Kingdom Death: Monster Gauntlet/Jump

By: AbyssThatSmilesBack

v1.6

Table of Contents

Table of Contents 1
Introduction 3
- The World 4
- The Gauntlet 6
- The Jump 7

Locations 8
Settlement 10
Role 13
Monsters 17
- Curated Monster Setups 18
- Finale 20
- Nemesis 23
- Quarry 32
- Other 43

Perks 44
- General 45
- Settlement 51
- Role 59
- Nemesis Monster 64
- Quarry Monster 69

Items 76
- General 77
- Settlement 83
- Quarry Monster 91

Companions 99
Toggles 110
Drawbacks 112
Gauntlet Rewards 117
- Finale 118
- Nemesis 121

Scenarios 126
Final Reward 131
Afterwards 132
Notes/Anticipated Questions 133
Changelog 135



Introduction

You awake upon uneven stone ground with black ink covering your eyes. Wiping the ink away does little to allow you to see as the world is completely dark. Scrambling noises occur around you, alerting you to others nearby. Scrambling a little in this darkness you will find a lantern that comes alight at your touch, lighting up the other humans that are nearby. Each with ink over their eyes like you. Each of you only has a single sheet of cloth with you.

Before you have a moment to determine where you are, the first of the other humans around you is taken down by a monstrously sized lion that had pounced on them. The lion crushes their head in its human-like hands, pausing with a moment of confusion as it paws at the remains of the human's head before striking down another. You aren't sure if it was you or another that first started clawing at a crack in the human-faced stones on the ground, trying to get a weapon before the lion decides you are its next target.

Whoever it was doesn't matter, as by the time you get a sharp stone from the ground, only you and three others remain, all similarly armed. The lion turns to you, in its eyes belies something greater than an animal's intelligence. Now begins your struggle to survive in this darkness.

You will have the option to choose either a Gauntlet or a Jump for using this document. If you take it as one, you cannot take it as the other. The details of each are described below.

The World

For those not familiar with the general logic of this world, this section is for you. Feel free to skip this if you are already familiar/don't want the refresher.

The Plain of Faces is an encompassing landscape where there is no source of light like the sun, and instead most things either have adapted to the dark or use some form of bioluminescence to see or attract prey. There are a number of subregions here, but, for one reason or another, every place is, without exception, dangerous. The only places of relative safety are places like the settlement you will find and possibly join while here and even those have lurking dangers.

All living things in this world are Monsters, from the humans to the plants to the gods. This means a couple things, the humans are more accurately called survivors, the plants can be just as active as the animals, and the mightiest of the god-like creatures (called an Entity) can be killed by a simple dagger applied correctly. Every Monster is quite adaptable as well, for example the Dung Beetle Knight was once an insect that consumed something that caused it to grow in intelligence, strength, and size. Before a certain point where it began mimicking the Flower Knight to gain a humanoid shape. As the survivors are Monsters, they too can adapt like this which is how many of the supernatural effects can be gained here.

Settlements survive by sending groups out on hunts of creatures for resources to build and feed, and a failed hunt can mean people starving to death. These materials are also used to create the weapons and armor that the survivors will use in future hunts to help ensure their continued survival. When out on these hunts survivors leave the settlement and track a particular prey encountering the more regular dangers of the world before facing their prey.

In terms of how advanced a settlement is, it varies, in general it is safe to assume that your settlement starts at pre-fire levels of advancement, but can quickly develop to medieval tech. There are a few long lived settlements being about on par with renaissance level technology, but they have other dangers and usually have an Entity keeping them going.

The Survivors have a hard time advancing past this stage as when they become too advanced, an Entity will usually cull the settlement in one way or another. While Watchers will come and destroy what remains of that civilization's knowledge ensuring it is lost forever. This keeps things in a general status quo so it doesn't really matter when exactly you enter the world.

It may seem like killing the Entities would be a way to break out of this state, and it is, but the Entities are implied to be incredibly powerful with potent supernatural abilities. The Scribe for example has a book that by crossing out a name that person ceases to exist. It is also implied that the Scribe may be how survivors awaken with no recollection or history.

In terms of supernatural abilities, Survivors start with two: Survival and Insanity. Survival is generally the will to live and can be expended to perform superhuman physical feats.

Insanity is how distorted your mental view of the world is and does two things, it protects your mind so that it doesn't shatter to the point you become a gibbering mess and can also be expended to force the world to conform slightly to your insane view of it. These abilities are more outlined in the Insanity and Will to Live perks.

Dreams are the realm of the Ethereal Dreamer, a generally friendly Entity that can grant survivors a connection to its realm with the ability to pull stuff out into the real world. These people are called Saviors as they are compelled to act in a way to make the world better and are protective of other survivors.

The Gauntlet

Vague memories of a being sitting on a throne of human arms with a quill float through your memories, allowing you to recall that much of your power has been sealed away, leaving you with little more than your physical body. The being guaranteed that whatever occurred here to you would not stop your journey, though that kindness was undercut by their cruel smirk.

+500 CP

This is a Gauntlet. Dying here is not a chainfail. If you die here you lose whatever you purchased here, but immediately continue on to your next jump. You are restricted to your equivalent of a Bodymod when you start, plus whatever was purchased here.

The task to successfully complete this is to slay or defeat each Monster you have chosen in the Monster section. The Quarry Monsters you will need to hunt, the Nemesis Monsters will likely attack your settlement a few times before you can finally put them down.

The Finale Monster will become available after all of the other selected threats are dealt with or 30 lantern years have passed, whichever comes first. If you have not fought the Finale Monster by the 30th lantern year you are here, you will be forced to fight it that year as it comes for your settlement. If you have Monsters remaining after the Finale Monster has been dealt with they will start coming to you with decreasing time between their arrivals.

That being said you will remain here for at least 5 lantern years, with options to stay longer. The settlement, group, or just yourself (if you go solo) will only need to do a hunt once per lantern year, being able to survive off of the kill for that long. Your time here comes to an end once all of the Monsters you will select below have been dealt with while you are part of the group actively fighting them. That is, others can hunt if you don't leave in a given year, but they don't count towards your goal.

The Jump

Whatever forces brought you here, will be yours to deal with once you are free. Until then, for the next 10 years you will need to face the horrors of this world. To help you with that:

+1000 CP

By taking this as a Jump, there are a few modifications to this doc to be aware of.

For the purposes of Drop-in, any combination of Settlement and Role(s) can be taken, though for those groups that have personal history, they will not know you and may know you don't belong if you choose to still be a Drop-in.

Options in the Monster section now act like drawbacks. Each option can only be taken once, and it acts as if you choose the level 3 option of the monster, though you only gain the reward for the Monster once (White Lion is only +50 CP, even though it is level 3). However, instead of facing them being a requirement, creatures up to that level appear around your settlement. Some scouting is able to help you determine the relative strength of a creature if need be. There are Monsters that are required for certain Settlements and Roles, they will act as if you had taken the Legendary and Finale Drawbacks. Be sure to take the points for having done so.

By selecting a Monster, you do not gain discounts on Items and Perks related to it, and slaying it does not grant you any rewards from the Nemesis and Finale Rewards section. To note, the Legendary Drawback when taken will grant you discounts for the related monster, however.

While it is unlikely for you to encounter unselected monsters, it is possible to encounter them if you explore far enough from your home settlement.

The last change is that you also forfeit the Final Rewards.

Locations

Roll 1d10 (a result of 10 is free choice), or pick, both options are free. The time you appear here is irrelevant, as countless settlements are destroyed. Thus keeping the world in nearly unchanging misery.

The Plain of Faces

A vast expanse enveloped in nearly unbroken darkness, here all the other locations also exist. This expanse gets its name from the innumerable stones across the ground in the shape of human faces in different sizes.

Starting here means you appear in an unimportant location.

Abyssal Woods

This forest is full of plants that are bent towards its center. Occasionally you will find parts of rope or chain wrapped around a tree. Although monsters live here just like everywhere else, there is also a special threat. The plants are bent towards a single location, a tiny black hole that occasionally flickers into and out of existence at the heart of the forest. The ropes and chains come from previous explorers who would cast them around trees in attempts to avoid being pulled into this void.

The Flower Witch and her disciples perform strange and unknowable tasks to protect the forest from this threat.

Castle in the Storm

There is a great perpetual storm that rages around a giant sword shaped castle chained to a lone Sunstalker that keeps it afloat. Beneath the castle a village has grown that worships the castle. They let wanderers attempt to enter the castle, as they know when people attempt to enter they will fall. It is only a short time until their equipment will rain down in the storm as a blessing from the castle. The Storm Knight patrols the corridors in the castle warding away those who dare enter.

Hidden Village of the Knight

There is a small hidden alcove where a large creature called the Black Knight lives. The monster possesses incredible skill with its weapons, but frequently sleeps. When you found this place you were lucky to find the creature sleeping. The other survivors repairing its weapon and armor quietly greeted you and drew you into their community. Small homes hidden from the direct gaze of the Black Knight. Those that live here call themselves Squires and swear to learn from watching the Black Knight defend its home from invaders.

Holy Lands

This is the Domain of the Golden Entity, a large angelic creature that little is known about. Throughout the lands there are pools of molten god metal, and grinding machinery creating a great number of weapons. Each of these weapons are impossible for survivors to wield. Survivors are occasionally modified to be able to bear the soldiers of the Golden Entity's army to birth. Rarely they are even capable of birthing the commanders of the army called the Chosen. Beyond the creatures of this army, there are a great number of White Lions here along with Lion Gods.

The Lion Knights, experimental humanoid monsters that take some features from the lions that live here, were also created here. The First Lion Knight is trapped in a grand Labyrinth hidden in these lands.

Inverted Mountain

This great mountain possesses a strange shape, it is narrow at the bottom and expands in width as it goes higher. The interior is a great dungeon full of traps and narrow corridors and impossible pits. The creatures here are driven mad from some unknown force exuded from the creature that stands alone at the top. The Mountain Man stands motionless looking into the sky atop on the flat plane that makes the top of this mountain. It stares at a singular glowing fruit that illuminates an incredibly large tree.

Beneath is a swamp with a tenuous surface that adventurers settle upon before braving the dungeon. This swamp is full of its own dangers, especially as the scum that forms the surface is capable of rupturing.

Lagomorph Forest

This deep valley is believed to be impossible to climb out of. The people who live here make do with the creatures that fall in and the occasional rabbit like creatures that the plants seem to produce. The canopy of plants seemingly writhe to purposefully make travel difficult.

Necropolis

The place was once a civilization called the Silver City, for reasons unknown the ground itself swallowed the city whole. Its ruler, who was granted immortality, slowly transformed into the first Lion God.

The Lion God has no love for survivors, and will protect its home from those who would try to plunder the city of its many powerful relics.

Ringtail Swamp

This swamp has a vast network of underground tunnels that survivors have taken up residence in forgotten nooks. A Giant Fox lives on the surface, dominating the domain.

Settlement

The Settlement you choose is what kind of group of survivors you will encounter. You will have an opportunity to join if not already inducted into them by birth. Although your starting location may imply one of these you are free to choose, as there is no guarantee the settlement is even there when you arrive.

Unknown - +100

Separate from the various other options, this provides the most flexibility, but no other benefits. You will be able to choose your Monsters with the least amount of restrictions.

Black Knight Squire

You live in the Hidden Village of the Knight, and have learned to be incredibly stealthy. As a Squire you will be expected to maintain the equipment of your patron that acts as your unknowing guard dog. You will have many opportunities to learn how to fight by watching the Black Knight, while hiding, obviously.

Bloom People

You have settled near the enigmatic Flower Knight and have begun mimicking its movements and its gardening. The Knight will defend its own garden from outsiders, but is entirely willing to watch yours get destroyed. The movements and actions of the Flower Knight have instilled in your settlement a sense of its divinity. The people will try to further emulate the Knight.

Flower Witch - 100

In the Abyssal Wood, the Flower Witch maintains the Infinity Web, a power that keeps the black hole from consuming the forest whole. She does this by managing the life cycles of all things that live in the forest with her twelve disciples, you have taken up a place amongst their number. Choose a number between one and thirteen except five, that is the specific role you have taken. The Witch will give you tasks to perform by divining information from the Sleeping Flower.

People of the Lantern

This settlement has found a pile of lanterns that seems to drive monsters away while also providing light. This miraculous place's only drawback is that most food does not grow nearby so people will still need to go out and hunt to feed the settlement.

Surely the protective lanterns will remain lit forever.

People of the Stars

You and your fellows have been adopted by a not-quite-right survivor whose guise belies a far more terrifying power. They dream of leaving something behind and have decided that your settlement will do. They will do so by cultivating your settlement so that the spirits of their missing comrades can reincarnate.

This person calls themselves the Tyrant, and will change moods based on how well the settlement meets their expectations.

People of the Storm

You live at the center of the perpetual storm, beneath the Castle in the Storm. The other survivors worship the Storm Knight and gather the gifts it leaves. Your settlement believes that being struck by lightning and surviving is a mark of pride and as such many have scars from being struck. The settlement collects metal objects to place on the outside of shelters to attract more lightning.

People of the Sun

An ancient Sunstalker has lowered itself and begun the phase of its life cycle where it spawns its children. Your settlement has taken up residence near its spawning pool and has formed a symbiotic relationship. The survivors take care of the children of the Sunstalker, and they receive access to unique materials. By taking care of its young, the Sunstalker also repels other monsters from the settlement. This relationship may have other benefits beyond the protection if the settlement has a bit of ingenuity.

Twilight Order

You are a member of the scattered Twilight Order, a group that gathered and protected knowledge until the Grand Library fell.

You are a member of a pair that travels. Your mission is to protect the scraps of knowledge you saved from the Library and whatever information you have gathered in your travels.

White Speaker - 100

You are one of the women that can use a type of blood magic that involves spinning tales. For their own reasons they keep themselves hidden and enigmatic. While, occasionally, providing boons to those they come across. Long ago the Twilight Order almost drove you to extinction, leading to bitterness between the factions.

There is a hidden sub-sect called the Red Witches that have sealed the knowledge of their existence and of their quarry from the others. They are sworn to hunt down and kill the Pariah, the only male White Speaker.

As such if you are male and choose this option, you must take the Red Witch Pariah Drawback.

Role

Your Role is roughly equivalent to your Origin in other jumps, with the caveat that you can have multiple Roles as long as they are compatible. Roles past the first cost an additional 100 CP per already taken role. Roles are additions for special abilities that make one more than human that can be granted by various settlements.

You may choose your age and gender freely.

Survivor - Free

You are one of the regular survivors of this world, all of the other roles have abilities granted in addition to what you can get here. That isn't to say you are comparable to a human from another world. You have some minor superhuman traits such as your malleability and adaptability to gain new abilities. On the less physical side you have your Survival and Insanity.

Red Witch - 100

(Restricted to White Speaker)

Unlike the normal White Speakers you have been trained in a style of combat that flows with your tales. You were trained in this as you have been tasked with hunting down the Pariah.

You are expected to keep your actions secret. This does mean that you are somewhat restricted in helping other survivors in combat despite your skills. You will be granted a red cloak that is caustic to the touch of others.

Savior - 200

Shortly after you were born, you lived an entire lifetime in the care of the Ethereal Dreamer. This experience has granted you a ...complex, along with power. You possess a drive to save people, and the desire to wear bright colors and a cape. In terms of power, you were granted one of three dreams that you have access to in the Perks section.

You possess wondrous powers, but utilizing them makes your body age rapidly. Worry not though, if you age to old age you will instead return to the dream forever and take the form of a Super Savior.

Skull Cultist - Free

(Incompatible with People of the Storm, Twilight Knight, Twilight Knight, and Twilight Relic Knight)

Some Survivors have taken to worshiping many things, you have taken to worshiping bones.

Your oaths restrict you to only using equipment made of bones. As a minor boon your skill with using such equipment makes them far less likely to break.

Twilight Archivist - Free

(Restricted to Twilight Order, Incompatible with other Twilight Order Roles)

You are one of the survivors of the Grand Library. You and your loyal guard are now on a mission to preserve your knowledge until you can establish the Grand Library once more. Armed with a vast array of unrelated but useful knowledge you would be a boon wherever you stay. That is if you could trust those around you to not kill you to steal your books and scrolls.

You always seem to always know where to go to discover something new, something that will surely help in your quest for knowledge.

Twilight Knight - 100

(Restricted to Twilight Order, Incompatible with other Twilight Order Roles)

You are one of the survivors of the Grand Library. You are either the loyal guard of one of the archivists, or a Deserter.

Either way you have heavy metal armor, and a powerful sword. Unfortunately, both your sword and cloak are sentient and drive you to protect the archivist.

As a guard, your mind has locks put in place that will keep you sane, calm, and collected despite the nightmare of a world you are in. All so that you can focus on your mission.

If you are a Deserter, your mental locks have broken. This allows you to stray from your mission, though you must now deal with your sentient equipment that berates you. **As such, Deserters must now take the Mutinous Arms drawback.**

Twilight Relic Knight - 100

(Restricted to Twilight Order, Incompatible with all other Twilight Order Roles)

You are technically one of the survivors of the Grand Library. Instead of being one of the human survivors, you are the sword itself. Your wielder's mind has been lost and that has allowed you to claim control of their body.

This allows you to utilize their body to its maximum potential in complete disregard for self preservation. This allows you to fight with superhuman agility, reflexes, strength, and skill though this will slowly damage the body.

Beware however, if your wielder's body dies and you don't find a new wielder whose body you claim by the end of your time here, that counts as a death.

Your main body has the abilities outlined in the Twilight Sword Item.

Ringtail - 100

You were found in a basket of woven fur as a child and possess a few animalistic traits: sharp fangs, and claws. In addition to those physical traits you have an incredible sense of smell and have an instinctive grasp on how to fight using your claws. You will be drawn to make accessories that will make you resemble a fox more closely like fake tails and fox eared hoods.

Warrior of the Sun - 200

(Restricted to People of the Sun)

While you were an infant your umbilical cord was attached to the umbilical cord of an infant Sunstalker. The blood that flowed into you has modified you granting you some of the Sunstalkers abilities.

You have been granted one of two abilities: either Reflection or Refraction. Reflection is the ability to bend light around you while moving making it much harder to track you. Refraction the ability to passively absorb light and convert it into stamina. Which grants you the ability to continue acting for much longer periods of time.

Monsters

Monsters are the monsters you will face while here, they come in four types, Quarry, Nemesis, Finale, and Other.

In general, Quarry monsters are monsters that you must hunt down to face, while Nemesis and Finale monsters will find you.

Nemesis Monsters sometimes escape to return later. Defeating it at least once is all that you need to complete the task.

Quarry Monsters come in multiple varieties, both have levels one through three. The higher the level the stronger and more cunning the monster is. Sometimes High level monsters even have supernatural abilities added to their repertoire.

Quarry monsters have an additional level: Legendary. Legendary Monsters have all of its normal abilities along with abilities from another Quarry monster. A Legendary White Lion may have the time manipulating abilities of a Phoenix.

Finale Monsters are the enemy you must ultimately face to successfully complete this Gauntlet.

Other Monsters may be selected, and you will encounter them at least once while here. While not necessarily hostile, they aren't friendly either.

If you have the ability to choose a Finale Monster, you may replace it with a Legendary Quarry Monster. The exception is that it also has abilities from one other Quarry and a Finale Monster. If you face multiple Legendary Monsters of the same kind, each will have abilities from different monsters.

You can face a level 2 Monster by selecting it twice, a level 3 by selecting it three times, and a Legendary one by selecting it four times. You gain CP for each selection.

By selecting a creature multiple times you may face it at different levels, so long as you face each of its higher levels at least once in your time here.

Each selection you make here will add another year before your Finale Monster can be faced. If you have multiple Finale Monsters you may choose the order in which you will face them.

In total, you must select at least one Finale Monster, at least one Nemesis Monster, and at least three Quarry Monsters. Multiple purchases of the same monster count separately for these counts.

Curated Monster Setups

For those that don't want to choose on their own you can select one of the following or use it as a starting point. Note that some settlements and origins have restrictions. Simply substitute the requirement in for something of the same level.

Do note that for those taking the jump option, your time here is not affected by these choices.

Classic

Chosen Monsters: Watcher, Butcher, King's Man, The Hand, White Lion level 3, Screaming Antelope level 3, Phoenix level 3.

Gauntlet, Time: +1700 CP, At least 13 Lantern Years

Jump: +1100 CP

Classic (Abridged)

Chosen Monsters: Watcher, Butcher, King's Man, The Hand, White Lion level 1, Screaming Antelope level 1, Phoenix level 1.

Gauntlet, Time: +1100 CP, At least 7 Lantern Years

Jump: +1100 CP

Easiest/Fastest Trip

Chosen Monsters: (Watcher, Butcher, White Lion level 3) OR (Watcher, Butcher, Gorm level 3).

Gauntlet, Time: +550 CP, At least 5 Lantern Years

Jump: +450 CP

Holylands Preview

Chosen Monsters: Golden Entity, Blessed One (Chosen), Lion Knight (2nd), Manhunter, Legendary White Lion.

Gauntlet, Time: +1200 CP, At least 8 Lantern Years

Jump: +1100 CP

I choose (Kingdom) Death

Chosen Monsters: All, at Legendary level where possible, For Jump mode, they are also under the Finale Drawback effect.

Gauntlet, Time: +9100 CP, At least 63 Lantern Years

Jump: +14900 CP

Modern (Abridged)

Chosen Monsters: Gold Smoke Knight, Watcher, Butcher, King's Man, The Hand, White Lion level 1, Screaming Antelope level 1, Phoenix level 1.

