Soul Graft Battle Royale

JumpChain Edition

Finally got around to waking up I see. Now don't start asking questions, your sponsor told me enough about what you've seen and gotten into in the past so there's really no reason for it. I'll give you the basics, for now. You've been recommended for a televised competition that's watched across the multiverse, several of them in fact. In this competition, we give humans access to some magic and toss them onto an extradimensional island where they battle for superiority and prizes, against each other and the creatures of the island.

The magic in question is a soul graft, the distilled essence of a monster literally infused into your soul, you've already had the primer used, just need to pick one, but we'll get to that later. First, you must know that you can't bring all your power from other locales in with you, your sponsor already suppressed them for this particular scenario, just to prevent and unfair advantages. Don't worry, they'll be returned to you on completion of this event.

The Royale lasts for four weeks, twenty eight days. You'll be able to stick around for a few days after the fact, up to a year's time, but once the Royale is over you're on your own. The next few rooms will have some real options, and your Sponsor has her own 'gifts' for you, she apparently wants to set up a public identity for you to work with, get the people more interested in what you bring to the table, granted, you'll need to take on some… difficulties, if she's to give you anything with our current arrangement.

Unfortunate as it may be, to you anyway, the rules of the Royale mean you only get what we give you, your Sponsor is able to bend the rules a little with her generous donations, but she can't give you something for nothing or things would be quite boring for our watchers.

Your first stop will be to choose your final prize, that room over there, the next step will be to get your soul graft, they'll point you to the right door, then the armorer, don't mind the old codger's eccentricities, he's been around far too long to be entirely there in the head but he knows what he's doing, of that, I assure you, then you'll get to talk to your Sponsor to see what else you can manager to obtain, just make sure not to make this boring or you might find yourself in a good deal of trouble, ya hear?

+0cp

You are reduced to your body mod, losing all powers and perks, for the duration of this gauntlet and must take drawbacks to gain any CP to spend. While in this gauntlet you cannot access your warehouse. Should you die, it will not end your chain, but you will not retain anything bought from this gauntlet.

Age and Gender

You must legally be an adult (depending on the world you came from and your race, the minimum age may be as low as 12 or as high as 25) in order to be entered into the Battle Royale, however, beyond this, you may choose your age freely within the normal range of the human lifespan.

Locations

Because of the rules of the Battle Royale, you may freely choose from the following locations. You can choose to instead roll a d10 for a random location to gain +100cp.

1. **Forest Glen:** Here we have one of the more popular areas, a forest. Good range of resources, some fairly standard hazards, and a lot of other contestants to deal with. I did say it was a popular area, right?
2. **Swamp Island:** A smellier and more hazardous version of the forest, not as popular obviously, but it's got more monsters available than other locations so it might be worth it. Who knows?
3. **Mountain Cave:** The entrance to a large cave system, you can either choose to climb down to another location, delve into the cave system, or climb up the mountain. Should be fun regardless.
4. **Desert Oasis:** Nice spot in an otherwise inhospitable desert. Clean water, plant-life for shade, and the only truly safe spot in the desert. Anyone else who chooses this location will also be right there with you.
5. **Pretty Beach:** Probably the most popular location just for how beautiful it is, it'll be bustling, that's for sure. Just remember the entire island is dangerous, even such an idyllic locale. Have fun.
6. **Lake Shore:** Big, land-locked lake, good for fishing and plenty of resources in the surrounding forests. You'll be on one of the stones that circle the lake, as will your other competitors.
7. **Snowy Cliff:** I don't get why people choose such a cold spot, but here it is. A mountain top covered in snow, not much cover but probably fewer competitors to deal with than other locations.
8. **Ruined Temple:** Just what it says on the tin, an old, abandoned temple that happens to be absolutely riddled with traps. Not many monsters, but getting past the traps might be rewarding.
9. **Grassy Mound:** A hill with a tree right at the top surrounded by fields dotted with *more* hills in the same setup. Anyone choosing this location will be able to spot you, just as you'll be able to spot them.
10. **Empty Village:** An abandoned village overgrown with moss and in disrepair, but still usable. Lots of shelter, some hidden caches, and plenty of hiding places, but it does have its hazards.
11. **Secret Spot:** This location may only be chosen directly, rolling for a location will not grant this option. See the Notes section for details. **Mystery Box**.

The Basics

The following are free of charge and granted to everyone that is drafted for this thing. Make sure to familiarize yourself with them because they're the only constant you'll get.

