out of returning to the Abyss.

Of course, this only applies after you've entered the Abyss at least once. If you'd like to spend longer in Outset Town preparing for your first dive, then there are no penalties for doing so.

Expensive Workshop (+100 CP):

Relic abilities are generally rather straightforward and simple; it is only when combined with another Relic that they can truly shine, or be used in interesting ways. Unfortunately, it seems that it is now more expensive to fuse Relics. Regardless of if you're combining them yourself or employing the Workshop, it will always cost 2 dubloons to combine Relics into something new—even if you've paid for continuous Workshop access.

Standardized Travel Times (+100 CP):
As a jumper, even when reduced to your body mod you may still have means at your disposal to travel at a faster rate than is shown in the CYOA; smart use of Relics could certainly be used to shave off time, even if you don't have a body mod to speak of. Reaching the bottom of the Abyss actually requires creative Relic use, as there is no explicit safe way to reach the bottom provided in the CYOA; clever Relic application is critical to success.

However, with this drawback, the travel time to reach Relics and to move between layers will always be exactly what is listed in the CYOA, no less… although your actions could make it take longer. Reductions from means that specifically state that they reduce travel time, such as a companion's special abilities from the CYOA itself, will still be valid, however. Reaching of the bottom of the Abyss isn't *technically* impossible, but it will be ludicrously difficult.

Worse Companion (+100 CP):
[Requires you to have purchased a Companion from the CYOA]
One of the companions you chose is less effective than they really should be. This drawback differs depending on the companion in question. Fortunately, they are self-aware of this limitation, and the dubloon cost to hire that companion is reduced by 1/5th of the normal price. You may take this additional times should you have more than one companion.

> **Maru**:
> Maru is… well, pretty useless already (with the sole exception of one single, specific layer). But now they also aren't any good at cooking, and can only manage to carry 4 kilograms at a time.
>
> **Lily**:

Apparently the shops around here have gotten too used to Lily's attempts at haggling, because now she only earns you 5 extra dubloons per Relic instead of the normal value.

Khemia:
Khemia seems to have hit his head a bit too much, because he doesn't remember his usual shortcuts and has a harder time finding new ones. Instead of 2 days, only subtract 1 day from travel times.

Cherry:
Cherry's luck is still effective in finding new Relics… but now you pay the full corruption cost for the Relic and have to travel one full day to find the Relic in question. Curse rolling is unaffected. Furthermore, you can only roll 1 time per layer.

Cloud:
Cloud seems to have lost a bit of clout in the community; debts now need to be paid back at 1.5x the total value you borrowed. Furthermore, he seems to have slacked off on practicing his aim; gun tasks only take 1 less bullet instead of 2.

Saeko:
Saeko's theories on how to mitigate Miasma seem to be flawed; reduce only 3 points from corruption values, and no corruption cost can be reduced below 1.

Hungry Hungry Jumper (+100 CP):
Your dietary needs are immense, and you require 1.5 times as much food as a normal human being would in order to function properly. Fortunately, your body handles this food well and processes it better than a normal person, so you aren't at risk of feeling bloated or gaining weight, but some foods can be quite risky in the Abyss. You water intake is unaffected by this.

Gluttonous (+100 CP):
[Requires **Hungry Hungry Jumper**]
If you thought you had to eat too much already, then this must be torturous. You now require 2 times as much food as an ordinary human

being, and you must consume water at 1.5 times the normal rate in order to stay hydrated.

The Food Doesn't Agree with Me (+200 CP):
It seems that what you consume in the Abyss has an unfortunate response to your extradimensional nature as a Jumper. The supernatural effects that accompany the food and water that you obtain from within the Abyss will have twice the influence on you that they normally would.

Prude (+200 CP):
The Abyss is quite the sexualized place… but it seems that you won't be able to enjoy that. You find no pleasure in sexual activities, and have no appreciation for lewd things.

Talentless (+200 CP):
It's possible that you've been doing this jumping business for a long time, and may have learned how to fight or adventure in ways that aren't reliant upon perks. But this isn't really a CYOA meant for a highly-trained warrior, so by taking this drawback you will lose access to all of the skills you have acquired over the course of your chain. Don't worry, you can still learn new skills… but will you have the time to do so?

Miasmic Destruction (+200 CP):
The equipment you take into the Abyss is incredibly valuable; Miasma causes items and materials from outside the Abyss to rapidly decay, so all the gear you obtain from this document and from Outset Town are made from materials from the Abyss, or with those found very close to its edge.

This is more of a problem for you, because it also affects any items you bring from outside the jump, including those that may be a part of your body mod. You will need to leave them in Outset Town if you want to journey into the Abyss; they will be returned to you should you end the gauntlet without reclaiming them.

Trouble Magnet (+200 CP):
Things just get unfortunate around you. The Threats of each layer that would normally happen after a set increment of time, now occur 1 day sooner. You may

take this drawback up to 3 times, each time reducing the increment of time by 1 additional day. This can make Threats occur a maximum of once per day.

All the Strange, Strange Creatures (+200 CP):
Normally, events would align so that you only encountered a small handful of the dangers present in each layer of the Abyss. But now you are exposed to a much wider variety of flora and fauna, some of which are completely unrecorded in the *Encyclopedia Abyssia*. This will definitely make your trip more dangerous. Fortunately, the *Encyclopedia* will have enough information in it regarding the nature of the Abyss as a whole that you should be able to determine if what you kill or forage is edible or not… although you won't know what the side effects of eating it might be.

Bad Credit Score (+200 CP):
There are certain options, both in this gauntlet and in the CYOA itself, that would allow you to go into debt for more dubloons, only to eventually pay it back later. Such tools are the easiest ways to complete this CYOA. Unfortunately, no one trusts you to pay them back, and you will find that any such features or abilities will no longer work—even when used by someone else on your behalf.

Finicky Relics (+200 CP):
It seems that something about your interdimensional nature doesn't mix well with the Relics of this strange location. Whenever you try to use a Relic, there is a 50% chance that it will simply cease to function for the next 24 hours. This won't stop you from bashing someone with a weapon Relic, but its magical effects won't come into play.

Over Hill and Dale (+200 CP):
You have a poor sense of direction, one that you seem to inflict upon everyone around you. When you are in a group, travel just takes longer; it will take an additional day to reach any location or Relic you are trying to reach, as well as another two days to travel between layers. You may take this drawback up to three times.

Inflation (+300 CP):
Well, this will make starting your journey quite a bit more difficult. The value of the dubloon has dropped, and as such all the items offered in the Shop, as well as

the Companions section of the CYOA, are now increased in price by +30%, rounded up. The price of Relics is unchanged, however.

Easily Corrupted (+300 CP):
[Requires **Corruption of the Abyss**]
Simply being in the Abyss at all is a strain on you, and pieces of it wiggle into your very being. For every three days that you are in the Abyss, your Corruption value drops by 1. As a reminder, Corruption scores below 0 will prevent you from returning to the surface.

Flawed Purity (+300 CP):
[Requires **Purity Gene**]
Something is wrong with your biology, and your PUR69E gene hasn't expressed itself properly. You still suffer from all the downsides of having the Purity Gene, but now you will also gain a negative Corruption value from actions that would accrue Corruption. Fortunately, the biggest source of negative Corruption is from picking up Relics, which you still can't do… but there are other ways to get Corruption. You are now vulnerable to Curses, and are required to take them if you wish to ascend to the surface again. You can't be locked out from returning to the Abyss by spending too much time outside of it, however; at least you're spared that indignity.

Solo Diver (+300 CP):
You cannot purchase any Companions, whether from this document or from the CYOA itself. If you have **Purity Gene**, then you do not get the free diver companion, and must manually find someone willing to dive with you if you want to complete the gauntlet.

Enforced Consequences (+300 CP):
As an experienced traveler, and with the advantage of wielding Relics, you would normally be able to find ways to work around or mitigate the dangers of the Threats that the Abyss presents you with. Now, however, you will have no way to avoid them, and no way to combat them except for those listed in the description of the Threat. And combating them will always end in the listed consequences.

Roll Your Own Adventure (+300 CP):

Now, it doesn't really make sense that you can just *choose* which Relics you find before you even go searching for them. Therefore, you can no longer choose. When you decide to go hunting for a Relic on your current layer, use a random number generator to determine which Relic you discover.

Now, you don't have to *take* it; if you don't want to lose the Corruption points, you can just pass it by, but you'll still have lost the time you spent searching. For every item you've discovered, remove that item from the RNG if you roll to search for Relics again. You can always return to a Relic you already discovered, if you later decide that you actually *do* want it. Doing so only takes half as much time as originally discovering it would.

> **Bad Luck (+200 CP)**:
> [Requires **Roll Your Own Adventure**]
> It seems that luck simply isn't on your side. When you roll to decide which Relic you find, roll twice; the first result determines the Relic you find. However, then you use the longer travel time and the higher Corruption cost of both rolls to determine how long it took and how much Corruption value you lose.

Rival Divers (+400 CP):
It seems that someone else is following along on your journey into the Abyss, and their route seems to interfere with your own. You will rarely encounter them, but you'll often find evidence of them; for every Relic you find, there is a 20% chance that they've already found and taken that Relic themselves. You still lose the travel time you spent reaching that Relic, but do not lose Corruption value. It doesn't matter how deep you go, or how much you ascend or descend; they will continue to appear, somehow functional no matter how badly cursed they become.

You can take this a second time to increase the percentage chance to 40%.

No matter what you do, you never seem to actually *encounter* these divers, so there's no way for you to regain the Relics they steal.

The Abyss and Beyond (+1000 CP):
Is losing out on your powers really such a frightening concept? Very well then. You may turn this from a gauntlet to an ordinary jump, and will retain all of your

powers. However, you do not receive any rewards for your progress through the Abyss.

Cursed! (Special):
It appears that you attract Curses even when you aren't ascending, and even if you have the Purity Gene.

As you descend down the Abyss, you must take Curses; these curses do not increase your corruption value, but are instead used to pay off the CP you get from this drawback. For every **+100 CP** value of this drawback, you must take +20 corruption worth of Curses before you can start to ascend again.

But be careful… if you take too many Curses for this drawback, you won't have enough Curses left to counter your negative Corruption score so you can return to the surface.

Perks

You receive three discounts per price tier. Discounted 100 CP perks are instead free.

Mind Unbroken (Free): [Mandatory]
There are quite a few fates worse than death to be found in this gauntlet, and that's before getting into how deeply Curses can wind up influencing your mentality. It's entirely possible that, prey to the Abyss that you may become, you might never be able to intentionally end the gauntlet. That's where this perk comes into play.

Within your mind, you have a second "you". This innermost "you" is protected from everything that can influence your mind in this setting, from Threats to Foraging options to Curses to Corruption to the worse of the Habitation fates that may befall you. This innermost version of your mind is completely sacrosanct, and is also the version of you that is actually able to bring an end to this gauntlet.