Gauntlet, Time: +1600 CP, At least 8 Lantern Years

Jump: +1600 CP

Modern - +1950 CP

Chosen Monsters: Gold Smoke Knight, Watcher, Butcher, King's Man, The Hand, White Lion level 3, Screaming Antelope level 3, Phoenix level 3.

Gauntlet, Time: +2200 CP, At least 14 Lantern Years

Jump: +1600 CP

Finale



Gold Smoke Knight - +500

This massive golden armor spews forth sulfurous choking smoke as it wanders searching for settlements to crush. Wielding its massive thundering hammer it crushes small creatures to paste with ease. Defensively it can release golden embers that incinerate those who come into contact with them. Using its internal furnace it can also create vacuums to draw its prey in close.

It is unknown who or what it serves if anything at all. A legend says that it once waged a losing war against a corruption that overtook its homeland, and may have been a Lion Knight.

Golden Entity - +400

This Entity has spent a long time creating an army, such a long time that it is hard to imagine what he is planning to wage war against if he is at all. His lands are choked with machines designed to further create his army. He can twist the flesh of creatures and bond them with machines of his own design to mold them to serve him better. Immensely prideful and narcissistic, he is unlikely to view anything as a threat until it manages to harm him. After that moment though, he will do everything in his power to scour the world free of any evidence of such an event.

He uses his immense size, strength, his ability to manipulate his molten god metal, and ability to fly to crush any who oppose him.

Mountain Man - +300

(Required for Male White Speakers)

This perpetually grinning humanoid has a second head as a torso. Atop the Inverted Mountain this creature awaits for the distant glowing fruit to drop for unknown purposes. Its presence twists the minds of those nearby making them see things that are not there, or mad enough to attack their friends. If it needs to actively defend itself it will use strength its spindly limbs shouldn't have to throw its attackers off of the mountain it has stood upon all this time.

There are some who blame this creature as the reason there are no Male White Speakers.

Ringtail Fox - +400

This Entity likes to take the form of a human and live amongst a settlement for entertainment. Occasionally it creates chaos to see if the settlement will collapse in on itself. It despises resilient settlements and will eventually decide to crush them directly.

This creature uses hit and run tactics made all the more dangerous with its shape shifting and mimicry abilities.

The Pariah - +400

(Required for Red Witch)

The only remaining male White Speaker. In his days of training, he murdered countless other White Speakers. From each he took pieces of their brains to piece together a forbidden story that was once hidden away.

Armed with this story he can now control the hearts and minds of any who possess a wounded heart. He uses this to great effect to guard himself with numbers of crazed followers. He takes great pleasure in being able to find loved ones to use against each other.



Watcher - +300

(Required for People of the Lantern)

Less than a monster, more the lack of one entirely. This non-being slumbers in the center of a Lantern horde to draw humans nearby for its feast when it awakens. The seeming safety it provides is simply that as all other monsters instinctively know to stay away. When it awakens it moves to consume the prey it had lured nearby.

As it appears from the center of the settlement, you will be able to face it with everyone together. That may not be enough as this creature can attack using eldritch means. It is even capable of causing peoples heads to explode merely from being in the wrong place at the wrong time. It will slowly wither those nearby as it drains their lifeforce.

Nemesis

Blessed One (Chosen) - +200

These large angelic humanoids are born from the Grand Mothers in the shape of the Golden Entity. They possess incredible power and leave swaths of ruin in their wake. Those who have seen them describe them as glory made flesh. The machinery of the Holy Lands freezes to allow them passage.

These creatures use their incredible strength and flight to crush their prey with a cruelty rarely known.

If they are not repelled they will toy with the survivors in the settlement, killing them, before growing bored and leaving to return again later.



Butcher - +100

There was once a coward that cursed himself and donned the mask of the Forsaker. This mask converted his cowardice to rage and they lost themselves in it. Barely the shell of once they were, they travel randomly in blind fury killing anyone they find with their massive cleavers. They will peel the faces from their kills and take their lanterns to add them to their cloak.

They fight with superhuman reflexes and unending stamina. It is believed that their stamina stems from their perfectly controlled breath, but the only way to know for sure is to face them.

The butcher will pillage the settlement for resources before leaving if the survivors try to hide from it.



Dragon Tyrant - +200

(Restricted to and Required by People of the Stars)

A long time ago there were more dragons, now though the last of them is growing old and wants to leave their mark on the world. Occasionally, the humanoid form of the dragon will step down to test the settlement it is grooming.

During these tests they wish to see the growth of the settlement's champion. They will use their physical prowess and ability to travel through nearby dimensions to do so. When the Tyrant teleports it leaves behind a stone likeness that grants them additional strength.

If the Tyrant is pleased they will grant gifts upon the settlement, otherwise they will cull the weak in an attempt to focus the settlement.

As an ever present member of the settlement, they are always available. If one beseeches them they may grant minor boons to the survivors during the times it isn't testing them. They possess the power to rend the sky and call one of the Entities to grant a benediction to a survivor or to channel the strength of a fallen dragon into one compatible.

King's Man/King - +200/+400

The suit of living armor is one of the foot soldiers of the King. It is partially driven by the fear of the other creatures behind it in the procession. Contradictorily, they also believe they won't be attacked from behind giving them a weak point if struck from there.

In combat their strange way of fighting draws their opponents into their pace. This gives them the ability to partially control the way their opponents fight. Thus allowing them to react to the attacks they know are coming or striking where they will be.

If someone manages to kill one, the King's Curse will be inflicted upon them. This curse will twist the flesh of the killer, slowly turning them into a replacement for the fallen soldier.

For an additional 200 CP, once you slay the King's Man, a great trembling can be felt. It can only mean that the King itself draws near to the settlement. You will have to face the King as well.

The King is the creature that is ultimately behind the King's Men. The King's true form is constantly hidden by its garb, the head it possesses is merely a prop it holds. Said to be incredibly ravenous, it has no compunction eating anything, even its own men.

In combat this creature will use its immense size to ward off attackers while trying to quickly consume those who get too close. Although this may sound simple to face, it also possesses the ability to twist the flesh of humans into more of its own soldiers with a curse.



Lion Knight (2nd) - +200

One of the experiments from the Holylands. This tall Lion headed knight is more concerned with understanding humans than it is with killing them. This doesn't make it friendly however. The main way it tries to understand is by staging plays where they will face a villain in combat to the death. They have an entourage of stagehands to allow these plays to occur that await the beck and call of their master.

Combat against the Lion Knight is heavily based on the roles of the survivors, the roles being villain, ruler, fool, and maiden. The Knight itself uses its clawed hands to shred its target. It is capable of movements reminiscent of wire fighting to get perfect angles for its attacks.

Between the acts of its play it stays perfectly still in the settlement with their stagehands hidden nearby. Despite the efforts of the survivors the Knight will end an act before it is killed until the end of its three act play. When it takes its mortal blow, it will launch into a soliloquy and a copy of the play will be given to the settlement as the stagehands entomb the body.



Manhunter - +200

Much like how the Butcher is a survivor, this was once a survivor too. The Manhunter is a sadist that has been augmented with the machinery of the Holylands making them incredibly difficult to kill. Although it is possible to strike them easily they seldom react to injuries as if they didn't feel them at all. This makes combat with them unnerving as their injuries close themselves up rapidly. Beyond their toughness, their lantern produces a noise that makes people unable to see and hear them. They use this to have an opportunity to set traps in a settlement before drawing out targets to toy with.

In combat, they focus more on inflicting harm than outright killing. Their traps are meticulously placed to merely maim rather than kill. They possess a number of extra vials of their blood which has miraculous healing properties on hand just in case. While preferring to kill with their bare hands, they possess a gun they use against those running away. They also like poisoning their targets and fighting using wrestling moves in melee. Be wary as they are also skilled at counter attacking using stakes to those who attacks get too close.

Despite their unflinching nature, they aren't without a sense of pain. Strong blows to sensitive areas do elicit a response and grant an opportunity to counterattack.

Even if one manages to kill them, if their mechanical heart is not also removed and destroyed their body will eventually regenerate.



Slenderman - +200

There are a number of dimensions close to the one you find yourself in, one of them is an endless ocean full of dark waters. From this dimension an elongated faceless clown-like creature hails. Although disturbing as one cannot imagine forgetting the encounter with this creature. Memories of it seem to fade quickly once confirmation of the creature's existence isn't there to reinforce those memories.

This creature likes to slip in and out of its pocket dimension, occasionally dragging people into it. People trapped in the dimension run the risk of drowning if they are unable to escape in time. It favors toying with its prey for long periods of time before killing them.

If the survivors manage to fend it off, there is a short time they can gather and use the materials before they forget about them entirely. If it is managed to be killed its head bursts open revealing a number of seeds.



The Hand - +200

There is a humanoid creature clad in armor that possesses seeming reality-warping powers. According to legend it once knew everything, but it slowly grew weaker as its secrets were learned by others. It will venture into settlements and judge them based on criteria only it knows, sometimes helping and sometimes culling them.

In combat, the Hand can warp the locations of itself and others with a snap. It also possesses enough strength that it can send people flying with a simple flick. Beyond that it can also cause heads to explode and has a myriad of eldritch powers.

If it is defeated it will shake off any wounds it has taken, returning to full health before offering to teach one of the many secrets it knows.



Nightmare Tree - +100

This tree lives by attracting monsters with its fruit, or hypnotizing survivors before consuming them with its roots. The prehensile roots can stretch anywhere near the tree and also form part of the tree's active defense.

In combat the tree will drop some of its fruit and make them explode when survivors get close. The leaves of the tree are sharp enough to cut and its branches are strong enough to crush bones. Its natural hardiness means that only axes really provide the ability to hack through its wood and bark.

If the tree is felled the fruit can be gathered, each fruit possesses different supernatural properties. Studying the unripe fruit can reveal that humans form the base of the fruit similarly to how wasps are used for figs.

Quarry



Black Knight - +100

(Nemesis version Required for Black Knight Squire)

This large humanoid clad in black metal is incredibly protective of its domain. It won't chase those who leave it and not attack until someone crosses over the boundary. When it rests survivors that live in hidden nearby alcoves repair its armor and weapon.

The Black Knight fights like an animal, throwing survivors with great force when it gets a hold of them. Survivors will frequently ricochet from these throws greatly disrupting their sense of balance.



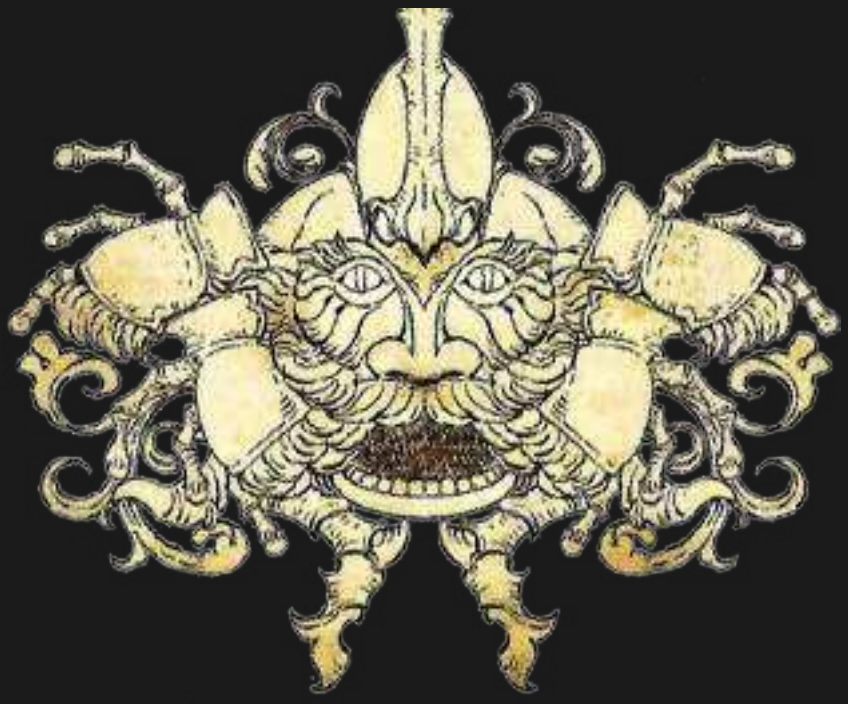
Dragon King - +150

(Finale version Required for People of the Stars)

The Dragon King is a denizen of another dimension. Long ago it was said the dragons had completely disappeared. However, it seems that recently they have reincarnated and begun to grow numerous once more. Unlike the dragons you may be thinking of, these dragons are more radioactive cores that may be stars piloting meat suits in the shape of a dragon. They possess the ability to compress their form into one that resembles a human.

In combat it uses its radioactive core to fire beams of heat and radiation. Much like the Tyrant it is capable of opening portals into its home star-filled dimension to be used against its foes. In addition to its normal destructive power, it can also release a blast on par with a nuclear bomb, though this will tire it for a time.

Its flesh is incredibly light despite its size, which makes for useful materials for gear that are almost buoyant in normal air.



Dung Beetle Knight - +100

There was a beetle that fed off the dung of other creatures, though it wasn't until it consumed the dung of a Phoenix that it began to evolve and grow larger. It began specifically hunting this dung to become stronger. At a certain point it realized that new creatures were looking to consume it, and it wasn't able to defend itself. At this time it came across the Flower Knight and began to emulate the creature, eventually emulating its form as well. Its carapace is like armor, with a unique fungus growing between the plates warding off attacks aimed at those gaps. This Knight is never seen without its compressed ball of dung that it uses as a food source and weapon.

The Knight will defend itself using a sword made of bone and its ball of dung. It is surprisingly skilled with its sword. If one manages to separate it from its ball the Knight will abandon what it is doing to get back to it, giving opportunities for counterattack.

Surprisingly some of these creatures are capable of communicating and are even friendly with humans.



Flower Knight - +100

(Required for Bloom People)

Near the Abyssal Woods is a Garden sometimes called a fairy ring due to its shape, the plants here have wondrous properties, drawing people to it. Unfortunately, the gardener is also the garden's protector. The Flower Knight is a large humanoid clad in armor with plant motifs with an owl-like helmet.

When defending, its fighting techniques are reminiscent of a fencer and are incredibly fast. Onlookers describe its every move as picturesque. Despite the slaughter it performs protecting its garden, at no point does it cause any harm to its own garden. Beyond its swordsmanship it also possesses some amount of control over the plants in its garden.



Gorm - +50

Sometimes an unending rainstorm with green lightning will come and settle at a location. This is usually the first sign of a group of Gorm moving into the area. The Gorm are elephant-like creatures with baby-like heads, an anglerfish lure, and large human hands. These creatures create nests that smell impossibly foul. Their stomach acid can easily dissolve a human in moments.

In combat the Gorm can use their lures to hypnotize humans and crush their prey using their size. Due to its body shape it has a hard time defending its sides, making flanking a good strategy.

If it is killed, its stomach can be opened up and occasionally an incredibly hard black metal called gormite can be found.



Lion God - +150

Deep in the Necropolis its ruler once made a deal with a worm to gain immortality. Over time they lost their humanity and became a large creature with a body like a lion and a human face. A single large tentacle extends from the bottom of the human face's jaw.

Liquid silver leaks from its claws and its injuries silver. Despite being completely mobile, its body seems to be made of stone.

It attacks in relentless combinations, even throwing terrain to drive attackers from its home.



Phoenix - +150

This large red bird nests in Nightmare Trees, the face of an old man is visible inside the beak. Its massive wings are reminiscent of large hands and many small hands poke out at various points between the feathers. The reason this creature is so feared isn't its direct size, skill, or strength, it is because it can move time like ordinary wings move the air.

In combat this creature will strike out with its claws and wings, but most dangerously can make someone older or younger. Possibly taking their skills or existence if they become too young, or die from old age.

It is said that the fluids of its eyes can allow someone to see other timelines.



Screaming Antelope - +100

The Hand once has searched for a mount, and caught a creature and trained it to take the role. This process drove it insane and twisted its form, creating this creature. All of the Screaming Antelopes are female. Instead of organs, their torso simply is a large mouth they will capture people in and crush them to eat them.

The creature's madness makes them hard to predict, and they are incredibly agile, but it is possible to overcome the creatures with planning.

Male Screaming Antelope are called Screaming Gods and have a stampede of females chasing them wherever they go.

The original legendary creature, trained by the Hand itself, is called the Mad Steed.



Spidicules - +100

This large orb shaped spider manipulates the threads of its web to entangle its foes and controls its spawn. By vibrating the creature can render itself invisible to human eyes. In order to strike its vital point its legs will need to be cut off.

It possesses a horn that it can use to control the body of someone it impales. It uses this in conjunction with its ability to turn invisible to lure people out of shelters. This behavior has given it the nickname the Knocking Ghost.

If all of its limbs are cut the body can survive, but is no longer capable of locomotion.

Storm Knight - +150

(Required for People of the Storm)

This Armor constantly spews forth steam and water clouding the area around it from sight. This is made all the more dangerous by its skill with a blade and ability to control lightning.

Despite it being completely made of metal it is capable of moving silently. A dangerous combination with its ability to completely fill a region with steam rendering sight impossible.



Sunstalker - +100

(Finale version required for People of the Sun)

There are occasional moving lights in the sky, these are Sunstalkers. They spend most of their lives high above all other creatures, only coming down to feed or give birth. They fly by swimming through the light they produce. They are physically strong. They also produce incredible heat and light. This heat is enough that special preparations are needed to survive more than a brief encounter with them. That isn't their most dangerous ability though, they can control light and darkness.

They will defend themselves by focusing light into lasers or create tendrils of shadows to force targets into the light. They also can animate peoples shadows to kill for the Sunstalker

The animated shadows of a fallen survivor will return to the settlement to embrace their loved ones before fading away.



White Lion - +50/+100

The White Lion is the first kind of creature most have faced here. The first White Lion grew human hands as it wanted to touch the soft hair of humans. These creatures possess greater intelligence than an animal. This Intelligence mostly only shows in older white lions that have more experience.

There is a variant of the White Lion called the Gigalion. Gigalions are massively larger and stronger mutants that have been increasing in number recently. You can face the Gigalion variant for 100 CP per purchase instead.

Other

Illuminated Lady - +50

Most threats are physical threats, this isn't one of them. When lanterns begin to grow dim, a naked woman exuding an aura of comfort and serenity will approach where only her lantern produces light. She won't say anything, but any who follow her are lost to the darkness forever. It isn't known what happens to those who follow her, but it is believed that it is far kinder than the deaths most face.

Satan - +200

There was an entity that was so self-obsessed that it split into two so that it could share the world with itself. These two, Satan X and Satan Y are the result of that split. These two intersex humanoids have made armors for themselves made of the tongues of other creatures. It is said they did this to share the taste of the world with each other. They are immensely powerful, but generally don't directly interfere with survivors. Instead they disrupt the plans of other entities creating far greater chaos that the Survivors they interact with must deal with.

Those that encounter the twins have a hard time thinking about anything else.

It is said that the Ivory Dragon is related to these two, but that is unconfirmed.

Perks

Perks can be discounted, incompatible, or restricted based on Settlements, Roles, and Monsters. Discounts halve the price of the Perk, 100 CP Perks are free instead.

Perks that are incompatible can be purchased, but only those that are compatible can be used during this jump. You gain access to the remainder afterwards.

General

Affinity - Free to All

Within mundane items there is the potential for releasing hidden magical effects. Once you equip or carry an item you can sense for nodes of power in the items. These nodes come in various colors. In order to unlock this power you must create a connection between two nodes of the same color from different pieces of equipment. Doing so increases your affinity for that color. Some items' abilities must also be part of a link to activate but others just require a certain amount of the appropriate affinity.

Items that you are using that can gain additional or improved abilities if their affinity requirements are met. Item's additional abilities are related to their normal function and generally improve them.

Fist and Tooth - Free to All

The most primal of fighting arts, no skill or technique is involved. You are capable of using this animalistic way of fighting.

Provided you are alive and conscious, you are able to figure out some way to strike and harm your opponent. This functions even if you are completely dismembered and missing your jaw. The only limitations are you do need to be able to perceive your opponent to strike them, and this only affects your unarmed attacks.

Insanity - Free to All

This world is antithetical to a well-adjusted psyche, monsters hunt in the darkness, sometimes the stone faces talk, not to mention what happens if you find the Plain of Stone Feet. However, despite this people continue on. Just as their Survival protects their bodies, Insanity protects their minds. Something you now have access to.

By allowing yourself to slip into madness, those who attempt to break your mind will instead find the task as futile as stomping on broken glass. Though too much slippage can also cause fractures in one's psyche to start to show, making minor ticks into full on disorders.

Beyond the drawbacks, there are a few rare abilities that use one's Insanity to produce supernatural effects by distorting reality.

Will to Live - Free to All

Despite this world, those who live here still cling to reasons to continue living, and so too can you find these reasons to live.

This Survival is like a fire that burns brightest when in danger. When you are in mortal danger you can call upon this to momentarily flare up and grant you access to supernatural levels of physical prowess. For example, allowing one to go from prone to standing in an instant, dodge an attack while unprepared or attack faster than you could otherwise.

Unfortunately, that which burns brighter also burns faster. Overusing this will exhaust your Survival, leaving you in a despondent state.

Beauty at the Precipice of Destruction - Free/Varies

When you look around, you see that most people around are quite beautiful, at least until the hunts start taking their toll.

You have a quite attractive body, in other contexts you would probably frequently turn heads, however here you are just another in the crowd.

For an additional 100 CP, your physical beauty is enhanced further, to the point you have the appearance of one of the pinup models. In other worlds you will likely get modeling offers from passersby on the street.

For an additional 200 CP, you gain the ability to have this be a toggle in future jumps. Everyone will be quite a bit more attractive, though this will be normal for the normal people of those world.