The Grand Prize (Free): While you don't have this yet, and you can lose it under the right circumstances, you can choose one of our grand prizes at the very start. In fact, you have to. Even if you don't choose one, you'll be assigned one at random. That'll cause you some issues, might give you a little something to compensate. Anyway, the grand prize will be what you get at the end of this competition, assuming some conditions are met. First, the moment someone defeats you, whether through death or surrender, you lose your right to whatever grand prize they chose. If it's not the one you chose, you're good, otherwise, well, you lose out on it. Manage it, and you'll get it at the end of this whole thing, good deal right? Anyway, here's the list, but of a description with each, see what you like. If you decide for random chance, we've got a machine that'll pick one for you, though you won't know which it is until the end.

The list below gives the basics on the different prizes, the Notes section has more complete details.

1. **Fountain of Youth:** A sphere made of a dense, crystalline substance that, when exposed to even a small amount of magic, it produces a liquid that has significant healing and rejuvenating properties, as well as converting water and other liquids to more of itself.
2. **Treasure Chest:** A massive chest filled with gold, jewels, and other valuables that refills over time, enough to potentially drown a planet if you're not careful.
3. **Gate Key:** An armband that can use the wearer's magic to open portals to other worlds and dimensions, and can close them as well. Powerful enough to reach nearly any world with only a few portals. Had someone say it was effectively a planeswalker as an armband, whatever that means.
4. **Codex Arcanum:** A thick tome filled with the knowledge of a circle of archmages. This book can teach magic to the reader, all the way up to the collective knowledge of the archmages that penned it, though this could take near a decade to fully study for someone talented.
5. **Soul Grafter:** The instructions, research, and equipment needed to create soul grafts from the corpses of magical creatures, with some work on how to use nonmagical creatures as well, though with less precision.
6. **The Island:** The island the battle royale is hosted on, with all the resources implied by possessing the island. This island is accessible through your warehouse or a portal that you can open with a little magic.
7. **Bodyguard Doll:** A mechanical golem in the shape of a woman. It's one of the best bodyguards in the multiverse, nearly indestructible, an arsenal of technomagical weaponry, sensory arrays that are incredibly accurate... it could easily win the whole royale even if you were all at level 4. Can even make lesser clones.
8. **Mysterious Vase:** Just that. A sealed vase, no idea what's in it, but you'll find out when you open it, just pull the seal off the cap and see what comes out I guess. **Mystery Box**.

The Soul Graft (Free/50cp): The basis of this whole contest, the soul graft. You've already been processed so you can accept one, simple process, completely harmless, just makes it so you won't explode from taking the graft. Go ahead and pick one, we've got the ones you have compatibility with, might not be the best compatibility, but they won't cause you too many problems if you're not. Feel free not to take one, too, your funeral, could be interesting for the audience as long as you last. Might help you with some sponsorships, everyone loves the underdog.

Now, the soul graft will start with only a basic level of power to it, tier 1 essentially, but it can and will grow under certain circumstances. By defeating opponents of an equal or higher tier, you can increase your own tier. Three tier ones to go to tier two, four tier twos to go to tier three, and six tier threes to go to tier four. Defeating an opponent doesn't just mean kill them, though. If your opponent surrenders to you, they'll be temporarily weakened and you'll count as having defeated them.

You can choose any of the Soul Grafts listed in the CYOA for free, however, you can create your own based on another mythical creature for 50cp, if you do, it is of similar power level to the existing Soul Grafts. You may also choose to forgo the Soul Graft to gain the **Mystery Box** option plus an additional +100cp.

Soul Seal (Free, Optional): An addition to the normal rules of the Battle Royale, adding Soul Seals simply gives more options beyond just the base abilities. When upgrading your Soul Graft, you may choose an option from the Soul Seal in place of one of the Upgrades available to your Soul Graft. If a Soul Seal is locked behind a Sponsor or similar requirement, you must meet that requirement. Not taking a Soul Seal offers no benefit, but you can choose if others in the Royale are able to take Soul Seals or if it is not a part of the Royale at all.

Soulbound Items (Free): Okay, everyone gets two items from the merchant, specifically ones that grow with you under the right circumstances. Those will be marked as **Soulbound**. Take any two you want marked as such for free. Anything else will need a bit of… persuasion, and the old codger that runs the shop won't be intimidated easily, he's dealt with far worse than a newbie like you.

Supply Caches (Free): Not really an item and only really applicable while on the island, but, we've scattered little supply crates and stockpiles over the island. You'll need to find them and there will be competition for 'em, but it's a good buffer so you don't just keel over at the very start, that's not fun for anyone.

Background Perks

These perks represent your background before being drafted into the Battle Royale. By default, you are a drop in with only your body mod. Each perk purchased here adds a little extra nuance to your history in setting.