Should you accomplish your goals in this world, it will end the gauntlet as would be expected. If your mind changes, but it believes you can still accomplish what

you set out to do, it will let the gauntlet continue. Should events occur that compromise your mind to the point that you can't continue progressing through the gauntlet, should you succumb to an inescapable fate that would keep you trapped, or should you be twisted to the point that the you-before-the-gauntlet can't bear to see yourself exist in such a manner, then it will immediately end the gauntlet before you can suffer more. This version of you is, ultimately, yourself, and will not act against your own interests or in a way that you would disapprove of if you were in your right mind.

This perk only lasts for the duration of this gauntlet.

Background Music (Free):
This CYOA comes with a soundtrack of music taken from various video games, and if you take this perk, then such a soundtrack will now apply to your entire life. There won't be a single unique piece in the soundtrack, but it will be able to draw from the multiverse's vast array of songs to always play a piece that is appropriate for your current situation.

It's up to you whether or not other people can hear this music, as well as whether anyone else thinks that hearing music out of nowhere is strange. You can control the volume as you desire. The music is not capable of interfering in your life; you are somehow always able to hear even quiet sounds as clearly as you ever could even with the music at full blast, and you can't weaponize the soundtrack by making it play at loud volumes.

But some music could make for good company on a long journey, so distant from civilization.

Miasmic Protection (Free):
For all the terrible changes Miasma can bring about, it has some benefits, too. So long as you are in a location infused with Miasma (or some other effect of corruption), you are completely immune to the effects of high or low pressure. And considering that the Abyss is so deep that it takes months of nonstop travel just to reach the bottom, and that 80 of those days consist purely of traveling straight down through a vast ocean…. That's a lot of pressure. Additionally, you have some control over your buoyancy—enough so that, should you be required

to sleep underwater, you wouldn't have to worry about floating up to the surface while you're asleep.

Curse Awareness (Free):
When there is the possibility for you to take on curses in exchange for some sort of benefit, you will become aware of what curses are available, what their effects on you would be, and what benefits you might get out of them.

Extreme Survivalism (-100 CP):
You're experienced in survival skills—but not just ordinary ones. No, you're trained to not only survive, but thrive in every environment this world or any other has to offer. As long as it is possible to stay alive in an ecosystem, you either already know how to do so, or can figure out what you'd need to do to survive within a short enough period of time that it doesn't pose a substantial risk to you.

You can make fires, hunt, fish, create tools, tie knots, treat wounds, forage, identify potable water, hide from predators, mask your scent, find (and build) shelter, and a thousand and one other skills.

Peerless Cartographer (-100 CP):
The Abyss is well-known for being impossible to map; any attempts at cartography mysteriously fail to accurately capture even portions of the Abyss, to say nothing of the entire thing. But you? You're special. You know how to map even eldritch and ever-shifting locations, and are able to accurately record distances and measurements. You are able to draw multidimensional images with ease and have a simple time adjusting your mindset to account for movement through non-Euclidean or otherwise bizarre environs. And if static images can't accurately portray something you're trying to map, you'll even find that your depictions of whatever you're trying to map will actively alter themselves in order to remain accurate.

Supreme Chef (-100 CP):
You one of the premier cooks in the world, with a specialization in preparing food in the field. Even if you've never encountered an ingredient before, you will intuitively understand whether or not it is safe to eat—and if it isn't safe, what sort of preparations, if any, will be needed to make it edible. Note that "safe", in this regard, simply means that it won't have a risk of killing you or making you

sick, and that it fulfills your nutritional requirements. Some of the food in the Abyss may have negative consequences, but would still be considered “safe”.

Your proficiency with food is such that even with new ingredients, you are able to quickly figure out how to cook it, and you will be able to make fabulous meals even if you’re barely able to scavenge anything. Your skill at combining ingredients to create fresh new flavors is beyond compare, and the presentation of your food is exquisite to the point that it can influence how those who eat your dishes perceive the taste.

Physical Excellence (-100 CP):
Adventuring in the Abyss requires a strong body—a body like yours! You are in outstanding physical condition, to the point that if you were previously a regular human of average health, you would be able to carry an additional five pounds all day long without feeling more strain. You may purchase this more than once, each counting as a separate purchase for the purposes of applying discounts.

With two purchases, in addition to the weight increase, your dietary and hydration requirements are halved, allowing you to survive for longer without needing to eat or drink anything. With three purchases, your leaping, climbing, and swimming capabilities are refined past the point of the human peak. With four purchases, your need for rest is halved. For five purchases, your ability to endure environmental extremes—be it due to heat, cold, pressure, or other environmental dangers—is tripled. For six purchases, you no longer become exhausted from sustained exertion, allowing you to carry your maximum lifting weight all day without slowing down or growing tired.

Combat Ready (-200 CP):
There are terrible monsters that lurk within the Abyss, and if you aren’t prepared to fight them—or at least have an ally who can do so for you—then you’re in for a bad time, if you survive at all.

You are an expert combatant and are certainly capable of matching the melee combat feats demonstrated by Khemia, regardless of the weapon you use. In future worlds, you will find that you will begin the jump with a host of knowledge and combat experience related to fighting monsters, and will be proficient with every melee weapon available in the setting.

Sharpshooter (-200 CP):
As mentioned earlier, awful rape-hungry monsters lurk in the Abyss. But there is also plentiful food—if not always completely *safe* food—that often needs to be hunted to bring it down. Fortunately, you're an expert marksman; as long as it's possible to hit the target in the first place, you're the one who would make the shot. This skill transfers over between ranged weapons of all types, from guns to bows to throwing knives, and more.

Bane of Merchants (-200 CP):
In Outset Town, they use normal money to pay for normal things; however, the only currency used for the Abyss, and that which comes from the Abyss, is dubloons. And while the people who buy Relics generally do so for a set price, it isn't impossible to haggle with them. And you? Your persuasive abilities are masterful. You have an excellent understanding of value—not just of money, but of goods and services, even those alien to your experiences—and can accurately gauge how much risk and benefit someone would experience in buying something you, or in selling something to you.

Combined with a keen and constantly-updating knowledge of economic trends, and an exquisitely persuasive tongue, and you will find that you are capable of haggling with the greatest and coming out on top. In this jump, it means that every Relic you sell can be sold for 10 dubloons more than its listed price. In future jumps, your haggling skill will let you save 15% in purchases and gain 15% more when selling, although this only applies when bartering is even an option in the first place.

If you purchase Bane of Merchants and hire Lily in the CYOA, their effects partially stack, providing you with an extra 15 dubloons from selling Relics. If you have the **Worse Companion** drawback for Lily, then she provides no additional benefit.

Healing Hearts and Minds (-200 CP):
There are many horrors in the Abyss, and just because someone survives it physically intact, doesn't mean that the consequences of what they endured disappeared—they simply take mental form instead of physical. Rape is no joke, regardless of whether it happened from another person or from some manner of

tentacled monstrosity. To say nothing of the consequences of watching comrades die.

Your skills as a therapist are superb, and if you can name a legitimate field of psychological therapy, you can rest assured that you don't only know it, but are supremely competent at it. You know how to get people to be at ease around you, and project an understanding and non-judgmental air that leads others to rapidly come to trust you and tell their secrets. When you learn the doubts, fears, insecurities, and other issues that plague others, you excel at coming up with advice to help them heal and overcome what ails them—or, if it isn't something that *can* be overcome in the first place, at least teach them how to safely and healthily handle it. With your aid, even someone on the brink of suicide can be restored to a mentally healthy state in only a matter of weeks.

Doctor of the Abyss (-400 CP):
There are a host of strange afflictions to be found in the Abyss, from diseases that exist nowhere else in the world to supernatural influences from Abyss-born flora or fauna. To say nothing of the traditional risk of injury. In your preparations to venture into the Abyss, you have extensively studied the known ailments that have been discovered in the Abyss, as well as the poorly-understood principles behind how the Abyss functions, along with all sorts of techniques for field medicine and taking care of disease.

As a result, when faced with any sort of ailment or “status condition” that is not permanent, you can reduce the length of its effect by 1 day, even without making use of medical tools such as you’d find in a Medkit. In the event that this would reduce the length of the effect to 0 or fewer days, then you’re able to cure it over the course of maybe 30 minutes of treatment. When able to use proper medical equipment and medicine, you can reduce its duration by 50%. With the use of the Medkit item, there is almost nothing you cannot heal—even an amputated limb can be sewn back on and restored to full functionality over the course of only 2 days of healing (assuming you don’t travel during this time—so much movement would triple the recovery time). Your proficiency with medicine is such that you can treat any living being, regardless of how bizarre or unknown their biology is, without needing to worry about making a mistake due to ignorance.

If you hired Cherry as a companion in the CYOA, then her medical knowledge and yours stack to reduce the time of effects by 2 days. If you have the **Worse Companion** drawback for Cherry, then her medical benefits do not stack with yours.

Abyssal Scholar (-400 CP):
Although you have no practical experience with the Abyss, you are one of the world's premier researchers of its mysteries, and have laboriously poured over every record and log known to have been produced by divers. You've studied the theories and underlying principles behind miasma, the Abyss, and the flora and fauna that dwell within, and understand such matters to the greatest extent that a human being is capable of with Earth's present knowledge base.

Your wealth of information means that you functionally possess all the benefits of having the *Encyclopedia Abyssia* from the CYOA, and gain an equivalent amount of knowledge in "dungeons", "corruption", and "supernatural locations" in future jumps. Your extensive knowledge of Miasma and its effects of living beings, and your theories on how to potentially counteract this influence, means that you can reduce 5 points from all corruption costs in this CYOA; in future worlds, your knowledge will adapt so as to allow you to completely negate weaker sources of corruption, and slow or mitigate the influence of stronger forces.

If combined with **Supreme Chef**, then a cursory examination of any potential edibles will give you the knowledge to understand what the consequences of consuming it would be.

If you both purchase Abyssal Scholar and hire Saeko as a companion in the CYOA, then the effects partially stack to allow you to reduce 8 points from all corruption costs. If you have the **Worse Companion** drawback for Saeko, then she provides no additional benefit.

Relic Craftsman (-400 CP):
You are an excellent artisan and craftsman, with outstanding talent, knowledge, and ability in every possible form of craftsmanship that exists. Such is your skill that you can, by yourself, accomplish deeds that would normally require the entire team of Relic Workshops to accomplish, in the same amount of time. In particular,

you are supremely capable when it comes to modifying items of supernatural potency.

You can alter the fine details of how an item works—for instance, changing a wand that shoots fireballs into one that shoots streams of fire. You are also capable of combining items with supernatural powers, including fiat-backed items. This can take many forms. For instance, if you had a wand that shot fire and a vase that produced endless water, you could combine them into a wand that shot water instead of fire, a vase of endless fire, a device that shot water and fire at the same time, a wand-shaped vase that launched balls of superheated steam, or a product that launched water that set everything it touched ablaze, or almost any other combination you can think of.