Acrobatics - 100

You are able to quickly reposition from various positions adjacent to your opponents while avoiding most counterattacks.

Mammoth Hunting - 100

When fighting large monsters, there are few spots that are safe. Though some study of their bodies may reveal spots the creature has a hard time reaching. This grants you the ability to discern those locations mid combat and exploit them.

Mehndi Artistry - 100

A mehndi is a work of art similar to a tattoo, but much less permanent. The mehndi you make possess supernatural qualities through the materials you used to make it.

By grinding the viscera of creatures and crushed plants you can create special paint. Using this paint to make temporary markings on people, granting them benefits. These benefits grow stronger the higher quality the materials you used to make it.

Critical Attacks - 200

Occasionally, when you strike a target, the strike will be significantly more impactful than it would otherwise be. Perhaps the strike servers the ocular nerve, blinding a creature, or it shatters their sword. Regardless this makes it so whatever you hit is significantly more damaged, but doesn't change the location itself.

Maskmaker - 200

Legends of creatures spread through their lesser kin in many ways, such as by being mistaken for the Legend. There is another thing that spreads through them however.

By gathering materials from creatures of the same kind as a legendary creature you can create a mask that resembles their visage. This mask allows the wearer to physically see how the legends weave around the lesser kin, allowing one to track the Legend itself down to challenge it.

In future jumps, legendary creatures are always amongst the strongest of their kind. They may have abilities of other creatures that live relatively close to their lairs.

Armor Set/Hybrid Armor Set - 200/300

When wearing a complete set of armor the armor gains some minor supernatural benefits. These are usually in line with whatever the armor is themed after.

For example, armor made from lion parts will improve one's ability to pounce. Armor made from creatures that can fly can grant additional maneuverability.

For an additional 100 CP, you are able to mix individual components of varied armor sets that match a theme. The additional abilities granted are based on that theme. As in, an armor set made from various sources that make one look like a knight may improve one's skill with a sword.

In either case, these new abilities allow the armor to perform better than normal, providing better defenses.

Leatherworker 200/300

The most primal of armor available here is made of layers of simple tanned hide, a process you are capable of replicating given resources.

For an additional 100 CP, you are able to process bones and leather of creatures in such a way that some of the strength of the creature remains. Beyond that by shaping items so that they imitate the creature they were made from you can channel that strength creating greater items.

Organ Grinder - 200/300

Plants and organs of creatures are able to be reduced into a useful medicinal form by grinding them down into a homogeneous paste or dried into a powder. Materials from stronger or more dangerous plants and animals have stronger effects.

For an additional 100 CP, you can compress these materials into charms that grant longer term benefits so long as they are worn.

Weaponsmith 200/300

You are capable of crudely shaping metals and stone into passable weaponry. This alone could be enough to move a settlement into a new age. Despite their simplicity, these weapons are heads and shoulders above the other weapons available. They are generally limited in that they lack any supernatural abilities, they make up for it in terms of their raw capabilities.

For an additional 100 CP, you can properly melt metals down and forge them into weapons, this allows you to properly shape gormite and forge steel. If the crude weapons were an age ahead, this puts you beyond even that. It is possible that decades will pass before another settlement after yours discovers this technique.

Child of the Silence Nursery - 400

In an obscure corner of the world is a place called the Silence Nursery. The caregivers have had their mouths sewn shut and forced into a permanent smile. The children that they manage are given a unique diet made from Banshee Vipers that has granted them unique abilities. Naturally, as you were one of these children, you possess these abilities as well.

In times of great stress, such as when fighting a monster, a great howling can be felt building up within you. While it is possible to unleash this power into a great scream, that is the least interesting thing it can do.

This howling can also be channeled into your body to increase your speed, enabling you to attack faster or move twice as far, or alternatively to boost your strength temporarily beyond your normal limits. Finally it also can be channeled the same way as survival is, though that does not work the other way around.

This howl builds quickly, refilling to its maximum after a few seconds.

Cyclops Knight - 400

There are legends of a Blacksmith that can create incredibly powerful weapons. This being is a large black-armored knight that is sought out by would-be customers to gain a weapon of great power. This Knight however has a strange cost for its services however; an ear, a flask of tears, or even something intangible like a year of life.

There was a secret in these payments that you have discovered. By observing someone you can determine what ethereal qualities a weapon would need to be most suited for them. Perhaps a kind sword that weeps for those it must slay will need tears, or a bloodthirsty sword needs to be quenched in the blood of its wielder. Beyond this temperament, these sacrifices grant them additional abilities based on their personality.

By taking the part and forging them into a weapon, the weapon becomes unusually suited for their wielder. If the stories are true these weapons can even cut new fates for their wielder.

Eternal Will - 400

In a moment of extreme danger, you managed to survive a trap that would have almost certainly killed you. This awoke within you a kind of untouchable determination.

You now get stronger the more permanent injuries you have. Even old age will not hinder you so long as you choose to continue fighting and pursuing your targets.

Knight's Mark - 400

(Discounted to Black Knight, Dung Beetle Knight, Flower Knight, Lion Knight 2nd, or Storm Knight)

The Knights are each known for their raw strength, but more than that they are also known for their skill. Even the most trained can learn something from a duel with them.

When you defeat an enemy known for its combat prowess that is holding nothing back, you gain a mark representing your accomplishment.

These marks slightly improve your abilities and grant you techniques that help counter similar foes in the future. As an additional benefit, these marks also help you organize small groups, drawing out more power from them. It also grants insight into special formations that have additional benefits based on those you have gained marks from.

Reviving Tactics - 400

This is one of the secret tactics that hails from the Holy Land. This is a simple boon that allows you and three others to shake off all recent non-permanent damage of your allies, yourself, and your collective equipment. This effect can only be invoked once a year.

Story in the Snow - 400

The White Speakers are a strange lot, their blood magic is rooted in the stories they tell, and tend to keep themselves secreted away. However they are just as prone to festivities as everyone else, if this story is anything to go by.

You were once told this story by a passing White Speaker who asked if you were naughty or nice. Although the story itself was lost to you as soon as you were told, its power remains with you.

The next time you die, the story comes rushing back to you, reminding you that this was all just a dream of a terrible future. When you come to you will find that you are back at the last relatively safe place you were before you died, just as you are gathering materials to go out.

In the future, this one use will be replenished once every ten years, or at the start of a jump, whichever comes first.

Settlement

Perks in this section are discounted if you have the related Settlement

Unknown

Innovation - 100

The Survivors here are unusually adept at advancing their technology. Especially when confronted with forces greater than themselves. You have taken this spirit to heart. When your life is threatened by a greater force, you find yourself capable of advancing technologically much faster.

This brought other settlements from the stone age to the earliest stages of the iron age in less than thirty (lantern) years. They were constantly under threats that could easily destroy the settlement to accomplish this, but accomplish it they did.

Forewarned - 200

The Survivors here have been given various warnings before a new threat appears. A storm that hearkens the arrival of the Gorm, or the wailing that precedes the Screaming Antelope.

Frequently, you experience something similar. When a new threat is migrating to an area near your home, you perceive some kind of grim omen that warns you, giving you some time to prepare.

Legendary Lungs - 400

Breathing is one of the most vital actions that you must do, an action that most take for granted. In your journey you have encountered something that showed you how powerful control of one's breath can be and mastered your own.

From this training, your control over your breath allows you to forgo it entirely for extended periods of time. Obviously, this means that you never seem to be winded.

Any kind of armor does restrict your motions greatly reducing this ability's effectiveness. Though there may be some way to bypass this with time and practice.

Black Knight Squire

Black Guard Style - 100

You are capable of blocking with a sword as if it were a sturdy, but simple shield. When you block this way you can use the momentum imparted to you to increase the strength of a counterattack.

Quiet Livings - 200

Those that live under the protections of the Black Knight are forced to live in secret lest the Black Knight attacks and destroys their home. These principles have been driven into you. So now, unless you put effort in or some effect external to your control interferes, all of your normal actions produce next to no noise at all.

Weapon Oath - 400

There will be many nameless weapons you come across. These weapons lack a certain quality, probably due to the lack of a dedicated wielder. This insight instilled in you the desire to completely master a particular weapon. So long as you do so you will find that it seems to consistently become easier for you to wield.

Once it hits a point where this ease of use seems to border on the supernatural you can take a moment and name the weapon. The strength of your bond sparks something in it, granting the weapon sentience, and with it the ability to channel its power more skillfully. This allows the weapon to guide their strikes towards weak points. It becomes even capable of swinging itself with their wielder to greatly increase the force of the blows.

Bloom People

Acanthus Doctor - 100

Your knowledge of medicine and ability to apply it enables you to take blows with minimal damage in combat. This is more effective the less equipment you have that gets in the way. This functions as good as light armor for you if you are not wearing another source of armor.

You are able to apply simple herbs as remedies to cure significant injuries incredibly quickly. You can only keep people going for so long using this.

Forest Run - 200

You have participated in a ritual called the Forest Run. Doing so has made you skilled at running through forests while gathering herbs and useful plants along the way.

Peculiarly, there's also some part of this ritual that allows one to combine plants found during the ritual into weapons and armor.

Beautiful Blade - 400

The Bloom people gathered in reverence for the beautiful swordsmanship of the Flower Knight. This is the culmination of that worship.

Your style of fighting has gained a kind of ethereal beauty that observers could easily be caught up in. Your insanity can even enforce this effect. As swings you make would be more beautiful if they are not blocked, parried, or dodged will find doing so more difficult. As if there were some force ensuring your fight will be as beautiful as possible.

Be warned that this will rapidly use your reserves if it is used in this way.

Flower Witch

Flower Magic - 100

Through your training with the flower witch you have developed the ability to make life propagate or wither by the force of your will. By continuing to develop this you eventually become able to perceive a structure called the Infinity Web and how life interacts with it. At the highest levels you can bind things with this Infinity Web by manipulating life in the area around what you are trying to seal. The more powerful whatever it is being sealed away the more maintenance this seal will require.

Subtle Workings - 200

The magic and duties you perform are strange to outsiders, as they see one of your number run with urgency only to make a single flower wilt and walk away. Only you could see the ripple effects of your actions.

What this means is that you are quite skilled at using the minimal required force to get the greatest effect. Your smallest spells setting off reactions like avalanches. That is, given enough preparation and knowledge.

Foresight - 400

The Flower Witch and her disciples are all in tune with the flow of life and of nature. As one's experience with this ability grows, so too does how much they can predict, and at what range. At the lowest levels this allows you to feel the flow in a single target to give an idea how they will move. The highest level could allow you to predict the minute the first leaf will fall in a forest.

By purchasing this, you are adept at using this in combat against a few targets. It may be some time before you are on a similar level to the Flower Witch herself.

People of the Lantern

Shared Experience - 100

The elders of your settlement have always seemed capable at sharing their experience, and have instilled this into you as well. Provided you are more skilled at a particular skill than another, you can teach them by talking in a one on one setting and sharing your experience. This teaching is as good as direct practice with the skill as if they had been there with you.

Quixotic - 200

While tilting at windmills and believing yourself capable of facing a giant would be foolish in many ways in many places, with Insanity it is less so.

When you go to face an opponent, so long as you believe you can defeat them, you will find yourself gaining a small boost relative to your belief. This boost is small only because if you truly believed you had the strength, you wouldn't need this boost in the first place.

Watched - 400

The culmination of one's journey frequently comes with the greatest opposition, a fact you have learned well. Depending on how you have acted on your journey to this point will grant you different benefits. If you have acted in a barbaric way, the path to a powerful weapon will be made clear to you. Alternatively by acting in more civilized ways you will discover better fighting techniques.

People of the Stars

Divine Favor - 100

Most settlements don't have the protection of a powerful being intentionally. The original Dragon King, however, provided his protection both consciously and willingly. This granted the settlement some benefits and some detriments as this protection wasn't unconditional.

For whatever reason you seem to have a trait that makes being like that Dragon King more likely to believe that you are special and worth watching grow. This may come with expectations, but surely their protection is better than the alternative from such forces?

Bloodline - 200

The Dragon Tyrant seeks to reincarnate their fallen brothers and sisters in the people of your settlement. In doing so he has placed blessings upon you from an external source.

This had possibly unintended consequences. As your body adapted to these new abilities your body also gained the ability to pass these non-physical traits onto your children.

From now on your biological children will inherit a small number of non-genetic traits from you. Perhaps some of your skill with a weapon, or some of your grafted endoskeleton.

Whatever traits you pass down this way are diluted unless all parents involved have this ability, and the passed down ability.

Faces in the Sky - 400

By observing the constellation in the sky, or if there isn't a sky per se by opening up a rift in space to view them, you can study a constellation. With this studying, you can determine a set of feats that would be required to gain the benediction of the constellation.

By accomplishing all of the tasks related to the constellation, a face that represents it will appear in the sky, looking down upon you. The face will grant you a blessing. Maybe the blessing is a secret fighting technique that hasn't been seen before, or the ability to grow stronger the closer to death you come. Whatever it is will be related to the mythology around that constellation. You can gain a blessing once per night sky of constellations.

By purchasing this, you won't gain the benediction of the Goblin constellation while here. In future jumps, each unique starscape can provide a single boon through this. This necessitates travel to other worlds or dimensions to find new constellations usually.

People of the Storm

Thunderer - 100

There are times where stealth is the best option, where sneaking through will provide the best chance of success. Although this may be possible, one of the best boons towards stealth is a distraction and you are particularly skilled at providing that. It may have been the perpetual storm or the clanging metal, but you've needed to be loud to be heard, and now few could match you.

When you decide to make noise and be conspicuous it is nearly impossible to ignore you, drawing attention away from your fellows. Others who haven't seen you may conclude that you are a moderate group of people with the amount of a racket you make. In combat this makes it hard for your opponent to concentrate on others as you overwhelm their sense of hearing.

Opportunistic - 200

The settlement that has taken residence underneath the Castle in the Storm has a habit of not interfering with those that wish to enter it. As they know they will have a chance to scavenge whatever it is the would-be challengers brought with them.

You have a kind of luck that helps with this, in that you will, with some frequency, encounter opportunities to scavenge from the soon-to-be dead.

Perhaps if you are feeling charitable you could help them out, but then you'd be missing out on their nice equipment.

Stormcaller - 400

The people who have settled beneath the Castle in the Storm clad their homes in metal to attract lighting in the hopes that they get struck. Like many of the settlements, they have adapted to this and gained a fragment of this power.

Similar to them you can store the power of lightning in your lightning scars. At will you can unleash it when striking an opponent channeling the power through metal.

People of the Sun

Relaxed - 100

There is a time to work, but there is also a time to rest. Perhaps it is the closeness of the sun that imbues you with something akin to a circadian rhythm. Whatever it is, you are seeing some pretty consistent benefits from adhering to this rhythm. You find that by ensuring your daily activities have at least some significant time to relax that you get a minor benefit to everything else you do.

There is the day to day benefit here, but there's also a bigger one. If you take some time to relax with those you will be doing an extended (several days long) strenuous activity with. The desire to return and relax once more fortifies the bodies of yourself and those with you making you all a little stronger and a little tougher.

Hands of the Sun - 200

There are many ways to gain small advantages that boost your strength, this allows you to burn through them in a focused way. You can convert the remaining duration of temporary boons into strength. As you do so, their effects are multiplied many times over.

Hellfire - 400

The People of the Sun have a number of rituals to purify themselves, granting them easier access to the Sunstalker's young for various purposes. Whichever ritual you chose, you ended up enduring it far longer than you should have, and now your body has adapted to the heat in a number of ways.

First, You are no longer affected by extreme heat. Secondly, you can now burn your Survival as fuel to produce inner heat. Finally, the greater heat you are exuding the greater physical strength you have.

The strength this grants is added atop whatever other strength you already have. Be warned of two side effects however. Temporary boosts to your strength are passively burned without benefit reducing their duration. Secondly, if you continue to burn your Survival after you run out, you will instead burn something more vital and your body will turn to ash.

Twilight Order

Stealthy Pair - 100

The Twilight order is scattered and their home now destroyed. They move in pairs to protect the knowledge they are keeping protected. A pair however doesn't provide them with the same kind of protection a larger group once could have granted. So they had to adapt to the change in circumstance. Now forced to wander the Plain of Faces, they have adapted by gaining some skill in traveling with stealth.

You have gained similar skills. You are able to set up camps that are hard to spot from a distance, cover your trail, cover your scent, and utilize a number of other similar skills.

Augmented Body - 200

The collected knowledge of the Twilight Order allowed them to modify their bodies. Capable of making the least of their soldiers well above the average human in terms of physical prowess. You have had the double benefit of undergoing these procedures and at the same time being taught how to perform them on others.

With the fall of the Grand Library you may be one of the last to possess this knowledge, use it wisely.

Dreamforge - 400

The dream realm is the source of a number of supernatural powers, a fact that the Twilight Order has studied for its usefulness towards their goals. Similar to their smiths you can pull power from the dream realm and imbue it into your creations. This will grant the resulting items sentience, an otherworldly presence, and an incredible boost to their other capabilities. There may be other effects, but that will take experimentation to discover.

White Speaker

Teller of Tales - Free

(Restricted to White Speaker)

Although the magic of the White Speakers seems to be in the tales they tell, it is actually a form of blood magic. By studying various natural phenomena, from the unfurling of a leaf, to neurons firing in a brain, to how people gather around one another, to any number of other things, you can slowly discern an underlying thread that you can encapsulate into a short tale.

By sacrificing blood in conjunction with telling the tale you have uncovered to a group or someone specific you can imbue them with a supernatural effect related to the thread you uncovered. The unfurling leaf could reveal a thread of growth and grant regeneration; or the neurons could reveal a tale about understanding and grant the ability to read minds as examples.

Ageless - 200

(Incompatible with Savior)

One of the first magics learned by White Speakers is a tale that allows them to live indefinitely. Their bodies will continue to change, but never age past their prime.

Similarly you have been taught this tale. You will continue to age, but after a certain point aging will no longer negatively affect you. You will always be able bodied.

Swordhunter - 400

You possess the ability to taste the history of bladed weapons, granting you some knowledge of the strength of each weapon and its user. Weapons wielded by someone powerful can sometimes nick your tongue, allowing you to weave a tale of the wielder's glory. Doing so grants some of this power to whoever wields the weapon next.

Beyond that, weapons that are destined to be passed down and become heirlooms or legendary weapons have an extra effect. You can pull their future forms into the present by discarding the present version. These future weapons are stronger than their previous incarnation, though are more well worn.

Role

Survivor

Clutch Fighter - 100

As fights go on for extended times, most start seeing their strength wane, you however have a special second wind. When you are about halfway to death, you find your strength and accuracy rise above what they were when the fight started. These effects will fade after the battle and the closer to death you come after gaining these benefits.

Red Fist - 200

The light of a Lantern is one of the few things that once can count upon to light their way. This light has meaning, it represents safety, and survival. There are other sources of light like this. Some series of events aligned to allow you to imbue this light into your fists themselves.

The effects of this are you are able to call upon this light, making your arms glow while radiating heat. When you do this, it strengthens yourself and allies, and stokes the Survival in them.

Red Witch

Leyline Walker - 100

There is a flow of energy in the world that you have been awakened to, when others move they crash through this flow disrupting it. You, however, are able to be attuned to the flow so that their movements seem to bend you out of the way of their attacks, making it much harder to hit you.

Curtain Swap - 200

The Red Witches are said to be omnipresent, but rarely seen. While they are not truly omnipresent, they are quite a bit closer to that feat than one would expect. Their secret is their ability to switch places using clothing consistent across their members, regardless of distance. This technique is known to you.

While you and allies wear clothing made in the same way from the same batch of material, you can use these clothes as a gate that can switch your position with other willing allies.

Savior

Beast of Caratosis - Free

(Restricted to Savior, Incompatible with Grace of Dormenatus, and Lucernae's Lantern)

By calling out ‘Caratosis,' you can travel through the dream to teleport to your target and strike with the power you gathered while there.

Grace of Dormenatus - Free

(Restricted to Savior, Incompatible with Beast of Caratosis, and Lucernae's Lantern)

By calling out ‘Dormenatus,' you can reach into the dream and pull out a crown that grants your allies defensive power as if they were wearing armor.

Lucernae's Lantern - Free

(Restricted to Savior, Incompatible with Beast of Caratosis, and Grace of Dormenatus)

By calling out ‘Lucernae,' you are able to pull a pitch black skull out of the dream. When it strikes an opponent it inflicts a number of serious wounds upon them.

Patterns - 200

Occasionally, while you dream, strange quests will form in your head that remain with you even after you awaken. These quests contain a number of steps, ranging from boiling a carrot to deciphering the ramblings of a sleeping madman. Despite this strangeness each step will bring you a little closer to being able to create a pattern. These patterns will allow you to use materials you can find, with various levels of difficulty, to create unique or out of place items.

Skull Cultist

Skull Ritual - 100

You have learned a ritual that allows you to absorb the strength of the fallen. This ritual involves cleaning and preparing a skull, and performing a dance before shattering the skull. Those participating in the ritual will consume a fragment of it, ending the ritual. Everyone involved with the ritual gains a small portion of the power that the owner of the skull once held. This won't grant access to any supernatural ability they had, but you and yours will slowly feel their power grow with time.

Strength of the Bones - 200

Bones represent life that once was, life that once held its own strengths. You have realized that this minor connection is interfered with by the presence of more refined materials. By attuning yourself to these remnants in the bones you wear you can borrow the strength of the fallen, adding it to your own. Every bone from an animal known for speed or for its strength adds to your speed and strength respectively. Each bone only offers a little boon, but if you wear enough, you could be peerless.