Self-Defense (50cp): You've been trained in basic self-defense. Militia training, ROTC, simple martial arts, or practical self-defense courses, with or without a basic weapon such as an escrima stick or knife. While maybe not the best, it is better than those dropped in with no training whatsoever.

Camping Enthusiast (50cp): Either through necessity or enjoyment, you know how to set up a camp. How to start a fire, how to find water, what's edible and not, and how to set up a basic shelter with decent materials. While you likely won't have all the tools you're used to, this will be an edge.

Athlete (50cp): Whether for sport or simple health reasons, you are athletic. You can run a marathon and only be winded, lift a good deal of weight, and can power through the pain of exertion. Nothing record breaking, but certainly on the upper end of the scale.

Acrobat (50cp): It may have been parkour, gymnastics, or even ballet, but you have an excellent amount of coordination, flexibility, agility, and instinctive feel for how to move. This gives you a great deal of speed and makes your reflexes sharp enough to avoid serious injury.

Practical Sport (50cp): Fencing, archery, boxing, or even renaissance faire battles, you have some form of training in a form of combat under controlled conditions. While this won't translate fully into being able to fight, it can, and likely will, be the base around which such skills can be developed during the royale.

Hidden Intellect (50cp): Your reserved nature makes others not quite sure if you're dim or not. This might be an intentional affectation or a naturally quiet nature, but it makes others believe you're on the dim side, which can be useful as they will naturally underestimate you. This does not, however, actually give you a keen mind, just the ability to hide it.

College Graduate (50cp): You're a pretty smart guy. While this won't always be useful on the island, it does mean you have the smarts to work through a problem and figure out how you can solve it. You can also choose a major and minor, you get a full college degree in them, which may or may not be useful on the island. For an extra 50cp, you get a doctorate and a bit more clarity in your problem solving skills.

Feisty Spirit (50cp): You're not the type to just sit back and die, you're the type to see a demon and try to punch them in the face, because if you're going down, you're not going down without a fight.

Resourceful (50cp): You can find the most unusual ways to do things, and they always seem to catch people off guard when you pull them off. This gives you that one extra second, that single moment of hesitation that, if you can capitalize on it, may get you out of a bad situation. You're also good at resource management as a side benefit.

Loophole Master (50cp): Maybe you were a lawyer, maybe you were a debater, or maybe you were the "let me talk to your manager" type. Whatever it is, you know how to push and bend a contract enough to get through the loopholes in it, no matter how small.

Magical Background (50cp): While not necessarily magical yourself, you lived in a world with magic. You are not as surprised by magical abilities and you have a better frame of reference for magical abilities you gain.

Adrenaline (50cp): When in a deadly situation, you gain a bit of strength and reflexes as your adrenaline starts pumping. Given a lot of training and time, you might learn to control this, but that's not likely to happen during your time in the Royale.

Empathy (50cp): You have an innate understanding of people, their emotional state and intent being easier to sus out. This gives you a good way to connect with others and earn their trust or to figure out if someone is genuine in being an ally or are trying to get you to lower your guard.

Name Ward (50cp): I don't know how this will be useful during the tournament, but you were able to set up a functional Name Ward on yourself, effectively making it impossible for others to figure out your name, using rituals that worked despite your lack of magical ability. (Might up this one to 100cp since it does technically provide a minor magic)

Mystery (50cp): You are an enigma, your history is unknown, people find it hard to learn more about you, and even the demons that drafted you have little idea on who you are or where you came from. And you can keep it that way so long as you don't actively explain yourself.

Not Your First Kill (50cp/100cp/200cp): You've killed before and, while you might not like it, will not hesitate or freeze before or after doing the deed. Doesn't matter if your target is human or not. For an additional 50cp, you're actually good at killing and can use almost anything as a weapon to secure a kill. For an final 100cp, you are an efficient killer and can use almost any tool in the killer's arsenal, such as poison, with proficiency.

Attractive/Beauty (50cp/100cp/200cp): You are naturally handsome or beautiful, enough to make even demons see how you could be attractive despite them not finding your species pleasant to the eye. For an additional 50cp, this is enhanced further to make you more universally attractive. For a final 100cp, your appearance is enhanced to the point where even species actively repulsed by humanity would consider you tolerable and possibly attracting followers just based on your looks alone.

Escape Artist (100cp): Slipping bindings, avoiding grapples, spotting ambushes and traps, and keeping one step ahead of your pursuers, you are simply good at getting out of bad situations and attempts to trap you.

Muscled (100cp): You are strong, your strength cultivated for years through training, hard labor, or other means. You are in the peak of human strength, and can potentially develop to be even stronger. Additionally, you are muscular. You choose how this manifests, whether as lean muscle or body-builder muscle.