You also know how to separate items that have been combined—even if they were literally fused into a single object, you could separate them into discretely separate items with their original features, even if you didn't know anything about what they were originally like.

Modifying supernatural items in this fashion takes about a day of work under normal conditions, assuming you have good tools. Without the proper tools, it would take three days.

Your craftsmanship does not extend to *creating* supernatural items; except for your ability to combine items, your skill is purely mundane.

Neither Threat Nor Prey (-400 CP):
Animals and monsters don't view you as a threat to them, and neither do predators view you as potential food. This isn't absolute, however; if you attack something, they'll definitely see you as a danger, and a starving predator will still eat you as an act of desperation. In the event of a creature that simply attacks in response to stimuli, the sounds, vibrations, or what have you that you produce will not prompt an attack. In this jump, this manifests in the form of all Threats taking 50% longer to come into effect, rounded up.

The Perfect Debtor (-600 CP):
You might not have the connections that Cloud has, but for some reason people are unusually willing to let you take out a loan. Even if you have a terrible credit

score or are already in debt, nobody sees an issue with letting you take out additional loans. Heck, even if loans are illegal, nobody has an issue with giving you a loan. What's more, you're never hit with crazy interest rates; as long as you pay back 120% of the value of the loan(s), you will be considered to have fully paid off your debt, regardless of their normal stance on debts and interest.

However, there is a catch—you *absolutely must* always pay back your debts. Should you be in debt from this perk when a jump ends, you will fail that jump, losing everything you purchased or obtained while in that world and forfeiting all rewards, although you do not fail your chain as a whole.

You can decide before attempting to make a loan whether or not this perk comes into effect, so you can take “normal” debts if you so desire, which do not pose a risk of failure... but are also typically subject to interest rates, often require you to have certain qualifying features (such as a good credit score or a recommendation), and in some cases wouldn't be legally possible.

If you both purchase The Perfect Debtor and hire Cloud as a companion in the CYOA, then the effects partially stack to allow pay off your debts here at only 100% of your loan. If you have the **Worse Companion** drawback for Cloud, then he provides no additional benefit.

Trailblazer (-600 CP):
You were fundamentally meant to travel. You find yourself coming across shortcuts with ease, and taking the most efficient travel path is something you don't need to plan for. If you seek to go to a destination, you will find yourself intuitively understanding the directions you need to take to get there. If shortcuts exist, even the most cursory search will allow you to find them. You are conceptually incapable of becoming lost in regards to traveling. What makes this worth the cost is that it allows you to subtract 2 days from all travel times. If it would normally take 2 or fewer days, then you can manage to accomplish all your traveling within a single hour. If it would take an hour or less, however long your travels would take is halved.

If you both purchase Trailblazer and hire Khemia as a companion in the CYOA, then the effects partially stack to allow you to reduce 3 days from all travel times.

If you have the **Worse Companion** drawback for Khemia, then he provides no further benefit.

Lucky Lucky (-600 CP):
It's entirely possible that a one-night stand in your history was with Lady Luck, because it's difficult to describe the astounding coincidences in your life as anything less spectacular than getting head from Luck herself. Beneficial occurrences happen far more frequently, and your chances of winning the lottery are closer to one-in-ten than one-in-three-hundred-million. You could make enough money to survive off of simply by going about your day-to-day life and taking advantage of the many opportunities that fall into your lap, without so much as an hour of actual work. As long as you're in an inhabited area, you'll find frequent opportunities for sexual encounters, and will randomly stumble across the perfect gift for them when you shop. If someone compared your luck to that of the average xianxia protagonist, yours would come out ahead.

In this gauntlet, this luck takes a particular form. The first time you enter a layer, you can either roll to obtain a Relic, or to obtain a Curse. If you choose to get a Relic, then use a random number generator to randomly select any of the Relics available to that layer; you gain that Relic as soon as you enter the Layer, with no travel time and at only half the normal corruption cost. If you choose to take on a Curse, then randomly determine what Curse afflicts you; you gain that curse with +50% the normal positive corruption value. You roll twice on each layer, as soon as you arrive in it, and can either gain two Relics, two Curses, or a Curse and a Relic; however, you *must* take whatever you rolled.

If you both purchase Lucky Lucky and hire Cherry as a companion in the CYOA, then the effects influence one another; you don't gain more choices, but you can now roll twice for each one and take the result you prefer. If you have the **Worse Companion** drawback for Cherry, then she provides no further benefit.

Relic Connoisseur (-600 CP):
You have a peculiar affinity for using items with supernatural, extraordinary, paranormal, or otherwise non-mundane abilities. For each such ability, you can double or halve it—what this means will be unique to each ability, and is determined by you the first time you use it. For instance, if something could produce a wave of ice three times per day, you could make the ice twice as cold,

emerge twice as forcefully, travel twice as far, cover an area twice as wide, emerge in half the time, or be used twice as many times per day. But you could only choose one of those options.

Items

You receive one discount for every price tier of items. Discounts are 50% off, except for the 100 CP items, which are instead rendered free. The 50CP item is considered to be 100 CP for purposes of discounts. When the jump is over, any modifications that you make to these items will be fiat-backed, and if they are lost, stolen, or destroyed, they will be returned to you after a week. None of the Relics available here cost any corruption, because you're obtaining them while outside of the Abyss.

Gifts from Outset Town (Free):
This is a large, durable rucksack that can carry anything you might encounter on your journey, and that doubles as a thermal sleeping bag. It is also filled with your supply of 300 dubloons that are provided from the CYOA. This is an investment from Outset Town to have better equipped, more survivable divers, to hopefully bring back more of the Relics that the town's economy relies on.

This money does not replenish, but the rucksack is repaired once a week if it is damaged.

Dubloons (-50 CP):
You receive +15 dubloons to use in the CYOA. Dubloons are the unique currency of Outset Town and the Abyss itself, and is impossible to falsify. Furthermore, it possesses nearly no weight, allowing divers to carry it in large quantities. In future jumps, you will start with the equivalent of $1,500 in the currency of the United States of America as of 2020. You may purchase this multiple times. In future jumps, any money you obtain, even that not related to this item, will have almost no weight while on your person, regardless of its substance.

Inn Coupon (-100 CP):
By presenting this coupon at any inn, hotel, motel, or similar structure, you will be provided with an Inn Room, free of charge. They will always have this room, filled

with all the furnishings you might need, and they provide very high-quality, free food. The coupon is never used up, allowing you to use it again and again. The coupon has no weight worth recording, and is considered a Relic—but it's only valid for you, so nobody else can buy it.

Knapsack of Carrying (-100 CP):
This backpack possesses an infinite amount of space inside of it, and can carry an infinite quantity of items It even possesses a localized shrinking field, allowing for very large objects to be shoved inside the bag, returning them to full size when removed. It would seem perfect for divers, save for one important flaw; it doesn't change the weight of anything stuck inside. The bag itself is only about 0.2 kilograms, but it will retain the weight of whatever you store within, so is completely useless for increasing the amount of weight you can carry. However, it is very useful for carrying many different objects that would otherwise be bulky, and whenever you attempt to pull a specific object from the bag, it will always appear in your hand (so long as it was stored within the bag in the first place). It is a Relic that you cannot sell.

Workshop Tools (-100 CP):
A toolbox with all the tools and supplies you need to perform any arts or crafts project, despite weighing only 3 kilograms. This Relic is capable of producing any tool you need, no matter how obscure or esoteric its use. It cannot naturally produce supernatural tools, but if you introduce a tool to the toolbox, it will be capable of reproducing it, even if it possesses supernatural qualities.

Endless Flask (-100 CP):
That is something of a misnomer. This looks like an ordinary water Flask, but when you fill it, you discover that it isn't remotely full, and doesn't get any heavier. It isn't full until it contains 50 gallons of liquid, and even at max capacity it weighs the same as when empty (1 kilogram). This counts as a Relic, but nobody will buy it from you.

Food and Hydration (-100 CP):
You have a lunchbox. It contains ten days of Food Rations, and ten days of Water in the form of post-use hyperultrabiodegradable bottles that near-instantly decompose when drained of water. However, the lunchbox and its contents only weigh 1 kilogram. If you eat this for 10 days straight, you will reduce 1 day from

your next travel time. In future jumps, it will refill once every 20 days, and the food it produces is immune to any sort of “degrading” or “corrupting” effect. Although it is a Relic, nobody wants to buy it from you.

Agarthan Edibles (-100 CP):
You have a lunchbox similar to the above item, but it instead contains five days of Energy Rations and five days of Ward Water. The Energy Rations provide all the food you need for a day, and also supercharge your body with energy for 24 hours, allowing you to accomplish two days of travel in a single day. Ward Water provides all the hydration you need for a day, but also cleanses your body of one jinx (or, in future settings, from any one curse of any sort). Both the rations and the water will share their benefits with anyone nearby you. This supply replenishes every 20 days in future settings, and is immune to any sort of “degrading” or “corrupting” effect. This Relic is something that nobody is able to buy for one reason or another.

Medkit from the Abyss (-100 CP):
This functions as a typical Medkit, having the tools and supplies needed to cure a single status ailment. However, unlike the normal Medkit, this one replenishes itself after ten days, and will work on ailments from future jumps. This is the sort of Relic that for no good reason, nobody is willing to buy from you.

Wayfarer's Compass (-100 CP):
Attempts to map the Abyss mysteriously fail, but there are still circumstances in which a Compass could come in handy. In future jumps, this compass will point towards whatever you are trying to find. A Relic that no one will buy, the compass weighs a mere 0.2 kilograms.

Mega Medicine (-200 CP):
This pill bottle contains the ultimate medicine. One pill will instantly cure all ailments, regenerate all wounds, and can even bring to life someone who has died within the last 30 seconds. However, the bottle contains only a single pill, and refills only once per year. It weighs 0.1 kilograms, and is considered a Relic (although for some reason, nobody will buy it from you).

***Encyclopedia Abyssia (Jumpchain Edition)* (-200 CP)**:

This functions similarly to the default *Encyclopedia Abyssia* from the CYOA, containing mankind's collective knowledge of the Abyss, and what in it is safe to eat and what should be avoided. Yours is modified, and expands with every jump you go to (or have been to) to give similar instructions on how to find food, shelter, and safety in any environment. As you visit new places and discover new things, this book's contents will grow to account for this, somehow never growing larger or gaining weight beyond its base 3.5 kilograms. This Relic is something nobody is capable of buying from you.

Torchlight (-200 CP):
This is a combination of a Flashlight and a Torch. It looks like a normal flashlight (albeit one with perpetually-replenishing power), but if you unscrew the top, it reveals that within it was a brilliantly burning torch, which for some unknown reason does not cause the light from when it is a flashlight to flicker, nor does it heat the flashlight itself, although once the top is removed it provides the heat one would expect from fire. This torch never diminishes, no matter how much it burns. This Relic is something nobody can buy, and weighs 1 kilogram.