Twilight Archivist

Scholar at Heart - 100

At its core, the Twilight Order was founded to store the knowledge of humanity and expand it. The loss of the Order's knowledge set humanity back centuries if not millennia, and they may never recover.

The fall didn't completely cause this knowledge to be lost, as a number of Archivists were able to escape with whatever they could and have hidden it away. Despite everything Archivists still search for more knowledge. Perhaps they have a hope that they can rebuild the Grand Library, or it is simply for the sake of knowledge itself.

For whatever reason it is for you, you have an innate sense for what to look into to learn more. Identifying a nondescript plant that might hold a secret medicinal purpose yet undiscovered, for example. After a short study you also get a sense of whether it is worth researching something further to learn something new related to your goals.

Research Tactician - 200

The role of a Twilight Archivist is to study and record, which is part of the reason they are paired with a Twilight Knight to protect them. That isn't to say that they can only be protected in combat, though it is true they have a more passive role.

In combat, you are able to observe and understand both the instant decisions and long term tactics of your foe. While this isn't going to do much on its own, what it does is when you have time to reflect on this knowledge you become able to create counter tactics. These tactics can exploit their flaws and mitigate their strengths.

Better yet, the more times you encounter a target, and the more time you spend observing them in combat, the better your tactics become. By using these strategies repeated encounters are much harder for your opponents. To the point that if your opponent isn't able to take you out one encounter, they will need to have held something back or learned something new to have any kind of advantage.

Twilight Knight

Unassailable Mind - 100

While the augmented body granted to you grants you great ability to face the monsters here, there exist monsters who are not so easily overcome. These creatures have more sinister methods, by poisoning your mind or the like. It is for these creatures that your mind was also augmented.

At the cost of your emotions you can enter a state that makes your mind incredibly hard to distort. While this state dulls fear and anger, it was also built to not dull a desire to survive, so as to not create suicidal soldiers.

Most Twilight Knights are unable to leave this state due to the mental blocks put in place to prevent that. You, however, can raise and lower these protections at will.

Protector - 200

While the role of the Archivist is to gather knowledge, yours is to protect it. Through a great amount of training you have a solid sense of danger so as to avoid it. It may be that the danger itself is what is being researched and you have training for that too. In those cases you can force most foes to focus solely on you.

Beyond the various kinds of training you are also naturally talented in simply keeping someone safe, beyond what mere training can do.

Twilight Relic Knight

Otherworldly - Free

(Restricted to Twilight Relic Knight)

As your core physical existence is a Twilight Sword, you possess a number of properties from them. Amongst these is the fact that your existence bridges between the world you are in and another. This makes your attacks more effective on foes similar in nature to you.

In future jumps, where there are multiple layered worlds, you possess a similar existence. This makes you able to interact with both sides at the same time to some extent.

Physical Limit - 200

Your previous wielder gained your ire, for one reason or another, and as such began a long battle where you fought for control of their body. Ultimately, you won this war and began manipulating their body. As their body has little bearing on your continued existence you are able to use it far more recklessly.

Or perhaps you have simply fought a Twilight Relic Knight and have learned to mimic their abilities.

Either way, you possess far more control in the physical output that the body uses, along with a rough sense of safe limits. By using this limit you are able to maintain your body for a while, provided you also rest. In more dire moments, you can overextend your body to use far more strength and speed than you should in exchange for the body taking damage. This comes with no guarantee that the body could recover on its own.

Ringtail

Bestial Movement - 100

You've discovered that you can move faster by going on all fours and running like an animal. While running like this you also have better stability and control over your movements.

Monster Claw Style - 200

Your natural fighting style in unarmed combat mimics a large creature's claws. Doing so grants your attacks the ability to hook into the flesh of your opponents and tear as if you had claws of your own. Thus leaving deeper gashes and hard to heal tears.

Warrior of the Sun

Refraction - Free

(Restricted to Warrior of the Sun, Incompatible with Reflection)

As a Warrior of the Sun your cells interact with light in strange ways. This grants you the ability for your cells to absorb light and restore your stamina at a rapid pace, so long as you are in the light.

Reflection - Free

(Restricted to Warrior of the Sun, Incompatible with Refraction)

As a Warrior of the Sun, light interacts with your body in strange ways. Your body deflects and bends light around it causing you to be much harder to spot while you are moving.

Prismatic - 200

Other survivors need to ensure the affinities of their equipment match, for you however, they count as any color. In fact you are able to manipulate any color based magic by controlling its color.

Nemesis Monster

Perks in this section are discounted if you have chosen to face the related Monster in the Monster section for those who have either taken the Gauntlet option, or for those who have taken the Jump option and the Legendary Drawback for the related Monster.

Blessed One

Icarus' Folly - 200

The Chosen are known to fly when they become concerned with how a fight is going and change tactics to utilize their aerial advantage. Having faced a number of these foes, you have learned to exploit the short moments where your foe is within range to strike as the swoop in close. These attacks can temporarily cripple whatever mechanism allows your target to fly, grounding them for a time.

Apotheosis - 400

The Chosen are massive angelic creatures known for their strength, toughness, and impetuousness. Wherever they go they inflict great harm to the world around them. You have unfortunately met a few in your time here.

Through some means this hasn't left you maimed. Instead your body has adapted to these fights granting you a strength that is beyond what someone of your size could normally muster. This strength comes along with a toughness that makes your flesh as tough as, albeit weak, armor.

Dragon Tyrant

Champion's Rite - 200

Some will practice and hone their instincts to improve their accuracy, however this isn't the only way to make your strikes hit more truly. By learning how the world works, both in a natural and supernatural sense, you can predict how your target moves. This knowledge allows you to strike where they are going to be.

Dragon Aspect - 400

In stories the dragons were known for their avarice, that they would refuse to let the least of their riches be taken. Although it seems riches isn't all that they refused to allow to be taken from them.

You like they have an iron clad hold on your abilities, any ability you have or gain cannot be taken from you by an external force unless you permit it. This doesn't guarantee that you will always be in a position to use it if external requirements are needed, but the ability to use them won't be denied.

Butcher

Forsaker's Fortitude - 200

The Butcher moves with a mad purpose driven by an omnicidal rage, and despite it being a single person, entire settlements have been wiped away. Even when multiple people challenged the Butcher they were unable to even force it to the ground. Such stubbornness isn't unique to the creature.

You possess a similar fortitude stemming from an opposing point. Where its fortitude comes from its desire to kill, yours comes from your desire to survive.

When opponents come and attack your home or something you have chosen to protect you are imbued with great inner strength. This endurance allows you to continue to stand regardless how much you are hammered down or knocked around, up until the moment you expire.

Chop n' Block - 400

The way the Butcher fights can be maddening to outsiders. Every wild swing also blocks an attack it couldn't have seen coming, every block is just part of the flow of the attack. It may not be skill per se and is just the untold ferocity of the creature, but it is hard to determine in the moment. The resulting experience is the feeling that they are incredibly fast. The truth is that they are constantly performing several tasks in rapid succession.

You, having endured the onslaught, have been able to mimic the creatures movements somewhat. Simply by having learned the truth behind this phenomenon: every movement of the Butcher has multiple purposes, and now, so can yours.

By expending Survival at a rapid rate you can combine multiple actions together. That is your attack also becoming the block that saves you along with the movement that opens up space.

While practice can reduce the cost of maintaining this flow, the exhaustion you feel even after moments of it speaks of the Butcher's endurance.

Kings Man

Guidepost - 200

The lanterns on the ends of the King's Men's Halberds are meant to act as a guidepost for others. Unfortunately, it isn't intended to be a guide for good things.

Having realized this, you were able to get rid of it before whatever it was directing here arrived, but it gave you an idea.

You can create false trails that draw forces and monsters through them by making them with something that would attract them. With enough preparation, you could guide an army around your settlement without them ever discovering it. Even if they have a giant monster behind them.

King's Step - 400

The King's Men are believed to be invincible, and they have a lot to back it up, this skill included. Those who fight one of the King's Men find that they seem to never be able to land a hit. More worrying, their dodges seem to move them into the perfect position to be struck down.

In fighting them you started mastering their tempo and eventually changed it. Now you can draw your opponents into your rhythm of combat, making all of their actions extremely predictable. This will seem like an impossible level of skill unless they can figure out what you are doing and somehow counter it.

Against users of similar skills, these skills compete with each other. Whichever is the weaker skill will only grant resistance to the stronger, with the resistance growing stronger the closer the skills are in terms of strength.

Lion Knight (2nd)

Wardrobe Expert - 200

For those who wish to grace the stage, one skill of use is being able to switch costumes quickly, a skill that has some unexpected applications in combat.

By divesting yourself from a piece of armor as it takes a hit, you can get your body out of the way, letting the armor or clothing take the hit instead.

Headliner - 400

For most, being the focus of your opponents ire is a detriment as they will be targeting you. You seem to love the attention though. As more foes are drawn to you, you feel yourself being refreshed little by little, along with your strength returning.

Not as useful when most combat here is with you in a large group, but these benefits do accumulate as you and your allies share your target's attention. After all, it's always best to share the spotlight.

Manhunter

Crimson Confectioner - 200

Having studied the healing properties of blood you have discovered a way to distill this into a candy.

By taking blood you can convert it into candy. This candy, when consumed, greatly boosts one's recovery abilities. This recovery is great enough that these candies can treat several serious wounds in moments.

Abyssal Sadist - 400

The Manhunter is known for their cruelty, a trait that you seem to share with them. It may have been the anger of seeing a friend slain, something more innate, or perhaps something was the catalyst, but you are capable of great cruelty.

This cruelty seems to fuel you. Every wound you inflict seems to restore you, both your Survival, and your Insanity. Though you will eventually find that the rush can be channeled into other stores with practice.

Slenderman

Dark Water Research - 200

The dark waters of the Slenderman's home is a strange substance. It flows from those who remember the Slenderman and seems to be the way the creature travels between this dimension and its own. As a substance it is quite volatile, though you have discovered a way to replicate its home dimension, stabilizing it. This allows you to form it into stable items in this dimension.

This insight also has given you some skill in replicating this feat on other similar substances. Stabilizing alien materials into something you can use without fear of them disappearing or fading away. These materials carry some of the useful properties of their home dimension into wherever they are.

Clarity of Darkness - 400

Having endured the Slenderman one too many times, your mind is more stable. You are able to maintain your sanity for a longer time than your peers. Be that as it may, when you do give into your Insanity you are able to take the form of a Gloom Man. This form allows you to travel through the Dark Waters the Slenderman calls home, seemingly teleporting instead of moving. In addition, you can use some of the inhuman power of the Slenderman in a single strike that is significantly more deadly than your normal ones.

After using this ability you are extremely winded. As the remnants of this power fades so does your Insanity, you will need to build it back up to use this ability again.

The Hand

Master's Visit - 200

The Hand chooses to forgo drawing its sword unless its opponents manage to garner some of its respect. In lieu of that it utilizes its hand to hand fighting prowess to merely enjoy the fight. Those that manage to survive a battle have had the basics of hand to hand fighting driven deep into them by the ordeal.

As well as the increase in skill in unarmed combat this grants you, you can also perform this feat for others. Instead of teaching people the basics of a style of combat through practice, you can instead have a group of them face you in combat. So long as you restrict yourself solely to what you want to teach them without holding back. Given one of them manages to stay conscious till the very end, they will all pick up the basics. As a small additional boon, provided everyone enters this honestly, your students won't suffer any permanent injuries.

Swordsman's Promise - 400

At some point you have faced The Hand in combat and through persistence gained a measure of respect from the Entity. As part of its final test your body was twisted and broken, but you managed to survive somehow. The test seems to have changed something within you. Now when you encounter a target you have been pursuing, strength flows through you refreshing you as if you have just gotten up from a restful sleep.

Nightmare Tree

Nightmare Blood - 200

At some point you ate one of the nightmare fruits of the lonely tree, one that looked like a translucent cherry whose pit looked similar to a burnt man.

This changed the way your blood scabs when you are wounded. Your scabs are much thicker and harder, acting as weak armor, helping prevent further injury.

Nightmare Medley- 400

The fruit of the Lonely Tree each grant various abilities. Consuming each making one capable of building up into superhuman states and shifting that power to what is needed most.

Somehow you have consumed each of these fruits. Functionally granting you the ability to alter which benefit to a stat that various boons grant you. For example, something that grants you strength you can convert to agility, or exchange evasiveness for luck. You can use this ability by simply expending some stamina.

Quarry Monster

Perks in this section are discounted if you have chosen to face the related Monster in the Monster section for those who have either taken the Gauntlet option, or for those who have taken the Jump option and the Legendary Drawback for the related Monster.

Black Knight

Guard Dog - 200

The Black Knight doesn't seek out foes nor does it leave its domain, only striking down those that trespass into its space. It seems to come out on top far more frequently than one would expect, though the underlying truth to this you have uncovered. The Knight has memorized the area completely. In doing so it has gained an incredible home turf advantage that places it on even footing with far stronger creatures.

Having discovered this you have developed a similar skill. By understanding a space you can discover imperceptible ways to gain advantages in combat. This process takes a while so it usually cannot be performed in a hunt but is indispensable against those that actually come to your settlement.

Purpose - 400

The Survival can keep one going far longer than they could otherwise. It isn't the only thing that can keep one going. If Survival is like a flame, waxing and waning in the wind, then Purpose, the acknowledgment of duty, is like a stone column. It is not nearly as versatile, but far more sturdy to rely upon. You are filled with an unyielding Purpose that makes you able to continue fighting. Provided your injuries are not immediately lethal, so long as even one of your allies stands, so do you. This won't be able to continue to support you once the danger has passed, but you may be able to survive if treated immediately afterwards.

Dragon King

Giant's Blood - 200

It is said that the giants in ancient times were condemned for their hunting of dragons and reduced in size. Though this story is of dubious truth, what cannot be denied is your giant body. It may be something you inherited, or that you have consumed the pituitary gland of a dragon.

You are far larger than the others of your settlement and far stronger than they are physically. Despite the difference in size, it seems that equipment made for the others still fit you and are just as easily wielded. As if they were made for someone your size from the start.

Pristine - 400

There are a number of things here that will dismember you, a misstep, a monster, there are even bugs that will steal parts of you away if you aren't careful.

Perhaps you gained a small amount of benediction from one of the Dragons or some other mechanism. This blessing makes it so a wound that would dismember you now would merely deeply wound you, leaving you whole if worse for wear.

Dung Beetle Knight

Calcification - 200

By studying the materials of the Dung Beetle Knight, you have discovered a technique that can improve equipment made from an organic creature. The procedure involves burying the equipment after encasing it in a solvent and leaving it for a time. When the equipment is dug back up and removed from the casing it will be significantly stronger and harder.

Beetle Strength - 400

When a Savior uses their powers they rapidly age, and you have discovered a different mechanism for a similar exchange. You can rapidly age to gain a moment of increased strength, enough that you can throw a piece of loose terrain.

Flower Knight

Flower Fencing - 200

The Flower Knight is an incredible fighter. Through a combination of observation and being on the receiving end you have gleaned some of the creature's skill.

This grants you two abilities: your attacks cannot be parried, and you are skilled at redirecting attacks away from you.

Due to insufficient skill, both of these abilities' effectiveness shrink the longer an exchange goes on. There's nothing saying that this skill cannot be refined, however.

The Guest - 400

Most options here leave you in some human form, despite the powers they grant, however this will alter that. Instead of a human form, you are instead a parasitic flower. This comes with the body of a nameless human that acts as your first host.

The effects of this won't be obvious until your host is killed. Shortly after this time a pale bloom will grow from the dead body's mouth and release pheromones that entice other humans into eating it. If any do, the seed that now contains your being will grow in them, consuming their nervous system and brain in a few minutes, granting you a new body.

If this flower is destroyed before you gain a new body or you lack a body by the end of a jump, this counts as a death.

Gorm

Acid Palms - 200

Your hands are imbued with caustic energy. When channeled this energy makes your unarmed attacks burn, improving the damage your unarmed attacks deal.

Magnum Opus - 400

The process of Gormchymy is to dissolve materials in powerful acids to distill them down to their most basic components. Eventually precipitating them out in a more useful form.

Your knowledge allows you to create four solvents, each more corrosive than the last. In the order of their strength starting with the weakest, the solvents are called Nigredo, Albedo, Citrintas, and Rubedo. Each is a different colored liquid that can be used to produce different elixirs.

Some example potions are one that increases strength, one that improves blocking, one that heals wounds, etc

The ultimate goal of any Gormchmist is the Life Elixir. The Life Elixir is a potion that can prevent death once a year by consuming it shortly before taking a mortal injury.

Outside of the potions it is also possible to refine or alloy metals in this process, such as by creating Gormite.

Lion God

Heroic - 200

While most survivors have the ability to channel their Survival into various ways that can save their life. You possess the ability to channel that strength into killing as well.

When your Survival is channeled this way your attack is guaranteed to strike true, and will strike much harder than it otherwise would.

This isn't the normal way Survival is meant to be used and as such it will leave you with mere embers once this technique is used.

Burning Focus - 400

One's Survival is a powerful thing here, but the emptiness that is felt when it has been entirely spent is terrible. For most this despondency takes time to recover from. You however find that once you have completely exhausted this reserve, after a few seconds embers return, just enough for one more use. This will repeat endlessly so long as you are alive.

Phoenix

Timeless Eye - 200

Through some means you have been infected with a small bit of the Phoenix's power, this minor ability allows you to view a moment or two into the future when you are attacking, helping you strike where it will have the greatest effect.

Temporal Insanity - 400

Insanity here normally only protects one's mind. Yours also seems to grant you some protection against supernatural effects. The Phoenix, for example, can cause people to age or grow younger, but has difficulty doing so the more Insanity you have.

Screaming Antelope

Orator of Death - 200

At some point when your fellows were terrified you managed to change their sense of fear into excitement. Transforming the nightmare into an opportunity.

This has augmented your ability to encourage your allies with your words. Allowing you to grant them strength by pushing your intent with your Survival.

Hypermetabolism - 400

The Screaming Antelope is a terrifying creature, a good portion of this is due to its speed and agility, but mostly it is due to its voraciousness. Unfortunately, these traits seem to feed into each other as it eats it can move faster, as it moves faster it can eat more.

This trick has been learned by you, when you consume something you can immediately burn its caloric value to grant yourself a boost to your speed. This comes at the cost of any other effect it could have granted you being shortened.

Spidicules

Death Touch - 200

By either consuming the Venom of a Spidules or studying and mimicking the creature, you have developed a strange ability. You can produce its venom from your hands.

Your unarmed fighting techniques have a special property that momentarily drains the defenses of the target you hit. Each strike makes their armor, scale, or whatever defense they have become weaker to further strikes from you.

Silk Surgeon - 400

While facing a Spidicules, you were impaled upon its horn for a time and used as a puppet. Luckily there were survivors who managed to save your body and treat your wound, removing the traces of the Spidicules' control from you. This has left you with strange memories and knowledge of some of its power. These memories have granted you a hazy sense of some of the creature's threads floating through your surroundings.

By closing your eyes you can bring these threads into focus and manipulate them to produce various effects. At its starting level you can bind these threads into a field around someone to protect them from harm. With practice you can learn how to read these threads to predict your opponent's movements, and pull upon these threads to move out of harm's way.

The highest level of this technique allows you to revive the recently deceased. Done simply by pulling their bodies back together and binding their wounds shut.

Storm Knight

Blind Fighting - 200

The Storm Knight can choke the area it is in with thick steam and mist. Which combined with its speed can make it hard to defend against it as its clattering armor echoes all around you. This isn't necessarily true however, you just need to rely on another sense, and you've accomplished this with your hearing. You are capable of tracking an opponent entirely via sound.

Controlled Flow - 400

The lightning that flows through the Storm Knight makes striking it a dangerous endeavor as the lightning will flow through you.

This danger has been mitigated somewhat by a strange technique you have developed. Your technique allows you to direct energies that invade your body. By doing so you can minimize the damage the energies inflict upon you until you can expel it into a more suitable vessel.

Sunstalker

Shadow Dancing - 200

After a battle you can perform a dance in honor of the fallen. As you continue this dance, your shadow begins to resemble that of one of the recently deceased you had some kind of close bond with. Until it pulls itself off the ground, a shadowy doppelganger in their shape. Continuing this dance grants it some of the departed memories.

By dancing and conversing with this shadow, you can learn some of the deceased's thoughts. The strongest benefit is gained by continuing past this point. Continuing the dance and following the shadows lead you can learn some of their combat techniques. As the shadow reveals the mechanisms to you.

This entire ritual is taxing to do, given the length of time the dance must continue, so expect to need some time to rest afterwards. Beware however, this isn't calling upon the spirit of the deceased, no matter how much they look like them, it is merely their shadow. As such, they may know a different technique or two compared to the departed and may not be as positively inclined towards you.

Umbilical Symbiosis - 400

Sunstalkers rarely come down, usually only to birth their young, with the rare exception beyond that. One of the times when you found a birthing pool you found one of the young sunstalkers still possessing an umbilical cord. You or another with you decided to bring it home and attach this umbilical cord to one of your newborns. Despite this strangeness this seems to have granted the newborn some of the light bending abilities of the Sunstalker.

With experimentation you found you could do this with other creatures too. These experiments have left you with knowledge of how to link two creatures together and mix their blood. Doing so causes the two to bleed some of their abilities between them. Doing so ignores usual rejections these kinds of things would usually cause. Although there is some benefit of doing this to adults, this is much stronger the younger both of the participants are.

White Lion

Bard - 200

You can use music from instruments to grant minor benefits to those nearby. The effect that this grants isn't related to the song itself, but instead comes from the instrument. So each instrument will always provide the same benefit, regardless of the song.