Just Might Work (100cp): You are practiced in the art of practical insanity, or in layman's terms, applied bullshit. Your plans and ideas might be crazy and probably shouldn't work given their high chance of failure, but, you have the luck to make even the most unlikely of plans work. It does, however, have to be possible with what you have available.

Thievery (100cp): You're the sort of person that makes people check for their wallets from just reading your profile, and it shows. You are an excellent pickpocket, a master of sleight of hand, and have the stickiest fingers around. Just overall a good thief.

Convincing Browbeater (100cp): You've probably uttered the phrase "I want to speak to your manager" before. You have the amazing ability to verbally beat someone over the head until they decide to just do what you want, so long as it's not inherently a harmful action. Alternatively, you're just really convincing with your arguments, if you don't want to be a Karen.

Monster Hunts (100cp): You come from a world with giant beasts, and thus, know how to deal with them, both in how to potentially tame them and in how to kill them. It also means you won't be overwhelmed by the sight of a great beast compared to other, less prepared contestants.

People Magnet (100cp): You attract people to you, more specifically, people that are of your preferred gender, orientation, and interests. You'll just encounter these people, and they'll often find you interesting and likable, simply because you have that little bit of chemistry. It's up to you to actually get farther, however.

Friend to All (100cp): You are the friendly sort and have the ability to get other people to trust you through just how sincere you are. Your friendships, no matter how hastily made, are more solid than they'd normally be, taking more stress to break than they normally would under adverse conditions, such as a free-for-all where you fight to the death. While some people won't like you still, it will rarely, if ever, devolve into hatred or antipathy.

Mundanity (100cp): You are plain. Simple as that. Okay, maybe not that simple considering you are so easily overlooked that someone might not even notice you're in the same room as them for several hours. Good for keeping others from noticing you, though it might fail if you are blatantly out of place, such as in the middle of a flat plain with no other features.

Survivalist (100cp): More than simple camping, you are a survivalist, someone that can go out into the wilderness for months without food or a tent and be able to live out there for extended periods without issue. Finding fresh water, creating sustainable food sources, hunting and gathering, and other useful skills. This won't help as much in extreme environments, such as the desert, but the skills do make it easier.

Military Training (100cp): You have combat training from a military contingent. Dependinging on your world, this may range from a greek legionnaire to a modern day commando, regardless, you receive proper training in various weapons and battlefield tactics. You are also decisive and quick in a fight, with reflexes and instinct to match.

Opportunist (100cp): When opportunity comes knocking, you are already at the door with your hand on the knob. You are quick in recognizing and seizing opportunities when they come to pass

Bootcamp Graduate (100cp): Discipline is a major part of being able to push forward, and you have it. Your lungs may burn, your sides may ache, and you may be bloody, but you will not stop as long as your will lasts, and with the discipline instilled in you, you can push for hours at a time for days or weeks before you finally can't push any farther. This comes with a high pain tolerance.

Hidden Magic (100cp/150cp): Regardless if you are magic or not, you can hide your abilities with ease, making them virtually undetectable. This even applies to such things as your morality and soul, if you want. For an additional 50cp, you can send back false results instead of no results.

Intimidating (100cp/200cp): Your very presence makes others wary, an aura of unease that gives your actions and words weight, enough to make you one scary son of a bitch. You can toggle this on or off, and can even selectively apply it without having to think about it. For an additional 100cp, this is more intense, allowing you to put lesser men on their knees with sheer terror.

They Missed Something (200cp): Maybe you come from a world with magic, maybe you have a latent potential, or maybe you saved a wizard and he gave you a keychain, regardless, somehow you possess a minor form of magic that the screenings missed when bringing you into the Royale. This won't be anything more than you'd get from the first couple of upgrades to your graft, but it is enough for an unexpected edge

Tough as Nails (200cp): You are one tough sonnuva bitch, able to stand up to tier 1 soul grafted in terms of sheer staying power, if not in terms of damage output. This also gives you the endurance to go without food or sleep for days with little detriment to your health, though water might be a little harder. Comes with resistance to disease and poison.

Insightful (200cp): You have the insight to intuit even the strangest and most exotic of potential weaknesses your foes may possess. Further, you can actually use limited information, such as your intake agent and what they're wearing, to discover information that would otherwise be unavailable. Effectively, you become on par with Sherlock Holmes in his peak.