Rope Serpent (-200 CP):
This long length of Rope possesses its own limited sentience, and behaves like an affectionate snake. It is strong and sturdy, and capable of scurrying up sheer vertical surfaces on its own, as well as tying itself in a knot. It seems to grow longer when you want more rope. This unsellable Relic has a weight of 3 kilograms.

Super-Cool Underwater Breathing Apparatus (-200 CP):
This special Relic consists of Scuba Gear, complete with goggles and mechanical “gills” that can extract breathable oxygen from water... and even from stranger liquids, including fluids that shouldn't properly contain oxygen in the first place. The suit with this scuba gear completely negates the influence of overly cold or hot liquids, even in places it doesn't actually cover. While wearing this gear, you become immune to pressure, and gain the ability to see in the dark. This Relic weighs 3 kilograms in total, but be warned that nobody is willing to buy it from you.

Pure Warding Brace (-200 CP):

This Warding Brace is made from the wood of the Purity Tree, and has the quality of absorbing corruption such as that born from Miasma. In this setting, it can absorb up to 20 points of corruption before breaking, effectively giving you +20 positive corruption. In future jumps, this brace will slowly cleanse itself of corruption to return to a pure state. You may purchase this Relic twice, but nobody will buy it from you. Each one weighs 1 kilogram.

Assassin's Armaments (-300 CP):
This item comes in the form of a pair of weapons; a Pistol, and a melee weapon such as a Sword. This Pistol comes with a cartridge of only six bullets, but every week you gain a new cartridge. The gun is waterproof, and never risks misfiring. The weapon (which is strongly recommended to be something with a sharp edge) is no more powerful than a mundane weapon, but has the special property of never breaking during combat. Neither item will ever need maintenance of any kind, and will be perpetually clean. The gun weighs 2 kilograms, and the weapon will be 2.5 kilos. Nobody will buy these Relics from you.

Temporal Mini-Fridge (-300 CP):
Weighing in at 20 kilograms, this Relic mini-fridge doesn't store items by being cold—rather, it freezes them in time. This allows you to take up to 10 days of food and water between layers of the Abyss; because this temporal freezing slowly fades away, you have enough time to eat the Abyss-born food before it suffers from extremely rapid decay from being outside its native environment. By the time the freezing wears off, the food is inside your body and being digested, which protects it from the detrimental effects of being in the wrong layer of the Abyss. Foodstuffs—and only food and drink—has no weight while within this fridge. No one is capable of buying it from you.

Galatea-Circuit Smartphone (-500 CP):
This smartphone—based on the newest model of the RingoDroid—possesses an endless battery and unlimited memory space. It has a host of functions, from being a high-power flashlight, having a compass app, being able to communicate through any distance without lag, being able to send and receive signals through substances that should reasonably be expected to impede communications, and contains a copy of the local version of the *Encylopedia Abyssia*. This phone has the processing power and computing potential of a massive, building-sized supercomputer. It is capable of hooking up to any network, and is impossible to

hack or subject to viruses. The phone is indestructible, and the AI included in the phone is so ludicrously advanced that it might as well be a full-fledged person. Although this 0.2 kilogram phone is a Relic, it is one that you simply cannot sell.

Balloon Collection (-600 CP):
A box that contains a Messenger Balloon, a Commerce Balloon, and an Escape Balloon, all of which have been modified to function even without Miasma. Comes with stationary and waterproof pens for writing messages.

The Messenger Balloon is small and weak, only able to carry a couple of letters. However, it only takes 2 hours to accomplish what would be months of travel, and in future jumps will be able to travel any distance in no more than 10 hours, unerringly seeking out those you designate and delivering your letter.

The Commerce Balloon is larger, capable of carrying objects of significant size and quantity up through the layers of the Abyss to buy, sell, and trade, with a pulley being used to send goods back down to you. In future jumps, by placing money or goods in this balloon and sending it to a vendor, it will travel at the same speed and perfect accuracy as the Messenger Balloon to find the merchant, who will be willing to sell you items you request from the balloon, and will purchase whatever you have to offer. The balloon will, unlike in this setting, proceed to fly back to you.

The Escape Balloon allows you to travel with extreme rapidity, capable of going as fast as the other balloons from this item. However, it will only go towards the safest place you know of—which, in this jump, will be Outset Town, and you will still need to take on Curses to ascend.

After being used, the balloons from this box will rapidly decompose. The balloons in the box replenish after 1 month. However, the box and balloons weigh a combined 10.6 kilograms. This Relic is unique to you, and no one can buy it.

Canonical Relic (Special):
With this option, you can obtain any Relic you could find in the CYOA. The price of this Relic is 100 CP for each layer of the Abyss. However, you can only apply a discount to Relics from the fifth layer or earlier. You may purchase this option multiple times, but be warned that no one will be willing to purchase Relics from

you that you have obtained via this option. You will not be able to find this Relic in the CYOA itself when you reach it's layer; it is no longer there, but in your hands, instead.

Some Relics may function differently in this or other worlds; the Notes section will describe the changes made to fiat-backed Relics to make them more suitable to a jumpchain adventure. The Notes will also include a short list of all relics up to those available on the fifth layer.

Companions

Voice of the Abyss (Free):
While in Outset Town, you will encounter a girl who has a great deal of knowledge about the Abyss, Outset Town, and how to be a diver. This... is not that girl. Rather, while in the Abyss, you will periodically hear a voice, which seems to be hers, explaining various paths and options available to you, giving warnings regarding the threats you might encounter, telling you how supernatural object such as Relics work, telling you what items may be available nearby to find, informing you what Curses you can take on, letting you know what Threats a layer has, and letting you know about whatever Wonder might be available to you during your visit to a layer. In short, it conveys all the information you can find on your current page of the CYOA.

If you so desire, this voice can follow you into other worlds, but it is not a full-fledged companion. It will possess similar levels of information in future jumps.

Companions from Outset Town (Free):
If you have purchased the services of any of the companions from the CYOA, they will be willing to accompany you on further adventures beyond this setting. They will possess the following perks once the jump is complete:

Maru:
Supreme Chef
Lily:
Physical Excellence, **Bane of Merchants**
Khemia:

Extreme Survivalism, **Physical Excellence x3**, **Combat Ready**, **Trailblazer**

Cherry:

Doctor of the Abyss, **Lucky Lucky**

Cloud:

Sharpshooter, **The Perfect Debtor**

Saeko:

Scholar of the Abyss

A New Diver (-100 CP): [One free if you possess **Purity Gene**]
This is a fresh-faced diver-to-be from outside of Outset Town. They don't really know what to expect, so if you could guide them on how to spend their dubloons before adventuring, they'd appreciate it. They would be willing to accompany you into the Abyss so that you can traverse it, and would generally be willing to accept your guidance. They just want to explore and find treasures, they don't really care about being in charge. Any companions they hire on your suggestion will accompany you after this jump as per the **Companions from Outset Town** option, in addition to them, of course. They receive 100 CP to spend on this jump for every 300 CP you obtained through drawbacks.

Gauntlet Rewards

Your rewards for this gauntlet are determined by how far you managed to travel before ending your journey. Gauntlet rewards are only applied once the gauntlet is ended. You have the decision to either stay in this set of realities, return to your home dimension, or continue on to a new jump. If you possess **Purity Gene**, then a diver without the PUR69E gene that you accompany must be the one to both reach a level, and return to the surface from that level, in order for you to achieve the appropriate rewards, except for the Outset Town reward.

In order to receive the rewards from returning to Outset Town, **you must remain and survive on the surface for three years**, enduring the effects of your Curses the entire time.

The physical changes from your Curses become an alt-form, while the mind-affecting Curses are completely removed. If you fail the gauntlet, then all Curses are simply removed.

Outset Town:
For visiting Outset Town, which lies outside the Abyss, you receive the following:

One Single Dubloon: [Item]
This coin replenishes once per decade. It can be exchanged for the equivalent of $100 in US dollars from 2020. It otherwise has no other use.

Layer 1 – Arcadia's Garden:
Arcadia's Garden is the gentlest location in the Abyss, and lacks natural predators that would pose a threat to a human being. It has a wide variety of sexually suggestive plants and rock formations. The biggest danger here is bandits trying to rob divers of their loot, but they aren't too hard to drive off for someone who knows how to fight. For reaching the first layer, you receive the following:

Harmless Traveler: [Perk]
You have a certain variety of incredible luck that ensures that you will never be subject to an unprovoked attack while you are traveling.

Return from Arcadia's Garden:
For traveling back to Outset Town after having visited the first layer, you receive the following:

Reliquary: [Item]
This is a container that holds every Relic that you (or a diver you accompanied) obtained from this gauntlet, all of which now have fiat-backing. Every Relic is cleansed of Miasma, but continues to function normally despite this. If a Relic was sold, it will not be included in this Reliquary. If you possess the Kin Shifter and it transformed, you will be provided with a new Kin Shifter every 10 years, but the original is not replaced. If you used the Ring of the Devourer to absorb a Relic's power, that Relic will not be returned to you. Relics with special rules are described in the Notes.

Uniquely, this reward can be claimed *without* spending 3 years on the surface, by ending the gauntlet; however, if end the gauntlet while in the Abyss, and have a negative corruption score, you will be forced to leave behind some of your Relics. For every negative 100 of your corruption score, you must leave behind 10% of your Relics. You may choose which Relics are left behind.

Layer 2 – Dewdrop Rain Underbrush:
This lush jungle is rich in plant matter, the dense growths making travel slow. Dew constantly coalesces on leaves and falls down the enormous trees, gathering more water as they fall until they become a constant deluge resembling rain. For reaching this layer, you receive the following:

Jungle Explorer: [Perk]
It doesn't matter how dense the underbrush is, it cannot restrain you. Natural features and phenomena do not impede your ability to move, allowing you to travel at your normal speed even through the most tightly-packed trees to the most uneven of terrains. Inclement weather does not disrupt your vision, and you are never inconvenienced by having wet clothing.

Return from the Dewdrop Rain Underbrush:
For returning to Outset Town after having visited the second layer, you receive the following:

Flora of the Abyss: [Attachment]
You receive a garden attached to your Warehouse, split into a number of segments. Each segment grows different plants that can be found in the Abyss, each given a specific environment. This environment serves to wean the plants off of their need for the miasma of their specific layer of the Abyss, so that the plants can be eventually relocated and safely planted in other environments.