As a secondary effect, supernatural effects that are carried by sound can be negated by you simply playing louder than them.

Zero Presence - 400

By observing how a White Lion stalks its prey, you learned two things. One how such a large creature was able to keep its presence hidden, and how to keep your presence hidden from predators like that.

More importantly you've learned how to integrate this into your combat style. Making you an expert at attacking blindspots of your target and exploiting them to remain hidden.

Items

Items can be discounted, incompatible, or restricted based on Settlements, and Quarry Monsters. Discounts halve the price of the Item, 100 CP Items are free instead.

Items that are incompatible can be purchased, but only one of them can be used during this jump, and you gain access to the remainder afterwards.

Items that are lost, destroyed, or completely used up are returned at the end of the jump. In future jumps (or immediately for the Jump option) this is shortened to approximately one week for any free or 100 CP items. For all other items it is approximately a month unless specified otherwise.

General

Cloth - Free to All

This large rectangle of plain serviceable fabric is the only protective equipment you awoke to to wrap yourself with. It provides minimal protection.

Founding Stone - Free to All

When you first awoke you pulled this sharp fragment from the ground to defend yourself with. Despite it being from mundane stone, the stone that makes up the faces that litter the ground here possesses some innate power. When it is thrown the stone will always strike true and strike with far more force than would be expected. The force is enough to destroy the stone however.

Lantern - Free to All/100

You possess some kind of simple lightsource. It illuminates your surroundings and will in most cases be your only consistent source of light in this dark world.

For an additional 100 CP, your lantern is a little special. Feel free to choose one of the special lanterns that are available here except the Final Lantern. Otherwise you can create a custom lantern.

A custom lantern is granted either a small boost to a physical attribute, or has special ability. This special ability is on par with the polishing lantern, that allows you to quickly sharpen a sword mid combat.

Sighing Acanthus Hat - 100

This large sunhat is quite comfortable, woven from dried acanthus; a few blooms of Sighing Acanthus are woven in for color. The human faces in the center of each bloom is usually inert, but through unknown mechanisms the faces will occasionally whisper. These whispers warn you that your opponent is performing a feint or luring you into a trap of some kind. Defensively, it's about as effective as cloth armor.

Bloodskin - 200

This bladder can be filled with fresh blood, granting a useful boon to its holder. So long as the holder is the one who filled this with blood they will find their blood steadily being replenished while they are bleeding. A helpful boon to those that can expect to be facing monsters.

First Aid Kit - 200

This box contains a number of useful materials such as medicines, bandages, and thread. So long as this is restocked before battle, you will always seem to have just enough material to treat four moderately wounded people in the box.

Harehound - 200

Within the Lagomorph Forest are a variety of rabbit-like creatures. While most are dangerous for humans, the harehound is a rare exception. This rabbit is approximately the size of a dog, and also possesses similar loyalty and intelligence to one.

In future jumps you can import your new pet as a companion, but from that point onwards they function as a companion instead of an item.

Instrumental Accoutrement - 200

Choose a simple instrument. This item functions as that type of instrument that is made from the materials here, either from monsters or from raw materials. Whatever you choose, when it is played it will instill a small boon to all of your allies that can hear the tune you play.

Adventure Sword - 400

This sword with a golden blade was found at the end of a deadly gauntlet. Although it doesn't possess a name of its own, perhaps it would be appropriate to name it after the color of the large round scarlet gem in the pommel. Despite it lacking any innate strength, it instead grows stronger in an equal measure to its wielder's courage.

While pondering who its previous wielder could be, you could almost imagine a young boy named “Finn” wielding it in a too-bright land. Maybe he has a dog companion, one who could stretch? That would be too silly.

Sword of Silence - 400

(Discounted to Male White Speaker)

This sword is one forged by a White Speaker that violated their oath against childbearing. Specifically designed to face the White Speakers that went after her and her child. If you are a Male White Speaker, perhaps they are your mother, explaining your existence.

However this came into your possession, it has a few abilities. First, it becomes stronger as you do, but it also becomes stronger the more intelligent you are. Secondly, it has an aura of silence that mutes sound in its presence. This second ability has a few potent consequences. One is that it grants resistance to the blood magic of the White Speakers and similar supernatural effects.

Basic Armor - Varies

There are a number of armors, the various monster armors are described below as options for their respective item section. These armors provide a baseline in terms of defenses, and have few, if any abilities.

- Rawhide – 100
  - This armor is made from basic rawhide, and provides minimal defenses, about on par with the Cloth item but able to protect the entire body.
  - You can expect each part to take one or two hits.
- Leather - 200
  - This leather armor provides reasonable defenses. Being able to take two to three hits usually before failing, its primary benefit is how easy they can be made.
- Lantern - 400
  - This is early metal armor, and as such is bulky.
  - Each component can be expected to take four to five blows, which is amongst the highest tier of armor here.

Monster Weapon - Varies

There are a great number of weapons carved or crafted from the remains of monsters, each with their own strengths and weaknesses. Rather than going over each individually, as each creature can produce equipment of various levels. Instead choose either a Quarry Monster you have selected or none, then choose a type as described below, and then choose a tier to grant it abilities. The exact cosmetics are up to you provided they are relatively similar to the other weapons from that Monster. If you chose no monster then the weapon is made of generic materials and has more flexibility in the cosmetics.

You may select multiple types if it is appropriate: spear and sword for a swordspear, axe and spear for a glaive or halberd, or sword and whip for an urumi, etc.

The 12 types are:

- Axe - These weapons focus on dealing wounds when they hit, and heavier direct cleaving attacks.
- Bow - This projectile weapon is large to give it the power to pierce the monsters of this land. As a benefit for its bulk, it grants one the ability to attack outside of the range of the monster to remain safe.
- Club - Blunt handheld weapons are in this category. They tend to have somewhat more power in their hits, but are a little less accurate compared to their peers.
- Dagger - These small bladed weapons are well suited for those who wish to strike many times quickly. Provided they are willing to forgo the benefits of a heavier weapon.
- Fan - A strange kind of weapon, this large folding fan can be used while open or closed. While it is closed, it is a nimbler weapon, but has less power. While open it has greater power but lower speed.
- Grand - Rather than a specific type of weapon, this category is for those weapons so massive that they are in a different category. For reference, think two handed weapons that are as wide as their wielder. These tend to focus on single heavy decisive blows.
- Katana - A cousin weapon to the sword. These weapons focus on quick cuts that leave deep wounds, but have less weight behind them. As part of their design, they tend to be slightly more fragile than other weapons if not taken care of.
- Katar - These bladed claws and knuckle weapons are designed to minimize the time to attack. Users tend to be more evasive, compared to dagger users. The dagger deals faster hits whereas a katar hits harder.
- Scythe - These rare weapons specialize in tearing and utilizing their hook shape to strike otherwise protected spaces.
- Shield - Although more useful in blocking, it is possible to strike with them as well. In general other weapons outstrip them in offensive power, but these can be used to deflect or take blows with some consistency.

- Sword - The middle child of weapons, not as much reach as a spear, not as heavy as an axe, not as light as a dagger, but in return also doesn't have as many downsides.
- Spear - These two handed weapons have advantage in reach, being able to strike from afar with quick jabs, or by being thrown.
- Whip - These long bound cords or flexible weapons are great at inflicting wounds at very specific distances. Users are also capable of creating noise to distract their foes. By adding a weight at the end one can greatly increase their usefulness for striking those that get too close.

In terms of Tier, there are three, as follows and the tier alone determines the cost:

- Early Tier - 100
  - This weapon takes only common materials from the Monster in question to create. They tend to have almost no abilities except the common ones for their weapon type and low stats.
  - Weapons like the Bone Blade belong here.
- Mid Tier - 200
  - This weapon has either rare components as a requirement or components from higher level Monsters to make. They tend to have weak extra abilities or one or two minor extra capabilities with respectable stats.
  - Weapons between the Hollow Sword and Steel Sword are about right for this level.
- End Tier - 400
  - This weapon likely requires materials from a level 3 version of the Monster. They also have a useful ability with a number of extra capabilities, or a powerful ability with a few extra capabilities. Either way their stats start above what one could expect a strong mid tier weapon could do.
  - Black Sword, Durandal, and Excalibur are around this level.

For some non-exhaustive examples regarding the extra abilities and capabilities available for weapons:

- Some powerful abilities are:
  - Wounds the weapon inflict restore lost blood for the user
  - The weapon granting you defensive power like armor under certain circumstances
  - The weapon negates another type of supernatural effect, at some cost that affects the user
  - The weapon more consistently deals more devastating wounds
- Some weak abilities are:
  - The weapon is lighter for a master of using it making it much faster
  - The weapon grows stronger the more of an expendable resource you have
  - At the cost of restricting the user from another ability they have, a powerful ability
  - The weapon protects a specific body part when it deals a wound

- Some extra capabilities are
    - The weapon grows stronger based off of both your strength and another stat like intelligence or agility but doesn't have any base power
    - The weapon can be used as if it were another style of weapon or unarmed despite not being that type of weapon
    - The weapon is extra effective against a specific type of creature
    - The weapon is sentient and can guide its strikes making them more accurate
    - The weapon is alive and can bite into your foes
    - The weapon has a higher than usual base stat

As an additional choice, you can pay extra CP equal to half the cost of its current tier to give it otherworldly properties. Effectively giving it the stats of its current tier, but the other benefits of the next tier up.

If you purchase two weapons through this, you can pay half the CP of the higher tiered weapon tier to make them Paired. Paired weapons are easier to use together.

Settlement

Items in this section are discounted if you have chosen the related Settlement

Unknown

Harvesting Tools - 100

This set of items consists of a pickaxe, a sickle, both made of bone. It also comes with an almanac containing hand drawn pictures of useful plants and ore deposits along with how to harvest them properly.

Despite being made of bone they can make harvesting any of the materials here, if not at least possible, then easier.

Phantom Friend - 200

Choose a small animal of any kind, even ones outside of this gauntlet. A small spirit that you can see and hear of that kind of animal has taken a liking to you. This spirit is intangible and is capable of turning invisible to others.

Although a friendly companion, they also act as a second set of eyes, alerting you to dangers you have missed. They can even ward away other spirits, and extradimensional threats with their presence.

In future jumps you can import your new pet as a companion, but from that point onwards they function as a companion instead of an item.

Fairy Bottle - 400

This bottle contains a glowing creature of some kind, whether that is a fairy or not is up to you to decide. When you die, this bottle will shatter releasing the creature which will heal your wounds, resurrecting you. The creature will then disappear.

This item will not be replaced if lost, used, or destroyed in this jump. In future jumps it will be replaced at the start of a jump or every ten years, whichever comes first.

This item cannot be purchased multiple times.

Black Knight Squire

Maintenance Equipment - 100

This pouch contains a number of items that can be used to repair weapons of various types. Everything you need to repair equipment made from metal, cloth, leather, or bone can be found here in abundance.

Squire's Garb - 200

This set of equipment consists of a blue tunic, fur shawl, and leather bracers all of which are mundane. There's one other thing though, it comes with a pair of shoes that force one to stand on a small soft point while standing on their toes. It does this, as where a normal heel would be, is instead a large nail whose point is aimed at the heel of the wearer to act as a reminder to always be quiet. These shoes, while uncomfortable, greatly reduce any traces the wearer leaves behind, be they sound, tracks, or scent.

Black Knight Collar - 400

This metal band can comfortably and securely fit around the neck of almost any friendly animal. Whatever animal wears this will have a sense of loyalty to whoever put it on them and find themselves growing in intelligence over time.

Prolonged wear will have the animal slowly change into a more human shape. Eventually they will be able to stand on two legs and have the manual dexterity of a human.

Bloom People

Vespertine Satchel - 100

This green bag has several spaces inside to help you carry various small items while keeping them organized and able to be reached quickly. More importantly, perishable goods you store in the bag tend to last longer than they would otherwise.

Seed Arrowhead - 200

This arrowhead looks as if it were made from various small seeds bound together. Not particularly a strong weapon, however it has a special property, when it is buried a small flower patch will grow over the course of a few seconds.

When it is buried by hand, the patch will have various plants fit for herbal remedies. Otherwise if the arrowhead is attached to an arrow and fired, the patch will instead grow omnivorous plants. Some of these plants have human faces that will try to bite those that come too close.

Withered Hand Fruit - 400

This fruit comes from farther afield than the forest that they call home, instead found in a swamp. This fruit is found enclosed in a withered husk that looks like a hand grasping it. By consuming the fruit you will have the internal seeds burst in your mouth, they possess a strong flavor that you can only describe as Red, Blue, or Green. Whatever you choose you will feel your affinity towards a particular type of supernatural effects improve.

In future jumps these fruits can come in more colors to encompass more supernatural disciplines. You only receive these fruits at the rate of once per year.

Flower Witch

Flower Pouch - 100

This small white pouch is capable of holding more than what would appear possible given its size. Being the size of a bag one could hold in a hand, it can hold about as much as a full sized backpack.

Flower Witch Staff - 200

This staff is primarily unremarkable save for the mineral that acts as the staff's focus. The stone is so saturated with colors that it appears black to human eyes. The source of the mineral is unknown to outsiders, but rumor is that it is the heart of a Nightmare Ram that lives in the Inverted Mountain.

The staff acts as an excellent focus for the Flower Witch's magic, easing the load for Disciples while also improving finesse of masters of the magic. While it focuses on plant magic and magics that manipulate lifecycles, it makes for a functional catalyst of any nature based magic.

Loom-Woven Garb - 400

Woven on the same loom as the garbs of the Goblin Guard, this hat and robe have a variety of powers. The fabric is made of a woven parasite that consumes the blood of its wearer, the blood loss is able to be offset by having a high enough caloric intake.

Beyond that drawback there are a number of useful abilities the garb possesses.

First the garb will try to protect its wearer. For example, in the Abyssal Woods, the garb is able to form giant hands that firmly grasp the area around the wearer whenever the black hole appears.

Secondly as was just implied, it possesses limited shapeshifting. While acting as mostly mundane cloth it can take shades of black and dark blue with a few accents of stark white. It will shape itself into clothes that flatter your figure, and will take your comfort into consideration. When it is active it can take the form of flowing tendrils of cloth, or manifest as an undulating mass of humanoid limbs and red eyes. It'll follow your preferences on how active it is. In terms of shape it does prefer pointed brimmed hats and flowing robes and dresses however if you let it decide.

Finally, the garb forms a symbiotic relationship with you. This allows it to have an intimate knowledge of your supernatural abilities and techniques. If worn long enough will help guide you through issues you have with any of those abilities.

People of the Lantern

Skull Helm - 100

This helmet is made from the skull of someone slightly larger than you so that it fits well. Despite being made of bone, it is quite resilient, being slightly better than leather armor. It has one notable feature beyond basic armor. That is that one time that something strikes your head in a way that would kill you, this shatters instead leaving you unharmed.

Dead Weed - 200

This strange plant won't grow except where the eyes would otherwise be on things that either are or are shaped similar to human faces. It has very deep roots that possess potent regenerative power. It could even enable one to regrow a limb or even heal a severed spinal cord by rubbing it close to the affected area.

Final Lantern - 400

This lantern is made from the last remaining light of a slain Watcher and pulses with their power. By focusing the light it can grant various boons to the user and their allies. Researching how it works can grant additional abilities. Starting with a simple increased attacking speed, it can also improve any physical attribute with enough study. Finally it can grant someone a final stand that allows them to ignore their injuries, but those secrets will take time to uncover.

People of the Stars

Husk of Destiny - 100

A garment made of seemingly glowing cloth, comes with a shirt, cape, and sash. Usually these are cursed and cannot be removed, this one however has had its curse removed. The reason there are those that wear this though is that it allows abilities fueled by insanity to flow more easily.

Dragon Vestments - 200

This flowing red cloak comes with a golden necklace, armbands, and crown. The energy from ancient dragons is said to reside in them. Even if that is false, it does grant a minor amount of protection to your body while worn that stacks with any armor.

Beyond that however, it also allows one to more easily grasp and master techniques related to dragons or the stars.

Celestial Light - 400

This light can be imbued into a weapon, in memory of the weapons wielded by the dragons of old. This light will make the weapon more ornate while providing a meager increase in the weapons power. The true strength of this light is shown when its wielder is spiritually or physically related to dragons or the stars. For those users, it will make the weapon lighter, faster and stronger as it resonates with its wielder.

People of the Storm

Technically Armor - 100

This cordage has a few pieces of metal that are just barely enough to cover a few important places, like your neck or places required for modesty. With how little this actually covers it isn't a surprise that any armor, save the cloth, provides better protection against physical blows. The primary benefit is that electrical attacks are drawn through the armor instead of you. This grants great protection against such attacks.

Don't worry though, the lightning will still leave scars. They will just be a partial mapping of where this armor was in contact with you at the time of being struck.

Sparkshroom - 200

It is said that the entity that is related to the storm has facial features made from a colony of mushroom-like organs. This mushroom is said to be from one of those features. Whether any of those claims are true is unknown, but it is undeniable that this mushroom possesses some innate electrical power.

Eating this mushroom is an unpleasant experience as it constantly shocks you, however, once you do so, you will find your body gains several boons. First, your heart beats so fast it is like a constant drone and you find that you don't feel muscular fatigue anymore. Secondly, you will find yourself faster than you were before eating it. Lastly, after a short time you will have a coughing fit and force up a chunk of iron made from the iron in your blood, causing you to feel anemic. The aftereffects include chest pains, along with muscle spasms as you recover.

Perhaps ‘boon' is too strong a word, but the effects in short term combat could outweigh the drawbacks, or perhaps you could use it for other purposes.

Fulgurite Ore - 400

This ore has been infused with the electrical power of a lightning bolt through means unknown. It is able to be processed like iron and can be an easy substitute for any use of it.

The innate properties of this cause the item made out of the material to build an electrical charge over time. Users are able to unleash it in a thunderous crash with arcing lightning.

This will grant you processed ingots at the rate of three ingots a week should you need it in future jumps.

Purchasing this also grants you a 200 CP stipend that can be spent on a Monster Weapon Item that is made from metal and gains the benefits of this material.

People of the Sun

Prismatic Fiber Outfit - 100

This cloth outfit is designed to be a wrapping that covers other light armors. Although it doesn't provide additional protection, it does have a useful property. It improves the wearers control over light, should they possess such an ability.

It is said that Warriors of the Sun are able to combine this with their innate abilities to be able to become invisible. If possible, remains to be seen. This does allow you to be able to change its colors on a whim as it reflects light.

Sun Vestments - 200

This is a lightweight cloth outfit that is designed for hot environments. It is also designed with special considerations for those who find themselves in combat with some frequency. The cloth seems to improve access to gear as there seems to always be a place to attach a weapon or ammo in exactly the most convenient place.

There is also a less mundane ability. Those with ways to boost their strength find that they also become more accurate while their strength is boosted.

Apostle Crown - 400

This ornate gold crown is designed to be held in one's hair with pins. Beyond being crafted with beauty in mind, it also functions as a decent helmet, despite it not covering much of the head at all. Wearing this you will find that spotting opportunities to strike an opponent seem more obvious to you. As if you knew where the next few openings were going to be.

Twilight Order

Twilight Knight Body - Free

(Restricted to Twilight Relic Knight)

The Twilight Knight's body and mind have been reinforced in various ways making them stronger than a normal human. For a Relic Knight such as yourself, their body is almost always preferred. So, here is your first body, feel free to use it as you see fit.

Although this won't be replaced in this jump, you can get a new one in a month should it be lost or destroyed in future jumps.

Twilight Cloak - 100

This cloak is able to be belted to form various styles as an outfit. In terms of defense it is about on par with leather armor. It possesses a benevolent will that protects the wearer from the environment and the wills of others alike. This grants the wearer a level of resistance against mind control, at least while the cloak isn't dormant.

The similarities it possesses to the Watcher are likely just a coincidence.

Twilight Sword - 200

(Free to Twilight Knight)

The blacksmiths of the Twilight Order knew many rites and techniques that were lost when the order was scattered. Amongst those was the way to forge these weapons. Somehow while being crafted the weapons were granted a will to slay the monsters that hunt humans. This will make it particularly potent against them. Unfortunately, it also makes them narrow minded, as they don't understand the importance of other actions, like sleeping and eating. As such, those that would wield them need a strong will, or need to synchronize with them to use the full strength of the weapon.

As one synchronizes better with the weapon they will find it improves in every way. Becoming lighter, faster, stronger, and all the while their strikes will be guided more accurately. It possesses great strength against the monsters it is meant to slay. It is notably powerful against otherworldly creatures like the Watcher.

Grand Library Tome - 400

This large book is one of the few books that survived the cataclysm that befell the Twilight Order. The knowledge within is almost entirely lost to humankind. Within is a number of pieces of esoteric knowledge, rituals, and magics. Grant a variety of abilities related to a core theme of your choice relevant to this world. Perhaps it contains the way to travel to the homeland of the Dragons, or a chronicling of what happened to the Lost Continent.

In future jumps you get another tome relevant to that world with similar effect, also of your choice.

White Speaker

Battle Bikini - 100

White Speakers tend to wear little, if anything at all. In combat they focus on dodging and avoiding hits rather than enduring them. However, there are a few times they desire to dress more warmly and conservatively, and that is what this is for. This bikini comes with a number of pieces of gold jewelry, a small fur shawl, and a headdress.

If you are a male White Speaker, you are instead given a speedo, or a bikini of your own, your choice, with the same additional items.

If you are a Red Witch, this comes with a red cloak that is caustic to the touch of others.

Speaker Cult Knife - 200

This dagger, with its spiked handguard that curves to protect the knuckles is designed to be used just as easily as a dagger as it is for punching. Those wielding these also find their strength and ability to dodge increased while they wield this weapon.

Excalibur - 400

This unassuming sword was found embedded in an obelisk caked with blood. It is sought after by the Sword Hunter White Speakers as it consumes the existence of its wielders to gain strength. Each time it is drawn the Sword Hunters seek it and return it to the obelisk to release those trapped within.

Its strength usually consumes its wielder. However, knowledge of how to release those trapped within comes with knowledge of how to consume your foes. You have this knowledge and can feed the existence of those you slay into the sword, giving it power for each offering.

There may be a reason it is sought and sealed each time, so it may be worth considering if such a weapon is worth it in the end.

Quarry Monster

Items in this section are discounted if you have chosen to face the related Monster in the Monster section for those who have either taken the Gauntlet option, or for those who have taken the Jump option and the Legendary Drawback for the related Monster.

Black Knight

Black Guarding Sword - 100

This relatively unornamented bastard sword has a single special characteristic. The length of the blade has been reinforced making it resilient to force. This reinforcement prevents the sword from deforming or shattering when struck, even from odd angles.

White Fur Hood and Cloak - 200

A cloak of white fur that comes with a hood resembling a dog that tightly fits over a helmet. Aesthetics aside, when worn you find your sense of smell is much stronger, giving you the ability to track your prey far better than you could before. What would previously take you a week to hunt down, now only would take you a few days. The cloak is mundane, but does grant marginal protection from blows from behind.

Black Knight Armor - 400

This primarily metal armor resembling the Black Knight is very sturdy. A few trade-offs were made in its design trading flexibility for durability, making it overall a commendable piece of armor. Small pieces of gold inlay show that some aesthetics were of a concern in addition to functionality.

As a set the armor is designed for simple protection. The boots have an additional mechanism in the sole that allows one to easily spin and redirect momentum. This makes it well suited for counterattacks when deflecting blows and utilizing their momentum.

Dragon King

Dragon Iron - 100

Dragon Iron is a strange material. Although in many cases it is close to iron in its properties, there is one where it deviates considerably. When it is dropped, it floats like a feather.

This is about 20 ingots of the material, but in future jumps you have access to that amount daily.

Hazmat Shield - 200

This shield, shaped like the open maw of a Dragon King about to unleash its breath, is designed to counteract that very ability. Despite the heat and destructive force of the breath of the Dragon King, you will find yourself unharmed by the attack.

In terms of abilities this shield is quite large and deals heavy blows, and is particularly resistant to heat and radiation.

Dragon Armor - 400

This armor, crafted from a number of dragons, possesses defenses of the highest grade, making the wearer a veritable juggernaut. The materials used to make it are also incredibly light so it doesn't inhibit movement either.

In terms of special pieces the helm is fully articulated, allowing one to eat without removing the helm. The chest piece helps restore one's Survival as combat starts, and the belt helps one control their fall should they be sent flying.

As a set, it empowered its wielder to perform mighty leaps to strike with incredible force on impact.

Dung Beetle Knight

Round Stone - 100

A simple round grey stone, roughly half your height in diameter. Although intended for strength training, it is also about the right size if you want to emulate the Dung Beetle Knight in combat. Though that'd take an incredible amount of strength.

Rolling Armor - 200

This armor is crafted from the iridescent shell of a Dung Beetle Knight. It provides weak defenses individually, but combined provides a reasonable amount of protection. In terms of special features, by going with a blow you will find that you can constantly roll back onto your feet.

It should be noted that the plates that make up the defensive components of this armor set can all be Calcified. They even see stronger benefits than normal for the process.

Calcified Juggernaut Blade - 400

This large blade is made from the same resin that the Dung Beetle Knight's ball is, making it incredibly hard. As it is quite heavy it has great power behind each of its swings. Though there is something other than its weight that helps this. It seems that any boon to your strength improves the strength of this weapon by equal measure. Even temporary boosts to your strength from other sources do this.

If this weapon ever breaks its parts can be put back together and recalcified to return to full function.

Flower Knight

Replica Flower Sword - 100

This massive sword is designed like the sword of the Flower Knight. Although reminiscent in shape it seems that you'd also need the skill, size, and strength to match to truly use this blade.

Flower Knight Helm - 200

This green helmet has an owl motif, and provides strong protection. The wearer of this helmet will have a little better understanding of how the Flower Knight seems so fast. Those that are attacking the wearer will seem slowed down to them.

Fairy Ring - 400

The garden of a felled Flower Knight is now yours. At your command a number of plants will grow that make entering or exiting the garden dangerous. In fact, you seem to have some level of control over any plant you grow in this soil. You seem more in tune with them as you slowly gain a seemingly supernatural sense when something enters the garden and harms a plant.

By growing plants at the edge of this garden you can slowly grow this area, perhaps you could even protect a settlement in it given enough time.

Gorm

Armor Spikes - 100

This accessory is designed to be compatible with any armor set, and it provides a simple effect. When something hits you it also hits the spikes causing some damage back.

Gorment Armor - 200

This leather armor is made from bound Gorm skin. The patchwork nature gives some unsettling vibes, but despite this it is quite sturdy.

It possesses a few special abilities, but in general they make it easier for you to block with a shield and endure flurries of blows.

Regeneration Suit - 400

This skin-tight suit that completely covers the body provides defense on par with leather armor on its own. The real reason to wear this suit is that it is self repairing, and as it repairs itself it will also repair what is wearing it. By holding a severed limb on the stump it was attached to the suit's damage will disappear and soon after the limb will be reattached.

Unfortunately, this only seems to work if the same damage that was done to the suit caused the internal damage. So you won't be able to simply share the benefit for a number of wounds on multiple people. It also doesn't seem to work on the dead.

Lion God

Necromancer's Eye - 100

This gold circlet has a large empty circle in front of it. When worn a small ethereal circle the same color as the wearer's eye will appear in the empty circle making it appear as if it were an iris. Beyond the cosmetic, the wearer is able to see through this extra eye, even if they are blind.

Golden Plate - 200

This simple metal chest piece bears a gold lion head motif on the chest. It provides no defense on its own, but bolsters that provided by fur armor, making even simple fur armor on par with your average metal armor.

Knowledge Worm - 400

It is believed that this creature is what created the Lion God's madness and immortality. It bears an aura of dread, making most avoid it. This creature, about the size of a football, also creates a compulsion for other creatures to eat it, likely with considerable damage to one's jaw to do so. If you manage this feat, the worm will inject your body with its toxins, turning your blood to agonizing molten silver.

As painful as that process is, you will find a number of benefits to this. As your body grows older you won't become frail, instead you will find it mutating very slowly. Likely taking centuries before you are no longer recognizable as a human. In a shorter timescale however, when you draw symbols that hold meaning to you on your body, those symbols gain defensive power. With enough symbols this effect will be bolstering your defenses as if it were some of the best armor available, even when wearing none at all.

Phoenix

Bird Bread - 100

This bread is made from components of a Phoenix. It may be reasonable to ask how a bread is made from a creature with no plant-like parts, the answer is simple: you don't want to know. The taste of this bread is said to be something that can make those that consume it want to die, so best not to let it touch your tongue.

Setting the questionable qualities aside, those that consume this gain defensive power on par with low grade armor. So at least there is something redeemable about this.

Hours Ring - 200

This ring of bone is carved from the Phoenix. It has small plumes of the creature's feathers growing on the outside, and barbs on the inner ring making it uncomfortable to wear. Should the wearer die, the ring's power will be unleashed, rewinding time for the wearer allowing them to try to avert their fate at the cost of the ring.

This ring, if lost or destroyed, is replaced at the start of a jump or after ten years, whichever comes first.

Phoenix Armor - 400

This armor offers many useful abilities for the insane. From allowing one to absorb blows with their insanity, to increasing mobility, and improving the reserves of one's insanity. Beyond that this armor possesses defense of the highest tier.

Other esoteric abilities of this armor may exist, but that will take additional research to uncover.

Screaming Antelope

Blood Paint - 100

This red paint is made from the organs of slain creatures and has a strange property. There are several abilities that link items together, such as Affinity, or the occasional paired item.

By using this to paint a symbol across two weapons, you find that they gain similar properties to being paired, as they become easier to use together.

Screaming Armor - 200

This fur armor is made from the Screaming Antelope, with the creature's skull serving as the helm. Those that prefer the armor seem to also like acting like madmen. They throw their bodies at their enemies with inhuman strength and unleash bone chilling howls.

With how consistent this behavior is, maybe it is something to do with the armor itself. In terms of defensive power, it is about equivalent to leather armor.

Lance of Longinus - 400

This bone spear is made from the Horns of an ancient Screaming Antelope, one old enough to possibly be the first. It possesses great power, but in that alone, several other weapons beat this. What it does have that they don't is that every blow weakens the defenses of whatever it strikes. Until even the hardest of armor can be punctured with one's bare hands.

Spidicules

The Weaver - 100

This scimitar interacts with the invisible threads of the Spidicules in a particularly useful way. When it strikes true, these threads will wrap around the user offering a small amount of additional protection. Who can say the heights this can be taken to for someone more skilled at manipulating these threads?

Silk Armor - 200

This cloth armor is loose fitting and comfortable, well suited for warm environments. Having been woven from the threads of a Spidicules, the cloth provides notably high defenses, on par with metal armor. Despite its high defenses it does have a notable flaw, the cloth is quite flammable, and burns quickly.

The Rings - 400

This set of three rings, one red, one blue, and one green provide a few supernatural abilities.

The red ring mirrors the damage you take upon your opponent, wherever you are cut so will they. Though as you receive more strikes without being able to hit back you will find the effectiveness quickly decreases.

The blue ring allows you to more easily manipulate your opponent into favorable attacks.

The green ring occasionally grants you powerful protection when you are attacked that fades slowly.

Storm Knight

Steam Vessel - 100

This simple thurible looks like it is made from three metal faceplates attached to each other edge to edge. When it is lit, instead of unleashing smoke it instead releases a great amount of water and steam. the area around the user becoming obscured while also improving the damage of electrical attacks.

Stormface Armor - 200

This metal armor grants strong defensive capabilities, but particularly with electricity. Instead of just redirecting electricity, it stores it. unleashing the electricity into the wearer at opportune, if painful, moments. Effectively speeding the wearer up and increasing their strength momentarily.

Storm's Chain - 400

This length of heavy chain is a portion from the chain that once held the oldest Sunstalker atop the Castle in the Storm. While being a powerful, if crude, whip due to its construction, it is far more notable for how difficult it is to be broken out of if bound by it. Those bound by this chain find that any ability they have that would allow one to circumvent the binding without undoing it fails. Although it is possible to do short bindings in combat, short bindings are also undone shortly.

Sunstalker

Sun Lure and Sky Harpoon - 100

This set of equipment comes with a harpoon that functions as a decent spear, an inflatable lure that floats, and a hook for the lure. The main use for this is for the catching of the fish that swim in the sky. By inflating the lure and letting it float up you can catch one of these elusive fish and drag it to earth where you can choose what to do with it. The harpoon however is for when you catch something too big and you need additional effort to drag it down.

In future worlds, you can still do this to catch strange fish, possibly never before seen, with various effects if consumed. Worry not, exactly zero of them will look appealing, though their taste may vary.

Cycloid Scale Armor - 200

This scale armor looks like it is leather armor with a number of rows of teeth acting as additional protection. Despite the addition of teeth it offers only marginally better protection than straight leather armor.

That isn't to say this armor is useless. Wearing it grants abilities more limited, but similar to the Prismatic perk. It also allows one to merge with shadow while moving, providing there is shadow, even attacking while moving through it.

Ink Sword - 400

This sword, made of darkness itself, is quite deadly. While limited to only being able to attack while in darkness it has range far greater than what its length would imply. Its incredible edge makes deep cuts with ease making it far more likely to inflict devastating wounds.

White Lion

Lion Headdress - 100

This headdress is designed to be an accessory that can be placed on any head armor. While providing a small amount of additional protection it also gives one a glorious silver mane.

White Lion Armor - 200

This fur armor is almost as good as leather armor in terms of defense. It boosts the power of those who fight reminiscent of an animal, even more so those who fight barehanded, with daggers, or with claws. Some strength of the lions slain to make this may remain, as that would explain the strength that flows through you when you roar while wearing this.

Lion Skin Cloak - 400

This fur cloak, while it doesn't provide additional defense, does mitigate the damage from every attack by a small amount. Beyond that it seems that by integrating pieces of greater lions and lion-like creatures into it imparts additional boons.

For example, slaying a Gigalion may grant it the ability to boost the Survival of yourself and allies once you start combat. The stronger the creature the stronger the boon, and the boon will be unique to the specific species. Unless something makes the creature particularly unique. So there isn't much point in hunting a species to extinction.

Companions

Any Companions chosen will be met at the settlement you have selected, arriving close to the time you do if you pick the Gauntlet option.

New Faces/Old Allies - 100/300

For 100, you can import a single companion

For 300, you can import six companions

In either case, they share the same Settlement as you, but can have different roles, provided they are compatible. They each gain CP equal to the amount you do from your chosen threats and have the same requirements in facing them.

In the Gauntlet option, if they die before you complete your time here they lose all the perks and items they gained. If they are a new Companion, they do retain the free perks and items related to their Settlement and Role. They will be completely fine at the start of your next jump. They function normally for the Jump option.

You can either take survivors from this setting such as Nico, Paul, or Aya; or you can create entirely new survivors. Both options receive the same amount of CP for their build.

Adventuring Party – 300/Varies

This group claims they comes from a strange distant land different from this one. Whether that is true or not is up to you. For a purchase of 300 CP you receive 4 of the following as companions, you may purchase an additional 3 options for 200 CP. The additional purchases can be done multiple times. While their abilities are noted below, their exact appearance and personality is up to you. You are able to choose the same option multiple times, but can have 14 companions from this at most. (Buying all is 800 CP)

- Cleric – They long ago traded their arm to a benefactor in exchange for power, which came in the form in a variety of abilities related to the cold. In combat they wield a scythe made of hardened ice.
- Druid – Their homeland exists withing the ribcage of an impossibly large titan, the ecosystem bound closer together by the lifeforce of the creature. They have used the unique materials of the titan to create their signature self-repairing spear. Though more strangely, they have modified themselves to have extra insect appendages to help them move more stealthily amongst the foliage of their home, though some of that skill is still useful here.
- Explorer - An od member of the group, they rarely participate in combat, if at all. Preferring to use traps when the need arises. Their true worth comes when a navigator is needed, as they are incredibly skilled at discovering and disarming traps, as well as detecting other perils.
- Fallen Hero - A long time ago, they fell into a lake and were thought dead. When they awoke they felt a great rage towards those that had abandoned them, and swore revenge. Whatever preserved them also left them with a perpetual rage. In combat they wield a sword with reckless abandon for themselves, as they seem to be able to take significantly more damage than one could expect without bleeding.

- Fighter - Long ago, their settlement discovered a kind of parasitic worm that will infest a host and perpetually stitch the host back together. This grants the host s potent regeneration, though they must consume a great amount of water and salt to keep the worms fed. Their diet keeps them somewhat swollen, obscuring their muscular frame. They wield an axe and shield in combat, though they use both for attack strangely.
- Gladiator - In their homeland, they were the champion of an area, having faced a great number of challengers. They claim that once they defeat ten thousand worthy opponents they will return to their true form, whatever that is. In combat they use a flail and shield with great skill.
- Hospitalar - While not particularly skilled at fighting, they are skilled at surviving in combat situations, though are at least competent with the sword they have if push comes to shove. The real reason they are here though is they are skilled at treating the wounds of their allies mid combat, and are physically strong enough to carry any of them. They also possess a strange stone that they say helps them treat wounds, something that is attested to by their track record.
- Monk - Both a warrior and artist by training, they fight mostly unarmed, and in their downtime they craft beautiful pieces of art of their chosen specialty. There is some connection between their art and their body. As while they refine their skills, so too is their body refined, becoming stronger and more beautiful. Occasionally they will perform a ritual that casts off their building beauty and power, lest they become too prideful.
- Necromancer - While the person you initially met is the physical one, they were not the original member of the group. Instead it was their significant other, a spectral skeleton who, through some mechanism, was turned into a being like the Phantom Friend. As a pair bound together they work together quite well and use a combination of supernatural abilities akin to the White speakers in combat.
- Paladin - Taller than their peers, they are covered head to toe in heavy armor. In combat they specialize in protecting their allies, while using their lance to strike their foes. They possess incredible strength and durability. They have also sworn to defend honesty and justice. This fact reinforces their shield, as every day they speak the truth it grows in size and weight. By the time you have met them it is already near impervious, but is a notable burden they must train diligently to be able to continue to wield.

- Peasant Hero - This young orphan once lived in a village, one night it was besieged by monsters. While they watched their friends and family torn apart they picked up their father's wood cutting axe. That is the last thing they remember before the rest of the group found them the next morning atop a pile of dismembered monsters as the only survivor of the slaughter. Their once blue hood and cloak are now permanently stained a vibrant red. While normally shy, as those they are harmed they fight more and more with animalistic strength, barely being capable of reason themselves until they come to, exhausted.
- Samurai - This swordsmaster once plucked their eye from their head and replaced it with the eye of their master. This has granted them the ability to perceive supernatural effects. Lightly armored they rely on agility and reflexes in combat. The sword they wield has a unique brand that it places upon beings it determines are destined foes, it brings the samurai sadness when a loved one is branded.
- Strider - A long time ago, they witness the death of a rare and kind creature and swore to prevent that kind of senseless killing. They have caused problems a few times with the group as they argued they shouldn't kill one creature or another, but they are not unreasonable, especially when the creature is trying to kill their friends. In combat they use a bow that grants enhanced accuracy, and a dagger when dangers close in.
- Thief - Their origin is unknown, and they refuse to give a consistent answer, but they are skilled at a number of things that make it seem like they are a Warrior of the Sun. They can manipulate the colors of light, as well as become invisible. Using their parasol they create dazzling phantasmal images to distract their foes before striking with an unremarkable poisoned dagger. The Aesthetics of their abilities differ somewhat from a normal Warrior of the Sun, which frustrates those attempting to learn about them.

Badar - 100

Hailing from lands that are watched over by an ancient Sunstalker, this warrior has come after his settlement was incinerated for angering the creature. Ignore the severe scowl he always wears, he actually has a somewhat more gentle demeanor when not fighting for his life.

He has honed his fighting style throughout his life dedicating it to the oversized otherworldly scimitar he wields that seems to be perpetually coated in poison.

Death Drifter - 200

Not all who wield the Twilight Swords have origins within the Twilight Order, as this Drifter demonstrates. Most of their body is covered in cloth or armor that emphasizes agility and movement, along with a large red cape to cloak themselves with. With only their eyes exposed, one would need to get close to see the blue fur that peeks out around their eyes reveals their inhuman nature.

In combat they are quite skilled at agile maneuvers and are capable of making a series of short dashes so fast that they cannot be seen with the naked eye. They are supported by a spirit that is quite adept at finding ways through ancient ruins.

They seek a cure for a mysterious disease they suffer from. Perhaps, you can help them find it, if it is here at all?

Dark Seamstress - 100

This young girl is talented when it comes to creating clothing, even pieces with supernatural effects. She possesses a rare talent in being able to make clothing from peoples dreams. She is inexperienced in this technique however and seems to be limited to only articles from people's lewd dreams, a fact she is embarrassed by. Though not nearly as embarrassed as either when she views someone's dream to create the item or giving the item to the recipient.

Doll - 100/Varies

This automaton was fished out of the Rust Ocean and slowly repaired by your settlement. At some point they animated and elected to join your settlement. They possess a durable porcelain - like shell that allows them to appear like a human. Their internal mechanisms give them superhuman strength to make up for their lack of access to other Survivor abilities.

As they are artificial they are far more durable, but are unable to automatically recover. Instead they require maintenance to repair the damage. They can augment their durability by replacing their porcelain shell with appropriate armor.

You can purchase a single armor that is discounted for them. If the armor is already discounted for them, it is discounted twice (If the cost would be less than 100 CP, it is free instead).

Grimmory - 100

This sullen man is driven solely by the guilt he feels. In his time he has betrayed a great number of people, and regretted many of them. His shoulders slumped and lethargic demeanor belie his will to survive.

Wielding two long knives in combat he will block with them to gain distance. Simply so that he can maneuver into his targets blindspot, and strike where he is unexpected. His years of practice have made him a master at backstabbing.

While you should keep an eye out, maybe you are the exception to his track record?

Fade - 100

The White Speakers have an Oath that forbids childbearing. An oath this swordswoman broke. When she was discovered, she took her child, stole an armament from the Sword Hunters, and fled the order.

The sword she stole was chosen with purpose, the Sword of Silence helps keep her and her baby safe from both the creatures of these lands and their pursuers magics. While rusty from disuse, she is a White Speaker herself, with all that entails.

How you came across this pair is up to you, though if you are a White Speaker, you may find it hard to convince her of your intentions unless you are also a White Speaker Taboo.

Lost Prince/Princess - 100

Early in your time here, you found a strange book. It was full of brightly colored images where a yellow orb flew peacefully through strange blue skies and the lands were covered in green grass. While there is writing, it is impossible to determine what they mean. The images tell a number of stories involving a character that always ends happily for them.

One time while you were reading, a large insect fell on the book and refused to leave it regardless of how much you shook it until an entire person fell out of the book, crushing the creature beneath them.

The stranger was as bewildered as you were, and it took time before you could communicate. They resemble the character from the book, and claim to be someone of importance from where they came from.

They lack a great deal of common sense for surviving this world, but will cling to you for survival. They somehow believe you are their only way out of this place.