Layer 3 – Veins of Tartarus:
This layer is less open than the others, turning into a vast cave network. These caves are perilous, with many dangers—but most notably the

darkness, because while Miasma produces light in all other layers, it does not on the third. There are a variety of bioluminescent mosses and mushrooms down here, but there aren't enough to make traversing the caves without a light *safe*. For reaching this layer, you receive the following:

Courageous Spelunker: [Perk]

You become immune to claustrophobia, and you have such refined control over your movements that you are able to able to mimic the rectilinear motion used by some serpents. As a result, as long as you can move even the slightest amount, no degree of confinement is able to keep you trapped. You are capable of seeing in the dark, and can identify pockets of poisonous air before you ever inhale it.

Return from the Veins of Tartarus:

For returning to Outset Town after visiting the third layer, you receive the following:

Abyssal Monster Girls/Boys: [Followers]

For every type of fauna, flora, Abyss-born machine, or monster that you encounter on your travels through the Abyss, you will receive a follower. This follower is one of those creatures/plants/machines, but modified into a more human form and elevated to human-level intellect (if it would be an improvement). They will serve you loyally.

Layer 4 – Hoarfrost Wastes:

This icy, mountainous layer's most notable trait is its freezing cold, accompanied by a biting wind. It is an incredible hazard, and keeping warm will likely cost you some travel time. But the true greatest danger of this layer is the Spectre of the End; a stealthy, immaterial being that cannot be harmed by any means, and whose touch is instant and unavoidable death. When someone without the Purity Gene enters this layer, they will have exactly 900 days until it touches them and ends their life. It is one of the only beings in the Abyss capable of traversing layers; the one and only way to survive is to abandon your quest to travel into this Abyss permanently. In short, once you reach this layer, you only have 900 days in which to accomplish your goals in this jump.

Immortal Sojourner: [Perk]

You develop a complete immunity to any effect that would instantly kill you, regardless of its nature. Furthermore, when climbing you will find that you have a perfect grip, allowing you to travel on the iciest surfaces without risking a slip. Strong winds are incapable of moving you against your will. No matter where you are, there always happens to be enough material around for you to build a fire. Fires you make cannot be blown out against your will by strong winds.

Return from the Hoarfrost Wastes:
For returning to Outset Town after visiting the fourth layer, you receive the following:

Layered Zoo: [Attachment]
You gain an attachment to your Warehouse consisting of a large number of contained biomes, each devoted to housing different animals from the Abyss. These environments serve to wean these creatures off of their need for the Miasma of their specific layer of the Abyss, allowing them to eventually be taken out of their zoo and brought into other places. The Spectre of the End, the Inanis Ego, and the Elder do not exist here.

Layer 5 – Windswept Potpourri Sands:
This layer is a vast desert, but remarkably has an absolutely astounding quantities of flowery vegetation, which have adapted to survive on Miasma instead of water. Liquid is scarce, and much of your traveling will no doubt be in search of the rare oases that are hidden away. There are crumbling ruins that speak of a long-dead civilization that once flourished here, perhaps before it became a desert. For reaching this layer, you receive the following:

Wayfinder of the Flowered Dunes: [Perk]
You always know what direction water can be found in, and never experience heatstroke. You are immune to being mentally or physically affected by pheromones of any sort. You have excellent skill for traps, and are always able to spot their triggers; furthermore, your talents with such devices allows you to disarm them if given sufficient time. When walking on particulate matter, such as sand, you can elect to simply not sink through it, walking on the surface without

even leaving footprints. You cannot be tracked through scent unless you choose to be; this applies to the scent of anything you're carrying, as well.

Return from the Windswept Potpourri Sands:
For returning to Outset Town after visiting the fifth layer, you receive the following:

Wonders Beyond the Grasp of Men: [Attachment]
You receive a number of Attachments in your Warehouse, one for every Wonder you have visited in the Abyss. Within are those selfsame Wonders, preserved so that you can bring them with you on your journey. You can “deploy” them anywhere you go in a jump to share their benefits with others. They will return to your Warehouse when the jump is complete. How the Wonders function in relation to your chain is described in the Notes.

Layer 6 – Cinders of Dis:
This layer is coated in tentacles on every surface—small ones, big ones... soon enough, just traveling means you need to wade through tentacles that reach to your navel. They don't actively grab or restrain you, but do caress and molest as you move through them. The air is quite hot and filled with the scent of smoke, and in many places the tentacle fields are actually on fire, burning away before new life springs up in its place. These flames come in the normal variety, but you can also find more exotic colors in the form of hexflames. Such colors have only the faintest increased temperature, and tickles as they “burn” you. But these burns apply a jinxed flame; although having no real effect in this layer other than mild discomfort, when you travel to another layer, these jinxed flames will inflict terrible pain on you for many days, although cause no true damage. The flames are so ubiquitous and spread so quickly that it is impossible to travel for even a single day while avoiding them all. For reaching this layer, you receive the following:

Jinxed Adventurer: [Perk]
You develop an immunity to curses of all sorts. Furthermore, you never experience negative effects from smoke inhalation. Tentacles and tentacle-like appendages are incapable of slowing your

movement, trapping, harming, or molesting you without your consent. If you carry wealth, nobody will be able to tell just from looking at you unless you dress to impress; you won't have to worry about being hounded by dragons looking for money ever again.

Return from the Cinders of Dis:
For returning to Outset Town after reaching the sixth layer, you receive the following:

Through the Fire and Flames: [Perk]
You gain the power to create and control hexflames; such fires don't inflict damage to living beings, but instead apply a curse to them. The effects of this curse are up to you; it can inflict any physical sensation you desire, and you can apply triggers to activate these sensations, leaving the effects dormant until the trigger occurs. Once the sensation is applied, the jinx will only last for a limited period of time, about a day unless the hexflame is applied with greater frequency.

Layer 7 – Sealed City of Agartha:
This is a high-tech city within the Abyss, empty of organic life but constantly patrolled by robots carrying out various duties. It can be entered freely, but beware; your existence will be registered before you ever set foot within, and as soon as you do you will be subject to the city's bizarre rules and regulations. Attempts to fight the city will simply result in endless swarms of robots; attempting to hide will result in you being found by the technological sensors. You will have no privacy here, and you must regularly pay the city's tax, lest you be hunted down and subject to re-education, or worse. The more money you have on your person, the less you have to pay in taxes. Fortunately, this layer has a variety of jobs you can do to earn dubloons to pay the taxes, as well as having many vending machines to provide food and needed goods. For reaching this layer, you receive the following:

Urbex Wanderer:
You are skilled in maneuvering in urban areas, and know how to do parkour. No matter where you go or what the social environment is, you will never be required to pay taxes, including sales tax. You can if you want to, but you will never be required to, and will experience

societal benefits as though you were properly paying taxes. Robots do not perceive you as a threat, and are willing to do your bidding as long as it does not interfere in their work. Vending machines (apart from any that are fiat-backed) will yield their contents to you without you needing to pay. Additionally, you can expert programming and mechanical engineering expertise to allow you to create robots and technology such as those seen in Agartha. Brain chips and brainwashing are useless when used on you (unless you wish otherwise, that is), and if you're ever transferred into a robotic body, it will function just as well as your original—including being able to ignore any force that would try to control your body, moving only from your own free will.

Return from the Sealed City of Agartha:
For returning to Outset Town from the seventh layer, you receive the following:

Vend-o-matic 69,000: [Item]
An upgraded version of the Vend-o-matic 6900, it is a device that somehow contains any item from any setting you have been to, as long as it is something that can be purchased somewhere within the setting and is smaller than a large car (spatial-warping technology allows it to fit inside the vending machine without taking up space or having weight). This does not include things you purchase with CP, but the items are fiat-backed to function in future settings. These items must be purchased; attempts to somehow extract them without paying will result in the vending machine destroying all the items within it, and becoming unusable for a full year. And you also don't get the item you wanted.

Layer 8 – Labyrinthine Bedlam:
The eldritch nature of the Abyss is in full swing in this layer, which is painted a uniform white. The layer resembles an Escher painting mixed with nonsensical architecture. There are doors that go nowhere, stairways that lead up walls, rooms that are too big for the space they occupy, hallways that loop (but always have some form of exit), and other impossible phenomena. Gravity no longer points down, but instead towards whatever

your feet are closest to, allowing you to walk on “floors” and “ceilings”, although such terms no longer usefully apply. Simply being present in this layer will slowly wear away at your mind, causing you to doubt reality. Reality is frayed here, as the Inanis Ego, terrible doppelgangers of you (and only you, not your companions) exist. You will only find one on the first day, but two on the second, and another on the third. This continues endlessly. They are weaker, slower, and dumber than you... but over time will gradually become smarter. Should they ever kiss you for 5 seconds, they will replace you, taking your role, relationships, and place in the world, and turning you into one of them as a terrible half-existent being. Fortunately, your **Mind Unbroken** perk will ensure that you quit the gauntlet before they can replace you. For reaching this level, you receive the following:

Voyager into Insanity: [Perk]
It is no longer possible for you to experience mental ailments such as madness. You gain a perfect sense of direction and memory of where you've been in the past, and have an intuitive understanding of how to maneuver in unnatural and eldritch architectures. When faced with anything that could be considered a copy or duplicate of you, you will find that your combat skill, physical abilities, and mental prowess shoot through the roof, to the point that even someone equally powerful as you normally are could be easily destroyed. Furthermore, your mind cannot be influenced by supernatural forces; your memories can't be erased and your IQ can't be lowered.

Return from Labyrinthine Bedlam:
For returning to Outset Town from the eighth layer, you receive the following:

Master of Demential Aberrance: [Perk]
You are able to bring to life the fears, doubts, and nightmares of other people. At first, these will only appear as terrifying and horrible phantasms that exclusively target the individual you used this on, but unless you recall this power, it will eventually create living nightmares. Being born from the target's mind, they are almost impossible to out-think, and their origin as someone's fear makes them perfectly suited for taking advantage of any weakness a person has. You can dispel this ability at any time, but if these Demential Aberrations kill

someone, they are free to roam the world as they wish—although they are still only *that person's* nightmares, so are only ordinary monsters to other people.

Layer 9 – Reaches of Oceanus:
This is the largest layer, and consists of a single vast ocean. It isn't *just* water—there are caves and underwater mountains and the like—but the ocean is so deep that it takes 80 days for a normal human to travel from the surface to the bottom. There is only one single threat in this layer; a massive tentacled creature known as the Elder. Its size is comparable to the entirety of the Abyss itself, and its tentacles could easily reach up through the layers if it so desired. It is smarter and faster than any human could hope to be, and is of such immeasurable age that it was ancient before the first protein chains formed into the first cells in the primordial waters of Earth. It can plan around the Relics you possess if it sees you use them—indeed, even *thinking* about your Relics is dangerous, because it can figure out your thoughts from the changes in your hormones and brain chemistry. Its tentacles are always somewhere nearby in this abyssal ocean, and the only reason it doesn't immediately kill you—or worse—is because it is curious. If you don't get out before its curiosity fades, survival will be an extreme challenge. For visiting this layer at all, you receive the following:

Oceanic Pioneer: [Perk]
You are now capable of breathing water. Water doesn't harm or irritate your eyes, and no degree of muck in the water is able to impede your vision. Pressure—or the lack thereof—does not harm you. Beings that are more powerful than you are more inclined to ignore you than they are to kill you, unless you go out of your way to antagonize them. You can swim at ten times your normal speed, and if you sleep while underwater, you will neither sink nor float higher, maintaining your position. Treasures you find under the water are always more impressive than they would be without this perk, having abnormal features, particular beauty, or even having powers that aren't actually native to the setting.