The only true loss is that the book is far less interesting to look at now that the main character of it has gone missing from its pages.

Messenger of Ashes - 200

As quite as most Messengers, this one arrived with little warning, before stabbing their sword into a fire and sitting down next to the survivors around it. Their form being clad completely in charred black armor prevents knowing who or what exactly they are. They aren't particularly helpful around the settlement, save that the fire they pierce never seems to fade until they retrieve their weapon to join on a hunt.

In combat, they leak golden embers from the cracks in their armor, and possess abilities similar to the Hellfire perk, though they don't seem to possess an upper limit to the heat they exude. Additionally their weapon, while it defaults to a sword can shift to become a spear, curved blade, or staff. When the weapon shifts so to does this Messenger's fighting style. If they are slain, they will appear at the settlement near where the last fire they pierced was after a few lantern years.

While they soundlessly tend their chosen fire, perhaps it would be possible to discover what reduced their soul to cinder?

Messenger of Courage - 200

The Messengers are a strange lot, various personalities and strange abilities mark their comings and goings. This messenger is mute, wields a Twilight Sword with an odd blue hilt, and wears a green tunic. They insist on going on special hunts alone and somehow keep coming back with new gear each time they accomplish a hunt.

Beyond their obvious gear, their tunic is equivalent to sturdy armor and they possess a Fairy Bottle. In terms of skill, they are remarkably hard to actually put down, seemingly only solid hits cause them any actual harm.

Little is known about them, perhaps they are some sort of link to the past?

Messenger of the First Story – 200

Given the stories she tells of the creatures she faced, perhaps this Messenger hails from the frozen lands of the Coldasaurs. Regardless of where she hails from, her physical strength is unrivaled by her peers, easily being able to through even a white lion. However, she seems to lack the peculiar qualities that would allow her to utilize more esoteric abilities.

Her personality is one of straightforward bluntness, usually letting her fists do the talking. Given a more relaxed atmosphere she will tell stories of her travels with a strange group to fight a monstrous porcupine like creature. Perhaps, you could with time trigger, some kind of story of how she arrived here?

Messenger of Humanity - 200

Perhaps the Messengers aren't all from the same place, each driven by a story entirely foreign to the ordinary Survivors of the Plain of Faces. Musings aside, the Messenger of Humanity was once a Twilight Knight, a fact given away by his bound Twilight Sword and their signature cloak. They don't have an Archivist to maintain their equipment so they have been partially reduced and now are in search of their lost memories.

They wear black armor whose helmet resembles a wolf, though they usually forgo the helmet due to the voice they hear while it is worn. Their left arm has been replaced with a stone prosthetic. The most striking feature people first notice however is their preferred weapon. Far too massive and rough to be called a sword, but at least resembling its shape, most survivors cannot think of lifting it let alone swing it.

Although they prefer to go alone, they are willing to work alongside others who can match their guts.

Messenger of the Spiral Path - 200

It seems not all of the Messengers are sour, soft spoken people, if this Messenger is anything to go by. The Messenger of the Spiral Path, claims to have discovered something called, unsurprisingly, the Spiral Path. A mental course that allows them to bore through the veil and see the truth. They are both a natural born leader and natural born support, easily encouraging others to reach their potential.

They forgo much armor, only wearing cloth pants, a large red cape with a very tall collar, and a mask for defense (pointedly refusing chest armor). They have adopted a pure offense based style of fighting. They wield an extremely long katana in battle, their quick movements allowing them to cut even beyond the reach of the weapon proper.

If you cannot imagine yourself succeeding, worry not, just believe in the Messenger of the Spiral Path who believes in you.

Messenger of the Sun - 200

A sunny disposition is the best way to describe this Messenger. While most Messengers boast incredible skills, powerful equipment, or strange abilities, this one has none of those. That is except their determination and fortitude. Somehow, things seem to go well for them both in and out of combat. Their kind and honest nature makes them easy to like. They possess and ordinary sword, shield, and chainmail armor. Upon their tabard and shield an sun is emblazoned.

They seem to possess a single supernatural ability, when they fight, they emit a soft warm glow, its effects are similar to the Red Fist, but are fundamentally different, in that it serves as a constant reminder that there are better days.

It is easy to convince them to work together, as they enjoy jolly cooperation.

Novice - 100

There is a place that celebrates something called the Novice Festival. In it the young are carted deep within a dangerous forest full of dangerous carnivorous plants, before they are released to attempt to make it back to their home. Success marks their completion of their initiation, failure marks their end.

Though it seems there is a third option, given this new ally. Somehow she made it out of the woods, and stumbled through the darkness to your settlement. The world she finds herself in is different from her own, making returning her to her own home impossible.

Her equipment is quite simple, but of very high quality, gifts from her guardian to ensure her safety. Most notable however is the dagger of sharpened bone that has been enchanted to deal decisive blows by her guardian who passed away as the cost of the enchantment.

She currently lacks experience, but given time she will blossom into any role.

Original Four - 200

There are many named characters in Kingdom Death Monster, however the four that started it all are these four; Allister, Erza, Lucy, and Zachary. They are survivors, through and through, so perhaps their collective camaraderie will be of benefit while here.

Paired Souls - 100

There are a number of survivors that wander these lands in groups of two, such as Rachel and Joe, or the Intimate Couple. A purchase of this grants you both as companions, they gain CP as if they were a single Companion from New Faces/Old Allies, but share it for their build. They may have separate Roles and Settlements for their builds however.

Percival - 200

There was once an order called the Black Knights that sought to carve out a safe haven for humanity. Amongst the last of their number was Percival, whose ultimate fate is unknown. This version however comes from before they set off their final time, while they were still with their puppy.

Their puppy has learned to fight on two legs and emulates their master. If you squint they resemble a short clumsy Black Knight, probably not worth talking about.

Pascha (Lagomorph) - 100

Pascha is a survivor from the Lagomorph Forest. Where they specialize in hunting the rare White Rabbits that lived there using their oversized scissors as her only weapon. They like wearing frilly clothes, and wearing headgear reminiscent of rabbit ears. They are remarkably agile despite their odd choice in garb.

Rayanor - 100

This knight has become rather lost it seems. She claims that she is still delving a terrible 'Dungeon' and just can't find the way out. She is willing to use your settlement as a base of operations while here, given its relative safety.

While not extremely skilled at swordsmanship she is a competent fighter, though her best skills are displayed while scavenging and creating new gear for use. Her gear is a testament of that, being made from hides and bones from creatures you have never seen here.

Trollbird - 100

This rumpled bird likes insulting others and getting them to try and kill the bird. It survives by being incredibly evasive so it continues mocking them as they fail to strike the bird. However, you seem to have impressed this bird with your colorful language and have earned their loyalty as you are clearly better at insults. They have sworn to use their powers to annoy and distract your enemies in combat.

Twilight Partner - Free

(Limited to Twilight Order)

If you are a Twilight Knight, this is your Twilight Archivist Companion.

If you are a Twilight Archivist, this is your Twilight Knight Companion.

Either way they are loyal to the goals of the Twilight Order.

Vitanvox - 200

One of the children of the Silence Nursery. She escaped somehow, and has traveled a great distance to ensure she can never be brought back there. She is a strange mix of confident and skittish, but her abilities have given her notable combat abilities.

Her time with the Silence Nursery has given her a number of abilities, namely those outlined in the Child of the Silence Nursery Perk.

Watcher Ragdoll - 100

The watcher is a formless being that is wrapped in cloth, its awakening usually spells the end for a settlement. Occasionally, the settlement manages to survive the assault, one such event had resulted in this creature.

One of the survivors took some scraps of cloth from the dead watcher and made a tiny puppet resembling it about the size of a hand. Later, during an Oxidation procedure a spark awoke the tiny puppet and it flew away. It has wound up in your care, greatly weakened from its once glorious state. As such it has taken to staying with you for safety. Beyond its tiny cloth body it has a single small lantern attached to a chain that falls from within its folds that it can use to light up a small area.

Weaponmaster - 100

This survivor exudes a subtle confidence. Confidence born from surviving their many battles with their great skill with their chosen weapon. Wearing quality metal armor and a master crafted weapon of their choice they are quite well equipped. They have eschewed many more esoteric abilities simply to train using a mundane weapon of great quality. This makes them straightforward in their options, but varied in their execution of them.

Perhaps taking some time to train with them will help you develop your own style of combat. Beyond combat they are quite skilled in maintaining their equipment.

White Lion Cub - 100

It seems the Ringtail isn't the only monster capable of having humanoid children, as this child shows. Like how the Ringtail has an affinity towards the Ringtail Fox, this child has an affinity towards White Lions.

Beyond having a similar set of abilities to the Ringtail, this child loves petting, not in being pet, but in petting others. They are amazing at hair care, and want to make sure everyone's hair is as soft and perfect as possible.

Toggles

These options alter the world you find yourself in, they grant no boon or detriment, merely changing the flavor some. Picking multiple will have their effects compound, how they do so is up to you.

Death High

Instead of being an adult when you arrive here, you instead find yourself enrolled at the nearby Death High School. Where you will be expected to study and complete your homework and tests.

Don't worry, you will soon discover and be brought into the nightly events of this town as monsters appear and must be put down by a group of highschoolers. This group now counts you amongst their number as you have been marked by one of these creatures.

Fantasy

There are a number of Generic Fantasy components. As such there exists a version of this world where a number of more common fantasy creatures exist. They are still twisted and grotesque to fit with the common themes of this world, but you can find warriors and necromancers around now.

Pinup

There is a specific series of components that are far more numerous than any other subset, the pinups. Each creature is reimagined as a survivor, usually female, in a provocative pose.

This toggle changes the world so that the various creatures here take on forms similar to their pinup versions. While this also changes the ways they interact with survivors, it makes them no less bloodthirsty.

Sci-fi

A long time ago, a generation ship was sent out to colonize a new planet. Somewhere along the route the ship was forced off course and was unable to correct. You are one of the unfortunate people on the ship. The ship is outside of communication range from your original home. You live on a derelict ship that was forced to colonize an uncharted world to survive.

Unfortunately, the planet you are on has a number of alien flora and intelligent aliens with technology foreign to you. Survive for as long as you can.

Steampunk

Endlessly turning brass gears and gouts of steam now cover much of the world. The massive clouds of this industrial progress slowly made seeing the sun a rarity. A number of technological developments had greatly aided in the lives of most people. That momentary window came to an end too soon.

After a time, massive constructs impervious to bullets cut settlements off from one another. These gearwork behemoths ruthlessly hunt down those who travel too much.

The supplies of your settlement seem to be running low, leaving only the option to risk the steam-laden paths and the nightmares within. Who will go and do so?

Drawbacks

You can take any number of drawbacks, totaling any amount of CP.

Dregs - +50

(Requires exactly 50 CP remaining, can only be taken once)

For the first lantern year you spend here, any water you find that is safe to drink will have small traces of sediment. It gives it a slightly unpleasant taste.

Hagfish - +100

You once ate an ugly fish as it was the only food available. It seems this had some consequences as you now look about 50 years older, though this doesn't affect your physical abilities at all.

Lantern Years - +100

(Restricted to Jump option)

Time here is not measured the same way as you are used to. Instead of staying here 10 years you stay here 10 lantern years.

Lovelorn Rock - +100/200

At some point you were convinced that this large pink rock was the love of your life. This belief means you will not willingly leave it behind. Regardless of your strength, this rock is heavy, but not overwhelmingly so.

If you also have the Gear Grid Drawback, this counts as a gear item, and the value of this drawback is doubled.

If you have the Round Stone item, you can have it be this item, making the stone pink instead of grey.

Gear Grid - +200

When you set out to hunt or fight, you are limited to nine items. Armors provided here count as 5 items (leg armor, waist armor, chest armor, arm armor, and head armor), so good luck.

Megalophobia - +200

This is unfortunate, it seems you are afraid of extremely large creatures, which is almost every creature here.

Mutinous Arms - +200/400

(Requires a Sentient Weapon)

Having a sentient weapon as a partner seems like a good idea. When you swing it can help guide the blow, when you block it can angle the deflection for you.

There is danger in using one if you don't get along with your weapon. You will find that rather than helping, your weapon will try to actively hinder you in combat. Worse it will do everything in its power to prevent you from using any other weapon. What did you do to make this enemy?

For an additional 200 CP, your weapon is no longer seeking your death. Instead, it has decided that it should wield you. Using its powers it will try to destroy your mind as you wield it. If it succeeds it will use your body with reckless abandon to accomplish its goals, whatever they are.

More problematically, managing to throw the weapon away won't solve your problem. Given time it will find its way back to you. Only destruction will end the threat it poses.

If you choose this Drawback, your sentient weapon will optionally be replaced with a more friendly one at the start of the next jump.

Deja Vu +400

Did you know that the Phoenix can manipulate time? Well you will soon. Moments before the end of your time here, a Phoenix will swoop down and send you tumbling through time.

When the world stops spinning you will find that you have returned to the beginning. with your gear intact and whoever was closeby enough to be dragged along with you. It seems that your settlement doesn't exist yet, so it looks like you are going to need to survive the whole ordeal again from scratch.

Narcissistic - +400

There is a particular part of your physiology that when struck is far more likely to result in your death than any other, your head. And for the sake of vanity, you cannot wear a helmet.

Red Witch Pariah - +400

(Required for Male White Speakers)

The Red Witches have sworn to slay you, they are a trio that are capable of many supernatural abilities. Their skills at hunting down your kind are second to none.

Goblin's Attention - +600

There are many entities here, none so feared as the Unspeakable Goblin however. Your arrival seems to have brought the Goblin's attention. Now occasionally the sky will open up and the horrible face of the Entity will look down. If you are unable to hide from it, you will die, regardless of anything else. So keep an eye on nearby overhangs and cover.

Rule of Death - +600

One of the governing principles of this world is how easy it is to die. More verbosely, the rule is “When in doubt rule against the survivors.” You will need to endure this in your time here as well.

This isn't that everything you do will fail or that your opponents cannot be conquered. Merely that the world is against you, making everything much harder to deal with.

Burning Ambition - Varies

Choose one enemy that you have selected to face the legendary version of. You now have a history with that creature, and it remembers you. In your last encounter it learned your fighting style. This makes it skilled at countering that specific combination of techniques. Beyond that it has gained the abilities of a second creature augmenting its own abilities further. You will inevitably come into conflict with this creature, for your ultimate battle.

The value of this drawback is equal to if you had selected the base creature an additional 2 times past legendary. For example, +100 CP for a White Lion, +200 for a Gigalion, etc. You can choose this once for each legendary creature you have already selected to fight.

Legendary - Varies

(Restricted to Jump option, Requires a chosen Nemesis or Quarry Monster not affected by this)

It seems your settlement is near something truly terrifying, one of the few Monsters far and above its kin. These Monsters are among the most powerful of their kind when only comparing the abilities they share with their kin. That alone wouldn't make them legendary though. They possess abilities that are more expected from another creature, a White Lion that can see the future, or perhaps a Phoenix so massive and powerful that it changes the landscape with their wings, for example.

Choose a Monster that you have not chosen this for, there is an instance of that monster that possesses abilities from another Monster near your settlement. You receive additional CP equal to that gained from the chosen Monster.

Choosing this also grants you Discounts for Perks and Items related to the chosen Monster.

This Drawback can be taken multiple times.

Finale - Varies

(Restricted to Jump option, Requires a chosen Nemesis or Quarry Monster not affected by this, but is affected by the Legendary Drawback)

It seems that the previous description of the Legendary Monster is an understatement. It is so powerful that other Monsters, even other Legendary Monsters instinctively avoid its domain. Your settlement will need to have measures in place for when this creature is nearby, as to not draw its attention.

The Chosen monster is as far from a level 3 version, as a level 3 is from a level 1 version in terms of physical abilities. In addition to the power it possesses from the Legendary option, it has a second set of similar abilities from another nearby monster. Most problematic though, its actions seem to be taken with much more consideration and planning than its kin, almost as if it possessed human intelligence.

Taking this Drawback grants an additional amount of CP equal to the amount gained from the chosen Monster plus that of Legendary. For example a White Lion worth 50 CP is worth 200 in total (50 from base, 50 from Legendary, 100 from Finale).

This Drawback can be taken multiple times.

Gauntlet Rewards

These function similarly to Scenarios that are exclusive to the Gauntlet option, except you don't need to select them explicitly. You receive the rewards when you slay the noted Nemesis or Finale Monster. Quarry Monsters with an entry here only yield a reward if they are upgraded to the respective type of Monsters per the Gauntlet option.

For convenience, they are separated into Finale and Nemesis sections, but they function identically.

Finale

Dragon King

For Defeating the Dragon King you are permitted to consume a fragment of their core before their body is entombed by their followers. This grants you the following perk:

Altered Destiny

The blessings of the Dragon King have granted you a special boon. Temporary effects that would reduce your abilities instead improve them by the same amount instead.

Gold Smoke Knight

As your companions collapse from the exhaustion of this fight, you are able to recount how the Knight struck down with incredible force. As you do so you begin to feel every part of your body and have an intimate understanding of its systems. This grants you the following Perk:

Nail Strikes Hammer

With a split moment of focus you can draw the full strength of your body out for a single attack aimed to counter a powerful strike. As every iota of your strength is put into this counter it is far beyond what you could do otherwise. Frequently this will push back the attack and cause a recoil to your opponent that is augmented by your strength and their attack.

This does hurt to do, but doesn't cause lasting damage. As a side effect your hair seems to rapidly grow when you do this so you'll likely need a haircut afterwards.

Golden Entity

With the Golden Entity dead at your feet, the machines of the Holy Land seem to whir down before coming to a stop. The last machine stopping brings a silence that hasn't been heard in a long time. With the newfound freedom you have time to learn the secrets of the Godmetal that the Golden Entity was so proud of. These studies eventually grant you the following Perk:

Godmetal Alloy

Godmetal is a wondrous material that seems to make whatever is alloyed with it better, and you have learned how to do this with inanimate objects. Doing so simply makes every quality better than it was before.

The Golden Entity also used this metal to augment living creatures, a feat that you may one day too perform given some experimentation.

This Perk also comes with the knowledge on how to synthesize Godmetal.

Mountain Man

The creature's burnt out eyes flicker into darkness as it collapses, its smile remains as if in mocking. The various illusions that lived around the creature dissipate and the mountaintop stills. You take some time under the glow of the distant fruit. The extended fight with the creature has granted you the following perk:

Mirage Man

While you are fighting, your opponents will see momentary flickers of you performing attacks that you are not doing. Beyond this if you put effort in you can make these illusions more persistent. Making it seem as if you were somewhere else as you strike your opponents while they swing at shadows.

Ringtail Fox

The shifting creature's reign is ended, the conniving creature dead. Finding one of the human skins it wore to fool your settlement, you discover a secret that grants you the following perk:

Skinwalker

You can take the skin of a creature and turn it into a suit that you can wear to replicate their appearance so long as they are smaller than you. If the source of the skin is larger than you, you can instead wrap the skin around you and gain some small measure of the creature's abilities. Granting you the ability to mimic their moves and abilities through the skin.

Sunstalker

When the Elder sun falls, you see that the infant sunstalkers have been devouring your settlement. Exhausted from your battle and seeing the damage done, it is better to begin anew elsewhere.

You do not leave empty handed, however. You gleaned some knowledge from the elder Sunstalker in your battle and in the following time you are able to develop it into the following perk:

Lightspeed attacks

You can channel your Survival into an attack drastically increasing its speed. not quite to lightspeed, but you are able to instead ensure your attack strikes first. Even against other abilities that would ordinarily reorder their effect to go before your attack.

The Pariah

As the Pariah slumps forward, impaled on your weapon, a cruel smile spreads across his face. In a shock of movement, he embraces you with inhuman strength and speed. He whispers into your ear the Tale he learned so long ago that warranted his execution before he falls. This has granted you the knowledge of this tale in the form of the following perk:

The Tale of the Wounded Heart

You are able to communicate with others on such a deep level that a single gesture is enough to convey an entire concept to them. You can even communicate with other creatures in this way. This comes with a darker power though, by communicating with the wounds in someone's heart you can manipulate them as if they were puppets on a string.

Watcher

As the Watcher settles on the ground, the pulse of its life stilled, all of the lanterns in the lantern horde explode, leaving behind luminous goo. After the celebration, you investigate the creature's body and find a single lantern that remains.

As you touch it you can feel its energy flow through you. After some research you devise a way to imbue this energy into metal weapons through a dangerous process. This technique grants you the following perk:

Oxidation

By preparing a special coating and passing sufficient power through a metal object you can give it a slightly rusted appearance. The power is imbued into the weapon making it much stronger despite the existence of the rust.

In the future you may be able to develop this technique to be used for other sources of power, though they will each require their own special coating. Once you develop a coating for a particular source of power, you can get a continuous supply as if it were a 100 CP item from here.

Nemesis

Black Knight

As the Black Knight drops to their knees clutching its wound, survivors crawl from their hidden homes in concern for their protector. It is too late however, and the settlement will need to come to new arrangements if they wish to continue surviving. As you inspect the creature you realize that they were once a dog, having reshaped itself for reasons unknown to you into the knight they are now.

In their later years the Knight spent much time sleeping and recovering, their many years made each fight more draining than the last. And yet, not once did they fail to face a threat that came. This will has been passed onto you, granting the following perk:

Old Watchdog

The Knight would slumber to recover, and would rise for any challenge, similarly you have gained an ability in two parts. First, any damage that doesn't kill you can be recovered by resting long enough, as sleeping gives you a slow but powerful regeneration. Secondly, whenever you are guarding something, you are jolted to full wakefulness the moment a threat approaches.