Return from the Reaches of Oceanus:
For returning to Outset Town from the ninth layer of the Abyss, you gain the following:

Biology Manipulation: [Perk]
You gain a power similar to that exhibited by the Elder, and are capable of manipulating the biology and genetics of living creatures. This ability is capable of creating monsters, taking biological features from one creature and applying it to another, modifying the mentality of beings to make them think in a way you desire, shapeshift things, fuse living beings together, regenerate, or grant a being biological immortality.

Nadir:
This is it. The bottom of the Abyss. It is a small pocket at the bottom of the ninth layer rather than being a full-fledged layer by itself. You drop from the water suspended above you to appear in a small, damp cavern. The floor has a small puddle of water in it, with stars slowly moving across its surface. Uniquely, the reward for reaching the Nadir is not given when the gauntlet is complete, but is something you can physically obtain in the center of the cave:

Abyss Diver:
You can travel anywhere. You can specify a specific destination, or say something as vague as “someplace where I'd be happy”. So long as such a location actually exists, you will be able to travel there, no matter what impediments there would normally be on your travel. Events will align to make your journey possible, and challenges you would otherwise be unable to overcome, will become something within your means to succeed at. You will know what direction to go to reach your destination.

Return from the Nadir:
For coming back to Outset Town from the bottom of the Abyss, you gain the following:

Raison d'Etre: [Item]
This is a large gem that glimmers with all the colors of the spectrum. While in the Abyss, you can spill some of your blood onto the jewel. Doing this will cause it to rapidly expand into a brand-new layer of the Abyss. You are free to design the layer to be whatever you want, but it will be approximately as dangerous as whatever layer you were on before you activated

it. That is, for people except for you and your guests. You are the unquestioned lord of your layer, and nothing native to it will act against you or gainsay you. In future settings, you can spill your own blood onto it to create a brand-new Abyss, designed by you, but always dangerous to traverse for people other than you (with danger levels changing appropriate to the setting). Your layer, and the Abysses that you create, will spawn new Relics over time, which are fiat-backed when you collect them. Traveling through your layer (or Abysses you created) and eating its food will not have detrimental effects, nor will it result in you gaining corruption. Finally, you gain a new room in your Warehouse for each Abyss you have been to, letting you travel through the Abyss again as you so desire.

Layer 10/0 – Ouroboros:
[Requires that you not collect **Raison d'Etre**]
If you would rather seek the truth behind the Abyss, there is another option if you do not take the treasure in the Nadir. You can dive into the pool of water. This will allow you to travel to a new world, one born from your deepest innermost desires (although curiously, not one designed to be especially compatible with your chosen Curses). This world has an Abyss as well, and as you fall into this world, you get a brief glimpse at the true nature of the Abyss—a great interdimensional serpent, simultaneously weaving through all of this setting's realities, while also *containing* those realities, a great snake devouring itself, where every phenomena and everything that exists is just one eternal digestive process as everything is endlessly created and destroyed and created again by a blind idiot god. There was never anything that *wasn't* the Abyss, it just seemed like the rest of the world was separate because it was a layer that followed different rules. By taking this option, the Spectre of the End will not follow you. The Abyss in this world is different from the one you knew, with entirely different layers, Relics, and people. If you continue to traverse to the bottom of the Abyss, and then travel into a new reality once more, you will earn a final reward:

Abyssal Egg: [Item]
This is the egg of the serpent that makes up, is within, and is outside of everything that exists in this setting. By consuming it, you will gain

hyperdimensional powers, and will awaken to your Planeswalker Spark, completing your jumpchain journey and allowing you to freely travel to any and every omniverse. The egg will never hatch.

Notes

Yeah, you normally wouldn't list the specific weight of objects in a jump document, but carrying capacity is really important in the CYOA.

Changelog:

- Version 1.2:
    - Adjusted length of time permitted by Not Enough Time and Barely Any Time.
    - Clarified which Relics are and aren't returned by the Reliquary.
    - Explained some more rules for the Maw of Kimaris, such as that the money can't come from a Jumpchain item and the effects of taking on such corruption.
    - Switched the "reach a layer" and "return from a layer" gauntlet rewards.
    - Reliquary may now be claimed without returning to the surface, but only if you're willing to lose out on a portion of your Relics.
- Version 1.1:
    - Altered Time Limit to only limit the time you can explore the Abyss; you still have time to spend on the surface if you want to get the "return to Outset Town" gauntlet rewards.
    - Explained in Standardized Travel Times how important Relic use was to completing the gauntlet.
    - Clarified in Voice of the Abyss that it has all the information found on a page of the CYOA (which you otherwise couldn't reasonably expect to know, but which is vital information to surviving the Abyss).
    - Changed the image on the front page.
- Version 1.0:
    - Spelling and grammar corrections.
    - Added an item to clarify that you receive the starting stipend from the CYOA.

    - Reduced price of Dubloons item to what it was supposed to be.
    - Added a list of Relics in the notes so you aren't forced to go looking through the CYOA itself (which has a penalty for doing so).
    - Clarified that Agarthian Edibles also has the refill restriction during this gauntlet.
    - Reduced purchaseable Relics from coming from up to the 6th layer, to the 5th layer, because that's where Outset Town's knowledge of the Abyss ends.
- Version 0.5:
    - Created gauntlet

Relic/Wonder Adjustments for Jumpchain

Here are listed all the Relics and Wonders that have different rules to account for being taken on a jumpchain journey. Unless otherwise specified, these different rules only apply once the gauntlet is complete.

1st Layer:

Icon of Mercy: [Wonder]
Once per person per jump (or every 10 years), it will remove a single curse of their choice from that individual, or any sufficiently curse-like effect. Any benefits that the curse may have provided are lost.

2nd Layer:

World Stone: [Relic]
It is now capable of increasing its weight (when you use it) to match whatever your strength is (when you are trying to use it to get stronger). This has no impact on gravity or the rest of the universe, no matter how heavy it becomes. Your own weight does not increase, no matter how much this barbell weighs when you're carrying it.

Gleam Dazer: [Relic]
It is replaced once per year after being used.

Empty-handed Broker: [Wonder]

If someone touches this statue, they become immune to corruption and transformative effects. Corruption cannot affect them, and neither can they produce corruption. Indeed, altering their body or mind becomes impossible—both due to outside effects, and from intentional attempts to change. You cannot shapechange and you cannot assume alt-forms. For you, these effects are only temporary, lasting for ten years or until you travel to another setting, whichever comes first. Curses of the Abyss are the only exception to this.

Fate-crossing Star: [Wonder]
If any member of a group bathes in this pool of water, everyone in that group will have their minds permanently swap bodies the next time they sleep. The person who bathes may select who ends up in what body, but no one will remain in their original body. In exchange, they are purged of corruption. All perks, powers, skills curses, supernatural effects, and abilities are transferred to the new body, including your status as a Jumper and everything you've purchased with CP (including the enhancements of your Body Mod, but not your appearance). Normally, the pool cannot be used again by the same group of people, but you will be able to use it again after 10 years, or after traveling to a new setting, whichever comes first.

3rd Layer:

Sibyl Blend: [Relic]
The tea leaves, when placed in a cup, will cluster towards the side pointing towards the nearest supernatural artifact that you have not discovered.

Managed Misfortune: [Relic]
These marbles are now able to store curses of any kind, not merely those of the Abyss.

Gossamery Scales: [Wonder]
Once every year, you (or someone else) can touch these scales. As long as you aren't immune to corruption, you will gain money according to how pure you are. If you're fully corrupted, you gain nothing; when completely pure, you gain money equal to $10,000 USD (as of 2020) in local currency. Alternatively, you can pile money onto the scale to cleanse yourself of corruption; it would take $10,000 to completely cleanse someone who is

fully corrupted, but lesser amounts of corruption can be cleansed for equivalently less money.

Skewed Shrine: [Wonder]
When standing in front of this Shrine, you can transfer any curse-like effect upon you to someone else in the vicinity of the Shrine. If the curse provided any sort of benefit, you still receive it; additionally, having an immunity to curses does not protect from the transferal effect. The Shrine's reach is rather long; even if someone started running from you immediately, you would still be able to transfer four curses to them before they got out of range. The curse is only effective on people who consider (or at least, *used to consider*) you an ally, employer, friend, or family. It has no effect on those who are your enemies, unless they fall under those categories. The first use is free, but every use after that costs an increasing $500, or equivalent in local currency.

4th Layer:

Omoikane Circuit: [Relic]
In every new jump you go to, the Circuit will upgrade to further upgrade the phones it is installed in to maintain its superiority. Any changes you have made to the phone will be retained after the Circuit is applied.

Kin Shifter: [Relic]
You receive a new Kin Shifter every ten years (or every jump, whichever comes sooner). The Kin Shifter can also duplicate other objects (including supernatural ones) based on their monetary value, but cannot copy non-Relic fiat-backed objects. If you save up 10 Kin Shifters and use them all at once, it can make one single copy of a fiat-backed item.

Devil's Own: [Relic]
Once per jump (or once every year), this allows you to re-attempt any endeavor that is primarily based on luck, and take the better result. This *can* affect perks you possess that are luck-based.

Verve Cell: [Relic]
This can store charges from non-Relic items that maintain a charged ability or have limited use time.

Vessel Vivisector: [Relic]
Perks are not duplicated in the “ghosts” created by this item.

Perpetual Repose: [Relic]
This item will remain completely indestructible to all things, and will remain completely immutable. Its abilities cannot be replicated, duplicated, copied, absorbed, or transferred, and neither can the shield itself be duplicated. You cannot change it in any way, including by fiat-backed means; it cannot be made into a phylactery or have your life-force attached to it. If a drawback would take away the fiat-backing of your items, this would simply disappear and reappear once the drawback is no longer in effect.

Steady Shrine: [Wonder]
This functions almost identically to the **Skewed Shrine**, but instead of *transferring* curses, it *duplicates* them onto your targets. Any benefits you possess from the duplicated curses are increased by 50%, which only affects you, not the person to whom the curses are applied. Any given curse can only be copied to a single person; you can't apply the same curse to many people.

Purity Tree: [Wonder]
Every ten years, or once every jump, you will gain a single living Purity Tree, with wood that purifies corruption. Its timber can be used to make accessories that ward against the effects of corruptive powers or influences.

5th Layer:

Moonwatcher: [Relic]
This relic can transform between the form of a prosthetic eye, and that of a monocle.

Pocket Hoard: [Relic]
If you leave this setting without going to the **One-sided Tunnel**, the Pocket Hoard will be improved as though you had done so.

Reflex Emblem: [Relic]

These tags can be used to activate or suppress the effects of any kind of supernatural item (including fiat-backed ones), not merely Relics. They can be re-used on different items.

Superpositional Skewer: [Relic]
This Relic requires that it be touching an distinct object of appreciable mass; you will not have to worry the touch of air or microscopic organisms triggering the Relic's transpositioning effect. This is true even in this setting; this is more of a clarification than a change to its rules.

One-sided Tunnel: [Wonder]
Walking through this tunnel will teleport all your non-fiat-backed items into your Warehouse—everything you own, even if it's not on your person, other than food and water.

Mirage Vault: [Wonder]
At the start of each jump (or every 10 years, whichever comes first), this vault will fill up with about $20,000 USD (with 2020 economic value) in local currency, 9 days of food, 9 days of water, and 3 sets of medical supplies. It won't open until 60 days have passed, and remains open for 5 more days. After that, the contents of the vault disappear (and they also do so if you try to force or sneak your way past the vault opening).

6th Layer:

Ring of the Devourer: [Relic]
This is now capable of absorbing any supernatural item, but is *not* capable of absorbing non-Relic items that are fiat-backed. If you absorb the Ring of the Devourer itself, you will be able to turn off its absorption ability.

Forbidden Grimoire: [Relic]
In this jump, using the Forbidden Grimoire on yourself will double the numeric effects of one of your perks, not all of them. After this jump, it will double your skills, but only double the effects of a single perk. You gain a new Forbidden Grimoire every 10 years, or every jump, whichever comes first.

Luminous Phantasmagoria: [Relic]

This halo will prevent you from being officially reprimanded or punished due to the effects of any curse or drawback that is effecting you, unless of course that drawback specifically says that you suffer legal consequences regarding it.

Relativity Eye: [Relic]
It now works on any supernatural object, as well as fiat-backed items.

Yliaster Materia: [Relic]
The effects of this when used on other Relics also extends to other fiat-backed items.

Maw of Kimaris: [Wonder]
The Maw will consume any item thrown within it—not destroyed, but impossible to ever again reach, use, or access in any fashion. By spending the equivalent to $500, you can cause the Maw to spit out any object you've ever held in the current setting. For $1000, you can cause the Maw to spit out any object you know to exist, and that you've been on the same plane of existence as, but that you never obtained, so long as that item is not currently owned by someone else. For $2000, you can cause it to duplicate any Relic or supernatural item you have (although not non-Relic fiat-backed items). You cannot use money originating from an item (unless it was from selling that item); you must actually earn the money you spend yourself (even if not necessarily legally). Every item you claim from the Maw of Kimaris inflicts a certain amount of corruption on you; the more money you spent on that specific item, the greater the corruption you suffer. This corruption will twist your body and mind towards depraved ends.

7th Layer:

Phoenix Obol: [Relic]
Dying while in possession of the Phoenix Obol will not cause you to fail your chain. In this gauntlet, dying while in possession of the Obol will not fail it.

Granted Granite: [Relic]
This item can be applied to any supernatural item, but not fiat-backed items that aren't also Relics. If the item is tied to your continued existence somehow (such as being a phylactery), your connection with the item is

severed. It otherwise functions identically to the **Perpetual Repose** Relic. Every ten years, or every jump, you receive an additional 5 drops of this Relic.

Clockwork Forge: [Wonder]
The Clockwork Forge can be used by play the equivalent of $400 in USD (2020 currency), and can swap the powers of any two supernatural objects (but not fiat-backed objects that are not Relics). Once per decade, and for $4,000,000, you can swap the powers of any two fiat-backed items.

Vend-o-matic 6900: [Wonder]
It's a vending machine that is only special in that it accepts all currencies and has an endless amount of supplies within it (that are destroyed if you try to access them without paying). It sells food and drink, small containers, speed-boosting energy rations, and water that protects against curses and jinxes. It also sells cure-all medicines that can mend any injure or cure any disease.

Recycling Center: [Wonder]
By throwing objects into these chutes, you are given money equal to 50% of what the item would be worth if you were to sell it. For some reason, fiat-backed items do not fit in the Recycling Center's openings.

8th Layer:

Gaia Theory: [Relic]
If you have the means (which are not found in this setting), you may be able to remove the sprite inside of this Relic, who will then become an independent entity and a follower.

Glory's Grasp: [Relic]
This can switch between the form of a prosthetic limb, and that of a gauntlet or boot with identical abilities.

Fray Goo: [Relic]
This is capable of duplicating any sort of item, including fiat-backed items. However, it still only lasts for a minute, and then all the effects of those items are undone. However, the *consequences* of using those items remain;

a resurrection from an item might be reversed, but the actions the resurrected individual performed in that minute would still have occurred.

Null Void: [Relic]
This is capable of stopping any sort of supernatural effect or power, not merely those of Relics.

Boundless Space: [Wonder]
This room can modify a single item (Relic, supernatural, or fiat-backed) that has a specific listed range in its description. From then on, you can alter the range from anywhere from 1x to 100x normal distance. Copied items do not retain this range-breaking effect. This room can only be used once per ten years, or once per jump, whichever comes sooner. The effects cannot be stacked on the same item. This Wonder and **Endless Time** are considered to be the same, and cannot both be used on the same item.

Fountain of Youth: [Wonder]
The Fountain does no longer applies the effects of Lethe Taps.

Endless Time: [Wonder]
This room can modify a single item (Relic, supernatural, or fiat-backed) that has a specific duration of time listed in its description. From then on, you can alter the time from anything between its normal timespan and 1% of that duration. Copied items do not retain this time-breaking effect. This room can only be used once per ten years, or once per jump, whichever comes first The effects cannot be stacked on the same item. This Wonder and Boundless Space are considered to be the same, and cannot both be used on the same item.

9th Layer:

Radial Circulation: [Relic]
Any supernatural or fiat-backed item with effects directed towards the user of the item may be placed within this Relic.

Connect Call: [Relic]
In this jump and future jumps, the changes you make are incapable of erasing yourself. If you ever replace your past self with your future self, it

will function by your past self absorbing the mind of your future self, hybridizing them together without losing who you are, ensuring continuity of existence.

Contrarian Reflection: [Relic]
Can be used to turn any supernatural, or even fiat-backed, item into having the opposite of its normal powers.

Bloodstained Sanctuary: [Wonder]
Sacrificing a living being with human-level intellect here will completely purge you of any and all negative influences, from injuries to illness to corruption, and more. You will even be cleansed of sin, and regardless of the wrongdoings you have committed, will be considered pure and unsullied for purposes of registering as “good” or “evil”. It doesn't stop people from reacting as they reasonably would to human sacrifice, nor does it free you from legal consequences, but it would allow you to go to a heaven after you die, instead of the hell you probably deserve for sacrificing a living person.

List of Relics

As the Abyss Diver CYOA inflicts a penalty on people who read ahead, the Relics found up to the fifth layer (the maximum that can be purchased) will be described here with a cursory description of their function. Some minor or specific details may be omitted.

- **1st Layer**:
    - **Star Compass**: An orb with liquid and a needle. No matter what you do, it always points downwards. 0.5kg
    - **Rømer Stones**: Separate, these 5 small stones absorb heat to cool down environment. Together, they generate heat. But only enough to be unpleasant when held in your hand. 0.2kg each
    - **Creepy Doll**: A doll that makes people uncomfortable. 0.3kg
    - **Giddy Reaper**: A sickle that, if it cuts through a plant, will make the plant slowly grow back to the same size over 12 hours. Can’t be used as a weapon. 1.7kg
    - **Silk Twister**: Comb that instantly grows or shrinks hair, and styles it to whatever you like. 0.3kg

    - **Vertebra Key**: Can lock anything with a keyhole, but only unlocks things that belong to the user. 1kg
    - **Chain of Lorelei**: Gives you a good singing voice and talent with musical instruments. 0.8kg
    - **Hive Tassel**: Vibrates when bees are nearby. Not useful in the Abyss. <0.1kg
    - **Smitten Mitt**: Gives the sensation of holding a hand when you wear it, and calms nerves and anxiety. 0.4kg
- **2nd Layer**:
    - **Firmament Pigment**: Bucket with paint that colors things the color of the night sky. Flammable, refills. 0.5kg empty, 6kg full
    - **Pearly Gates**: Toothbrush that makes teeth permanently clean, and makes your breath fresh. Gives breath a flavor of your choice. 0.1kg
    - **World Stone**: Barbell that increases weight to match your abilities and goals. Using it can slowly increase physical abilities to mildly superhuman levels. 5kg-500kg when used, 5kg when not being held
    - **Forest's Gift**: Necklace that lets you talk to animals. Useless to dissuade Threats. 0.7kg
    - **Harmless Harmony**: Harp that plays thematically appropriate music, when it's appropriate to have music. Sound travels flawlessly through any medium. 1.6kg
    - **Umbra Trident**: A small eating fork. Shadow physically interacts with the shadows of objects it touches, letting it push/pierce/carry things via its shadow. However, the force and piercing power are equivalent to a normal fork. 0.3kg
    - **Event Horizon**: Causes all waste products produced by the body to simply disappear. Also gets rid of periods without affecting fertility. 0.5kg
    - **Heart-stealing Stole**: Blows in a dramatic fashion even without wind, makes the wearer appeal more cool and attractive. 0.1kg
    - **Effacing Asperity**: Aerosol can causes objects to experience 0.01% friction it would otherwise have when in contact with an object. Infinite amount. 0.7kg
    - **Wholly Ale**: Chalice. Water placed within takes on the consistency, color, and flavor of any mundane beverage the user wants. Has any alcohol content you want, but only takes effect inside the body, it

doesn't change the chemical structure of the fluid. Does not take on other qualities of the fluid. 0.6kg
    - **Memoir Remnant**: Bookshelf overwrites books with the autobiography of whoever placed the book upon the shelf. The style is influenced by the genre and style of the book it is overwriting. 9kg
    - **Gleam Dazer**: A charm that looks into the future. Outside the Abyss, it can look a month in the future. In the CYOA, it lets you look at the next page without penalties. It breaks after one use. 0.3kg
- **3rd Layer**:
    - **Sibyl Blend**: Sachet of tea leaves that never loose flavor. After drinking, tea leaves will gather on one side of cup, pointing towards nearby undiscovered Relics. Reduces travel times by 1 day for Relic-hunting. 0.2kg
    - **Pangea Shaker**: Reflavors food to whatever you want, or can dispense typical herbs and spices. Does not change chemical properties, nor does the dispensed herbs have any nutritional value. Purely a matter of flavor. 0.2kg
    - **From Seafoam**: Sponge that permanently cleans skin, gives you a nice scent forever after use. Can also remove scars or blemishes if so desired. 0.2kg
    - **Orbweaver**: Shoots sticky gloop that hardens into almost-iron-like toughness after 10 seconds. 1 kg
    - **Soulseeker**: Dowsing rods that give off vibrations as the wielder moves closer to whatever their heart desires. 0.4kg
    - **Tranquility Knell**: When rung, reduces all sound in 100 meters to 1/100th volume for 30 minutes. Can cancel early. 1/day usage. 0.4kg
    - **Lightning Rook**: Transparent chess piece. Slows down perception of time based on how long you've held it; ½ when first holding it, and up to 1/200th over the course of 24 hours. Can only be toggled by letting go of it and resetting the time. More time to make decisions, but you don't move faster. 0.4kg
    - **Acrobatic Accord**: Anklet, improves hand and feet dexterity, allowing you to use your feet like hands. Gives you ambidexterity and flexibility. 0.1kg
    - **Managed Misfortune**: Two marbles, each can accept a Curse you *haven't* taken on from the Abyss. Lets you store it in the marble, activate the Curse for yourself when you wish, and disable as well.