Blessed One (Chosen)

As Blessed Ones are slain their siblings are drawn towards the place of the fallen's death. Some feeling of solidarity to crush caused this harm combined with narcissism draws them so.

Once the last of the ones after your settlement are slain, you get the following Perk:

Immortal

Having slain this number of supposedly immortal beings has ingrained a thought in you; that they were wrong, after you are the only true immortal.

It has been mentioned that your madness can be used to fuel supernatural effects, and it seems you have gained a special one. Your madness can be used to take physical blows, whenever you are struck you can instead redirect it into your mental image of your immortal body. Each blow absorbed this way slowly drains your insanity away. However, your body won't receive any damage more problematic than a scratch when attacks are absorbed this way.

Dragon Tyrant

The Dragon Tyrant isn't killed so much as beaten. Acknowledging you to have the requisite strength, they grant you the boon in the form of a spirit of one of their fallen siblings. This grants you the following perk:

Dragon Reincarnation

The Dragon Tyrant was able to call back the spirits of fallen dragons. By draping their spirits upon worthy survivors, they create a reincarnation unlike what one would expect.

You have gained the strength of a Dragon of these lands, though not yet their form. That would take time resting in the ancestral homeland of the Dragons to do so.

You can emulate this to some extent in future jumps. By selecting a particular group or species you can choose to earn their mantle, learning what must be accomplished to do so. After accomplishing these tasks and communing with both their resting place you become a reincarnation of them. Meaning you gain some of their power, and the metaphysical benefits of being their reincarnation.

If they possess a form different from your own, you can gain it by also communing with their ancestral homeland, though this process is slow.

Butcher

When the Butcher finally falls, its hulking armor seems to deflate a little. Breaking it open you can find a mass of flesh that had simply been keeping the armor upright. It's now clear that the butcher had lost its humanity at some point. However, observing the pointlessly shaped flesh has granted you the insight in the following perk:

Butcher of Living Flesh

If the shape of the flesh matters so little, then the only thing necessary is the right amount. When you slay a powerful creature of flesh and bone, you can carve a chunk of its flesh into the rough shape of an organ or limb. By attaching it or placing it within someone before it begins to decay the recipient will find it functioning as a suitable substitute. Better, over the course of months it will slowly change to appear more natural. Eventually only scar tissue remains at the points of attachment and be indistinguishable from if it had been their original otherwise.

King's Man/King

By now, you are familiar with the King's curse that afflicts those who kill one of its soldiers. A curse that twists their flesh and bones into a replacement for the fallen soldier, armor and all. Studying these effects has given you some level of a similar, if weaker ability, the following perk:

Jumper's Curse

The first time you are slain per jump or 10 years, whichever comes first, the one who slayed you will find their body twist into your image. This process occurs over the course of a month before being completely taken over by you leaving no trace of them remaining. It is possible to break this curse, but you can actively resist any effect that attempts to do so.

If you also have faced the King, this ability to curse becomes stronger. You are capable of inflicting this curse on living targets that are unable to resist you, slowly twisting them into lesser versions of you. If your main body dies and one of these lesser clones remain they will change and become you after a short time.

Lion Knight (2nd)

When the third act of this creature's play is finally reached, you managed to flip the script and struck a mortal blow. In response, this lion faced knight, it gave a beautiful soliloquy as the closing of the act. The Knight's stage hands entomb its body before taking it to places unknown.

At some point the retinue returns, deciding you are their new master. They are not humans, and not companions, instead they grant you the following perk:

Showtime

At the beginning of combat, you can clap loudly and state “Places, Everyone!” to summon a small retinue of stagehands. They will appear from shadows out of people's sight to rearrange the location of the battle. They will clear out extraneous items, and leave only your group and your opponents before the lights dim and the ‘stage' lights up. A scribe will remain as witness to record the next act in your play. Ushers will appear to prevent anyone in the audience from interrupting the performance.

You will also find yourself more easily able to make grand monologues and find your acting skills improved.

You can make certain requests for the stage including props and setting before they are summoned, but all props will be returned at the end. After it is over the stagehands will clean up by putting everything back the way it was before the show, except for any harm done to either party.

Manhunter

The sadistic Manhunter kept coming back each time you killed them. It wasn't until this final time you discovered how. Their heart was encapsulated in a strange mechanical contraption that kept them alive. Finally killing them involved opening the contraption and destroying the withered heart inside. That contraption is your prize here, as the following item:

Hunter's Heart

This metal contraption can be surgically placed around someone's heart. Doing so grants them the following abilities. They find their blood replaced by a crimson colored liquid that performs the same functions as blood. This liquid is immune to disease and poison, and possesses powerful regenerative abilities.

If the user of this were to be killed their heart will continue to beat. The liquid slowly repairs any damage their body took. Ultimately, the body is revived once it gets back to working condition. Only by destroying the user's heart or sufficiently damaging this mechanism can this process be halted.

Slenderman

When the creature that has been plaguing your settlement is finally killed, its body stops moving. Shortly thereafter, the head slowly began to swell before bursting. Inside the burst head is flesh not unlike a fruit, the implications of this are troubling.

As the other survivors debate whether to try the fruit, you prod its body. Doing so you discover the mechanism by which this strange plant creature opened portals to the dark place it called home. This knowledge grants you the following perk:

Dark Place Gate

With some preparation you can create a small round gate into the Dark Place. This grants you access to the alien materials there along with their strange properties.

The most basic function of these materials is that they can make people forget about the existence of them when they aren't able to be seen. There are also other uses for this. A cream that reverses aging is possible along with creating bone white weapons whose blades turn black in direct light for example. Whatever is made with these materials does have an unsettling aura about them.

It is also possible to create traps with these gates, those that fall in become submerged in the waters of the realm. It is possible to escape, but not guaranteed, and surely the experience will be harrowing for those that go through it.

The Hand

The Hand is not so easily beaten, despite your efforts the Hand seems to have been playing with your settlement in a game known only to it. In acknowledgment of your prowess, it gives you a round of applause. As the sounds reverberate through you they seem to never leave and build up and you feel your bones twist slightly and your muscles ache. Once the applause is done the pain leaves and the Hand gives a bow before leaving for the last time.

As a result of what the Hand did, all of your bones have been repaired, all cracks are fixed, any improperly set bones straightened, etcetera. That isn't all it did, it also granted you the following perk:

Improved Physiology

Your body now runs more smoothly. You require less sleep, less food, can work longer, can hold your breath longer, along with a number of other similar benefits. Your physical abilities like your strength, agility, and senses are also slightly improved.

None of these individually make you superhuman. Collectively they make you quite a bit beyond what anyone else could expect to accomplish.

Nightmare Tree

As the tree is felled it makes a few more impotent swings before finally going still. The last of its explosive fruits going off as a morbid salute to the tree.

As the other survivors gather what fruit they can, you find a small branch that still seems lively. On close inspection it seems that it is in fact a separate tree that was growing parasitically from the one you cut down. Cutting it out you manage to enclose its roots in a ball of dirt, calming it down. When you get back to the settlement you are able to find a good place to keep it in your shelter. This small tree takes the form of the following item:

Nightmare Bonsai

This small tree is capable of moving to defend itself and is fairly hardy. It only needs water and sunlight to live, but by feeding it meat it can bloom and create fruits with supernatural effects. By feeding them meat from supernatural creatures can produce fruit that impart an effect related to the source of the meat.

This item doesn't have the normal replacement options. Instead if it was lost, it will find its way back to you in a few days provided you don't move around too much. If it was stolen, it will also have a few new fruits growing on it once it returns. If it is destroyed, you will find that it left a seed in a nearly indestructible husk in its remains that it will regrow from. If the husk is completely destroyed, you will find the seed that was left behind on your person, left there as insurance at an unknown point in time.

Scenarios

You may select any number of scenarios, provided you meet all of the restrictions. These Scenarios function as additional goals and you receive the reward once you satisfy all of the requirements in the scenario. These scenarios can be taken in either the Gauntlet or Jump options.

You do not need to complete a scenario to leave. If you have an unfinished scenario you can choose to remain even if your normal goals are completed. At least until the outstanding scenarios are completed.

And the survivors disappeared

Perhaps in your time here you have become attached to the people of the settlement you have lived in all this time. They are playthings for the Scribe, but the Entity is willing to part with them if you accomplish more than the simple completion of your time here. He will let you leave with the settlement if you and the settlement survive thirty years here, with you departing on the majority of the hunts. The Scribe will have the Finale Monster be stronger than you would face otherwise, but not impossibly so.

When you slay the final creature, smoke filled with golden embers will engulf the settlement. Not even giving time for the remaining survivors to celebrate. As the embers disappear, the settlement will disappear and you will receive the following:

A Settlement upon Stone Faces

The entire settlement, including the ground beneath, and the people in it, is now yours. You can insert this property into future jumps. The stone faces will remain as a reminder of where this place came from. When the settlement expands, more of these faces will be found wherever the boundary is.

It will likely take time for the survivors to acclimate to a less hostile world. If their adaptability in the Plain of Faces is anything to go by, they will be fine.

Kingdom Death: Snap

Perhaps the Ethereal Dreamer is amused by your being here, considering the strange dreams you have been having. Each time you return from a hunt, you fall into a deep sleep and have a recurring dream. This dream is a strange version of the hunt you just went on. Except you slowly float with no control of your route, and you have a strange box with a rectangular hole in it that clicks when you press a button. When you encounter your companions, they are quite a bit more... risque in their outfits and their proportions are exaggerated. The biggest change comes from when you encounter the monster you just faced. They have been switched with a much more humanoid form and have a more flirtatious personality. They have similar outfits as your companions in this dream.

Each time you click the button on the box the image displayed in the hole freezes before the image peels away and floats near you.

Once you have gathered enough of these images the dream will shift and a Savior will appear. They refer to themselves as Professor Nightmare, they insist it is after the tree and not related to the kind of dreams. They will grade the images you have captured.

If you get a high enough collective score, you get the following:

Professor Nightmare

The Professor themselves will join you, they like taking pictures of those they believe to be beautiful. With the material you have given them, they are usually willing to share their albums.

Dream Companions

All of your companions from here gain the ability to take the form from these dreams at will. Essentially gaining the 100 CP version of the Beauty at the Precipice of Destruction perk for free. That's not all though, it seems that the monsters you faced in your dream have been added as Companions as well. Though they may have a different personality than the one the dream gave them.

Atnas Sualc is coming to town ♪

Stories tell of a giant that appears during long periods of cold. It is a monstrously large humanoid that is clad in a great red robe lined with white fur. Wherever it goes it goes to settlements and takes the young of the settlement putting them in its massive sack. This creature has great horns, reminiscent of the Screaming Antelope. Though the occasional appearance of an infant's face in the horns speaks of the awful fate of the children kidnapped by the monster. The most unsettling thing about this creature is when you see it, you feel like they are an old welcome friend. This trance that doesn't fade until after it leaves, likely with more children in its sack.

And now, this monster is coming for your settlement. What little you know is the following. The creature gets stronger the more the survivors of your settlement have killed. The early warning sign is the fall of snow accompanied by the jingling of the bells attached to its robes.

If you manage to slay this creature, as it collapses it will crumble into a number of cubes. Each seemingly wrapped in human skin and contain human flesh smelling of pine. By cutting the sack open you find about 50 children that will join your settlement. It is impossible to find the settlements they came from if they are still there at all and the following Items:

Lump of Atnas

These are the aforementioned cubes of human flesh, they each still pulse with warmth. Disturbingly, if you gather about five of these cubes together and wrap the skin wrapping around the mass a reaction occurs. The skin will meld together and become seamless. Afterwards the flesh underneath undulates and warps until it forms into a humanoid shape. After the shape settles the skin will shrink and necessary holes will open until an infant is left at the end of this process.

Xmaxe

Amongst the remains of the monster is this axe. The red and white striped handle of this axe is sticky to the touch. There is power in this axe however, it grows stronger both the more insane the user is and the closer it is to the middle of winter, or winter holidays.

Song of the Green Knight

Once, a wounded survivor called out for a savior as their settlement was destroyed. They received a strange reply. The many stone faces upon the ground responded in a ballad speaking of the invincible green knight who no monster could slay.

When the survivor was eventually found by another settlement, they retold the tale before passing on. Whether you believe the tale or not, it is possible for you to fulfill this role. That is provided you accomplish a number of feats to create the equipment of this legendary Knight.

To gather the raw materials, one must face the level 3 version (or slaying for the Nemesis Monsters) of each of the following:

Dung Beetle Knight, Manhunter, Lion Knight (2nd), Gorm, Flower Knight, and Spidicules.

If you slay all of those you can spend time refining the various components into stronger and stronger armor. Ultimately create the set, granting you the following Items:

Regalia of the Green Knight

This armor, made from various materials, but is primarily metal, offers peerless defense. The next closest armor from here is half as potent defensively. This makes the wearer of this armor incredibly difficult to take down if the only thing this armor provided was defense. The helm possesses a horn that can be used to block attacks by impaling what would attack you while also preventing the attack if you are successful. The weight of the armor also helps you land on your feet when knocked away while also making your attacks land more heavily. Beyond that wearing the armor fills you with strength, granting a powerful boost to almost all of your abilities.

If that weren't enough, there is also the sword and shield. The shield, Fetorsaurus, beyond being a powerful shield, seems to weaken your opponents most powerful attacks. The sword, Griswaldo, possesses nearly unmatched strength, is light as a dagger. Beyond its basic abilities, it also ensures every wound it inflicts is devastating. The sword and shield are meant to be used together, as such every wound inflicted by the sword flows easily into a block with the shield.

When all the pieces are used together, you gain a powerful charge that improves all aspects of an attack used with it. Allowing the attack to deal many more wounds than it should.

Final Reward

As a final reward, for completing this gauntlet, you gain all of the following perks and items

Monster Physiology

Survivors, for a number of reasons, cannot really be considered human. More precisely they are better thought of as human-shaped monsters. This is best demonstrated as their body adapts and gains impossible abilities in response to stimuli.

In future jumps, regardless of your species, you will possess the following traits. In times of great stress you have a chance to adapt and gain a new ability that can help you survive. You will be extraordinarily receptive to effects that are intended to grant new abilities. Lastly you gain an incredible vitality compared to your peers.

Kingdom Death: Monster

This is a copy of the Kingdom Death: Monster board game. It comes with all of the miniatures premade along with sprues, paints, and other tools necessary if you want to make more. In addition to the core game that is constantly kept up to date, you also receive any of the expansions whose content you have interacted with here.

Afterwards

After your time in this gauntlet is done, whether by success or failure, you may choose one of the three following options.

Stay

Should you choose, you can stay here, with the benefit of all of your perks perhaps you can mold this world into something new.

Continue

You may choose another Jump and continue your travels there

Return Home

Perhaps you tire of your adventures, and wish to return home, that too is permitted

Notes/Anticipated Questions

Clarification on Multiple Monster Purchases

If you purchase the Legendary White Lion via 4 purchases, you must face 4 White lions, their levels can (non-exhaustively) be as follows:

4 Legendary White Lions, each with abilities from different creatures

2 Legendary, and 2 level 3 White Lions

1 Legendary, 1 level 3, and 2 level 2 White Lions

1 Legendary, 1 level 3, 1 level 2, and 1 level 1 White Lions

But you cannot face:

1 Legendary, 3 level 1 White Lions

Or

1 level 3 and 3 level 2 White Lions

However with only 3 purchases the highest level you can face is a level 3 White Lion

How Long is a Lantern Year?

A lantern year is the in-game time unit. It is an explicitly fuzzy length of time defined by how long it takes for a lantern to be extinguished after being removed from the lantern horde. It is short enough that the settlement can survive off of the resources from a single monster in that time. It is also long enough that a child born in that time is able to reasonably participate in combat by the end of it, so idk.

Why are Legendary Lungs expensive? They just let you hold your breath

True but apparently this is way better than that. You can basically forgo the need for oxygen while maintaining normal functioning indefinitely. While you have oxygen available you get superhuman stamina, throwing out almost endless combos. Think about "Breathing Techniques" from various media and you get the idea.

What are the Toggles?

The toggles are inspired by various themed runs for limited figures that have been done for the game. Basically implying the characters are also in a similar world with some changes so the toggles let you jump to one of those variants. All the other choices are functionally the same, just some of the flavor is different.

Why no Blushing Owl / Goblin Guard / Mother(Grandmother) / Thrall / etc?

I tried to include everything I could, even going so far as to add unreleased content so long as I felt comfortable in how they act. Unfortunately several monsters just have about 1 paragraph of lore that I could find.

If you find related lore/it comes out, please let me know and I'll be happy to update and include them.

But Black Knight/Chosen/Holylands are there

Some of them have lore that was established enough that I felt comfortable making a guess as to what could be there. Those sections are likely to change when the actual expansions come out and I learn more lore about them.

And if you find something that is explicitly out of the lore, let me know I will review it and act accordingly.

Don't forget to take all of the Savior and/or Warrior of the Sun Free Perks

You have to choose one that functions here, but in future jumps you can use all of them as the restriction is gone.

Are you sure the lore for [ ] works that way?

Honestly? No. The lore is really scattered and meant to be pieced together by playing. I've likely missed something or misunderstood something, please reach out to me with some context and I will review it and act accordingly.

Why pay for creating Paired Weapons if Blood Paint is available?

Blood Paint's effect can be removed with water, which could be a problem. Innately Paired weapons do not have that issue.

Changelog

v1.6

- Added options to Monster Weapon
  - Added Fan as a weapon type
    - The exact description is likely to change, but the current effects come from the one I have seen
  - Added Living Weapon option to extra capabilities
    - Based on Gunborg's Souledge homage
- Fixed an off-by-one page numbering issue

v1.5

- Added Child of the Silence Nursery Perk - based on Vitanvox
- Minor Clairification to Monster Weapon
  - 'Otherworldly' weapons have their current tier of stats, but the other effects of the next tier up. The previous wording implied it downgraded the stats, that was not intended
- Added new Companions based on previously missed miniatures with lore
  - Adventuring party - smorgasbord options from the Generic Hero Classes set
    - Cleric
    - Druid
    - Explorer
    - Fallen Hero
    - Fighter
    - Gladiator
    - Hospitalier
    - Monk
    - Necromancer
    - Paladin
    - Peasant Hero
    - Samurai
    - Strider
    - Thief
  - Druid
  - Fade
  - Grimmory
  - Lost Prince/Princess
  - Messenger of the First Story
  - Paired souls

    - Rayanor
    - Vitanvox
- Added new OC Companions
    - Messenger of Ashes - based on Dark Souls 3 Soul of Cinder
    - Messenger of the Sun - based on Dark Souls Solaire
- Added Steampunk Toggle - based on Steampunk Twilight Knight

v1.4.2

- Simplified TOC
- Updated Curated Monster Setup
    - Multiple numbers were incorrect, it is worth checking
- Beauty at the Precipice of Destruction can now be purchased to become a toggle for future jumps
- King's Step is clarified, similar skills compete, with the weaker granting resistance
- Imported and Custom Companions are now cheaper when bought in bulk
    - Custom Companions no longer lose everything if they die in the gauntlet
    - Clarification made that for the Jump option, Companions function normally
- Added Mutinous Arms Drawback.
- Renamed Nemesis and Finale Rewards to note they are for the Gauntlet option
- Clarified Scenarios can be taken by those who take the Jump option

v1.4.1

- Fixed TOC formatting
- Added Bookmarks
- Reformatted, everything is a little smaller now

v1.4

- Added The Jump Section, along with option to take this as a jump
- Added Badar, Novice, and Death Drifter Companions
- Added Pinup Toggle
- Added Legendary and Finale Jump exclusive Drawbacks
- Various minor clarifications and wording changes

v1.3

- Nemesis monsters no longer come in multiple levels, they just sometimes escape/leave
- I choose (Kingdom) Death curated list added
- Acanthus Doctor is stronger, effect doesn't require lacking armor or weapons, but gets better the less you have instead
- Dragon Reincarnation is easier to start, and now can also grant you the form of those you become the reincarnation of.

- Various grammar fixes/sentence simplifications
    - If it isn't called out here, it should function same as before

v1.2.1

- Fixed ToC links, don't know why they weren't in the last version
- Fixed Spacing issues, (Perks, items, etc are kept on the same page where possible)
- More Grammar Fixes

v1.2

- White Speaker: Battle Bikini Item now has the option of a bikini for males instead of just the speedo option
- Added Sighing Acanthus Hat Item
- Added Doll Companion
- Added Weaponmaster Companion
- Items are now also restocked if they are completely used up in future jumps. This restocking was intended from the start so this is technically retroactive if you so choose
- Final Reward Item now contains the items to make the miniatures such as paint and brushes instead of just extra sprues
- Added Afterwards section, I forgot that previously, sorry

v1.1.1

- King has been moved (for now) to be an additional challenge as part of the King's Men, Jumper's Curse is stronger if you face both
- Refraction and Reflection are completely split into perks, makes more sense this way
- Updated Black Knight lore, apparently it likes playing pinball with survivors

v1.1

- Multiple Nemesis Monsters can now be taken, they are fought in a series chosen at the beginning
- Story in the Snow now functions more like a normal 1-up (sorry about missing that part of the effect)
- Faces in the Sky is clarified
- Refraction and Reflection can now be purchased to gain both options, though you can only use one while here
- Acid Palm updated as my notes seem to have conflated it with Death Touch
- Added New Faces option to Old Allies
- Dregs now can only be taken once
- Removed “- The Forbidden Tale” note from Pariah, the perk is just below anyway
- Each section is broken up more finely for navigation
- Restrictions/incompatibilities are changed in format to stick out more

- A number of grammar changes

v1.0

- Initial Document