You must be in a Curse's layer to store it. You cannot gain corruption from stored Curses. You can permanently remove Curses from the marble to take on a new curse. Cannot confer a contradictory Curse. Age Reduction Curses just change your appearance when used in this manner, not your real age. 0.1kg

- **Breathless Exhale**: Fan that can be waved to send blasts of air in that direction. Can wave towards yourself to send blasts of air that move towards you, moving far-away objects closer to you. Under the sun and outside the Abyss, it can be used to change the direction of the wind entirely. 0.1kg
- **Sharing Shears**: If these scissors cut an object, and each piece is at least 20% of the total mass, then after 5 seconds the two pieces will be linked, all force being applied to both parts equally. Picking up one half will cause the other to lift into the air as well, but each part will weight as much as the whole. Link can be dispelled by tapping with soft side. Easily cuts through stone, but most metals would be hard. Will destroy most Relics if used on them. 0.4kg
- **Rose-tinted Spectacle**: Glasses. Looking through one lens shows the future, the other shows the past, but only 10 seconds each way. Looking through both lenses lets you tell if people are telling the truth, even through recordings. 0.2kg

- **4th Layer**:
  - **Ghost-righter Writing Down**: Feather pen. If you use it to write something and leave it alone for 4 hours, ink will be rearranged into new words to have perfect spelling and grammar, free of ambiguity or mistakes. When reasonable, also upgrades the language used, being more descriptive, imaginative, and all while fitting the author's original retention. Works for all languages, but is not reliant on the author's knowledge of that language to make corrections. 0.1kg
  - **Gilded Prison**: Cage. When closed and kept still, anything inside ceases undergoing natural erosion and experiencing wear-and-tear, needing serious force applied to suffer damage. Prevents aging and most diseases, but doesn't heal them. No effect on the spoilage of food between layers. 4kg
  - **Omoikane Circuit**: Small chip that can be inserted into any phone to give infinite battery life, an OS molded to perfectly suit your mind, free infinite data faster than anything else, and automatically-

upgrading specs equal to 120% of the best on the market. Also comes with cute AI assistant. Base phone's specs have no effect on the result. 0.1kg

- **Afar Wanderer**: Wand. Tap twice on a single nonliving object of less than $1m^3$, causes items to be linked. Moving the wand will move the object the same distance in the same direction. Rotation, too. The reverse is not true; movement of object does not affect wand. By applying pressure to wand, you can cause it to become selectively out of sync with the object, and increase/decrease distance between object and wand by up to a factor of five. With practice, can be like telekinesis. Can reassign to new object by tapping twice on it, can disconnect by tapping 3 times on the same object, and remain linked up to 100 meters away. 0.5kg
- **Kin Shifter**: Jar of slime with a face, but no mind. When touched to another Relic, parts of it will reshape into a perfect replica of that Relic, with the same powers. This is permanent, and cannot be undone. The amount it can reshape into is based on dubloon value, and it has 70 dubloons worth of value to assign. It can be used on multiple Relics of that value or less, but each one subtracts from the total value. However, the *final* Relic can go over this limit of 70 dubloons, but only so long as it itself is worth 70 dubloons or less. *However*, it can also use up its full 70 dubloon value to entire transform into a single Relic of over 70 dubloons in value. 1kg
- **Brave Vector**: Metal pipe. Any object in it will be accelerated to x100 times insertion velocity, and will fire straight—even if inserted at an angle. Has diminishing returns for objects that are already fast; a bullet would barely go any faster. 1.7kg
- **Devil's Own**: Charm that gives a low-level increase to luck, primarily for avoiding bad luck. Lucky enough to break even at the slots. Gives you one single reroll for this entire adventure on Cherry's ability OR on the **Lucky Lucky** perk. 0.2 kg
- **Verve Cell**: Hammer. No matter how it is swung, force is always a light tap. When tapped against Relic with charge or use time, stores that charge and turns Relic to "uncharged" state, to begin charging again. Tap the *same* Relic again to give it back its charge. Can hold up to 6 charges total, potentially from different relics. 2.5kg

- **Vessel Vivisector**: Scalpel that harmlessly and painlessly cuts a “ghost afterimage” from a living creature. Slightly transparent, continues performing a simple action the user was doing at the time of the cut. Can have up to 6 ghosts active at once, potentially multiple from the same creature. Very limited problem-solving ability, best used for simple, repetitive tasks. Items aren’t duplicated. 0.2kg
- **Sated Artist**: Giant paintbrush. If dipped in any opaque liquid, can draw an 3-d image in the air and make it real. Paint-matter has weight between wood and stone, and has all the properties of the liquid it is painted from; however, its phase-changing conditions and durability is equal to iron. No special qualities, and can’t be complex. Can’t make a car, but you could make every individual component of a car and then piece it together, if you knew how. 1.8kg
- **Timekeeper’s Keepsake**: Small pocketwatch. Can stop time in 10 meter zone, but only non-organic objects and not the Relic itself. 5 minute duration, 24-hour charge. Stopped objects cannot be moved, but force applied to them will be applied once time resumes. Make sure clothing is organic, or you might be caught in your own time field by your immovable clothes. 0.5kg
- **Creator’s Bolt**: Arrow, passes through living flesh without injury, and can only impact objects. If passing through a human while they imagine a form of media—like a book or game—it will emerge from them with a copy of that form of media hanging from it. Only about 1 hour of enjoyment, but can repeat to increase the length of the media. Not perfect, but enjoyable for anyone who has the tastes for that sort of book/game/movie/etc, but needs 6 hours to recharge after use. 0.7kg
- **Perpetual Repose**: Genuinely indestructible and unalterable shield. 1.5kg
- **Toral Wave**: Loop of metal with handle, outputs constant electricity. Direct current, strength depends on where it is touched; between 0.3 (annoying, painful shock) to 3000 (almost certainly lethal to humans, enough to power a 21st century household) joules per second. 0.8kg
- **Flamel’s Folly**: Rod. When touching object of 55% or greater purity, can turn one element in that substance into an element +/-1 atomic number on the periodic table. Maximum volume of 1m^3, 30 minutes to recharge. 1.2kg

- **5th Layer**:
    - **Pocket Hoard**: Backpack with infinite pocket dimension, opening can stretch up to a meter. Living creatures cannot be stored. Objects can be retrieved by putting handing in bag and thinking about object. However, it is useless until you go to a specific Wonder on this layer. 0.3kg.
    - **Sunbeam**: Sword that bursts into flames that can't harm the wielder, sharp enough to cut through steel with effort. 3kg
    - **Moonwatcher**: Cybernetic eye you can replace with your own (either by ripping out your own and shoving it in, or get free surgery in Outset Town). Can see through any material as much as you like, and can see better than human eyes can, including in the dark. 0.4kg
    - **Siren's Call**: Ocarina that you can play to make people feel emotions. 0.1% as effective through a recording. 0.5kg
    - **Zelus Band**: Headband. Increases focus, productivity, and creativity, while eliminating procrastination. Removes need for sleep, but doesn't nothing for physical exhaustion from exertion; can't keep traveling all day and night long. 1kg
    - **Everhevea**: Iron waterpot. If object with volume of $5m^3$ or less is sprinkled with water from it, becomes very pliable and stretchy for 2 hours. Can even sprinkle people. Sprinkling miasma-contaminated water on your skin has no effect, although drinking it does. Can hold 2 days of water in it, but does not come with water. 1kg empty, 2.6kg full
    - **Reflex Emblem**: 3 paper tags, sticky on one side. If a condition is written on a tag and it is placed on a Relic, it will activate the Relic's effects when that condition is met. Passive effects are instead suppressed until the condition is met. Not omniscient; have access to all information that the writer would have been able to discern if they were within a 50m radius around the tag. Having a computer in that radius, for instance, would give the tag access to information from online. Activated Relics are still subject to all original limitations. <0.1kg each
    - **Twin Polaris**: Two cloths. Rub object with one, and it will be strongly attracted to objects rubbed by the other, and vice-versa. Two objects rubbed by the same cloth will repel each other. Continuous rubbing

will increase effects, but with diminishing returns. Rub with other cloth to remove effects. <0.1kg each

- **Superpositional Skewer**: Spear with sharp crystal. If any object, including living creatures, touches one end of it, and someone/something else touches the other end, and both have a volume of less than $5m^3$, then the two objects will teleport and swap places instantly, no matter the distance between them or the time elapsed between touching it. If another object touches the same end, it overwrites the previous object. After teleportation, nothing is retained, so it is a one-way teleport. Touching the middle has no effect. Effects occur automatically. 2.7kg
- **Empath Coil**: Pair of metal yo-yos. String can be extended 10 meters, but is infinite—once cut, it can be extended another 10 meters. While touching string, you can selectively sense everything through the yo-yo disk at the end of it, as though you were standing in that location. You can also leave one yo-yo someplace, and then touch the other yo-yo to sense through it as well for distance scrying, although so can other people. Near-perfect conductors of electricity, and make user immune to shocks. 0.7kg each
- **Heavenly Merrymaker**: Hat that causes time to seemingly cease to pass when doing purely fun things with no larger benefit or goal in mind. Reading, game, sex, tv. Time doesn't really stop, but sorta does; no timekeeping methods will progress, the sun doesn't move through the sky, major events don't occur, and your needs never grow. Effectively lets you put everything on hold while you have fun. Stops working if you try to do anything productive. 0.2kg
- **Vain Sculpt**: Lump of black clay with antimemetic properties. It can only be remembered while being observed, and is otherwise immediately forgotten. Does not need to be sight; effects works through records of media of relic. If observed once more, lost memories are restored, but will become vague with passage of time. Otherwise functions as normal clay. Cannot be diluted with normal clay without losing powers. Eating a small amount of it will make you immune to its effects. 3kg worth of clay