Bring Their Guards Down (200cp): You have a knack for getting people to open up and get friendly. Even if you just murdered their colleague not even fifteen minutes ago, it will slip their mind as they talk to you and drop their guard enough you might be able to give a repeat performance. It’s possible someone can keep their guard up if they are naturally paranoid enough, but most people will be lulled by this act. And you can even use it to help rather than create an opening to garrote your conversation partner.

Magic Resistant (200cp): For whatever reason, hostile magics seems to have a hard time getting a hold on you. While a simple healing spell to clean out and close a cut will affect you normally, you can power through a sleep spell and only feel groggy as a result, it'd take another casting or two for you to go down. Any magical ability will be less effective on you, even those granted by soul grafts, so long as it is meant to harm you.

High Compatibility (200cp/300cp): Your compatibility with your soul graft is exceptional, this causes an overall increase in the power it provides you, a rather significant one at that. For an additional 100cp, this applies to any other magical ability imbued into you, whether temporary or permanent.

Knows Things (200cp/600cp): You know things. Things you shouldn't. You were waiting with a loaded pack for the demons that were sent to recruit you and knew everything about the contract and 'orientation' before you were even picked up. For 200cp, you get a single surge of information at the start of a jump that gives you knowledge of things to come. For an additional 400cp, you instead can mentally "dig" for facts and information that will be useful for the future, such as the identity of a masked vigilante or the crimes a client has or hasn't committed. This is not a story of the future, nor is it precognition.

Soul Perks

These perks represent your connection to your Soul Grafts, Soul Seals, and Soul Bound Items and can be used to upgrade them to a degree. These perks are generally more expensive than Background Perks, but offer a great deal more power.

Graft Upgrade - Tier 1 (200cp): Choose one Tier 1 upgrade available to your Soul Graft. You gain the chosen upgrade. This isn't available until your Soul Graft has the appropriate Tier for that Upgrade to be acquired normally. You may purchase this once for each upgrade available to your Soul Graft.

Graft Upgrade - Tier 2 (400cp): Choose one Tier 2 upgrade available to your Soul Graft. You gain the chosen upgrade. This isn't available until your Soul Graft has the appropriate Tier for that Upgrade to be acquired normally. You may purchase this once for each upgrade available to your Soul Graft.

Graft Upgrade - Tier 3 (800cp): Choose one Tier 3 upgrade available to your Soul Graft. You gain the chosen upgrade. This isn't available until your Soul Graft has the appropriate Tier for that Upgrade to be acquired normally. You may purchase this once for each upgrade available to your Soul Graft.

Seal Upgrade - Tier 1 (200cp, Requires a Soul Seal): Choose one Tier 1 ability available to your Soul Seal. You gain the chosen ability. You can discount this perk by sealing this ability until you reach the appropriate Soul Graft Tier to gain it normally, meaning you do not gain the ability until your graft is of the appropriate Tier. If, for some reason, you lack a Soul Graft, you do not gain these abilities until the end of the gauntlet. You may take this once for each ability the Soul Seal has of this Tier.

Seal Upgrade - Tier 2 (300cp, Requires a Soul Seal): Choose one Tier 2 ability available to your Soul Seal. You gain the chosen ability. You can discount this perk by sealing this ability until you reach the appropriate Soul Graft Tier to gain it normally, meaning you do not gain the ability until your graft is of the appropriate Tier. If, for some reason, you lack a Soul Graft, you do not gain these abilities until the end of the gauntlet. You may take this once for each ability the Soul Seal has of this Tier.

Seal Upgrade - Tier 3 (400cp, Requires a Soul Seal): Choose one Tier 3 ability available to your Soul Seal. You gain the chosen ability. You can discount this perk by sealing this ability until you reach the appropriate Soul Graft Tier to gain it normally, meaning you do not gain the ability until your graft is of the appropriate Tier. If, for some reason, you lack a Soul Graft, you do not gain these abilities until the end of the gauntlet. You may take this once for each ability the Soul Seal has of this Tier.

Soulbound - Tier 0 (50cp): Choose one of your **Soulbound** Items. It is **Soulbound** right from the start, though it lacks the upgrade that makes it normally comes with that. This merely means people cannot steal it from you even before you upgrade it.

Second Soul Seal (300cp, Requires You Already Have a Soul Seal): You possess an additional Soul Seal on top of the one you gained from The Basics. How this happened is up to you, whether an innate trait, a prior encounter with a devil, or simply being mistakenly marked by two of them. Unlike with your base Soul Seal, you may choose Soul Seals normally locked behind a requirement without meeting that requirement. May be purchased more than once, but each time it is taken after the first doubles the cost.

Second Soul Graft (500cp): Somehow, you possess a second Soul Graft on top of the one you gained from The Basics. Whether you had it before the royale or developed it after drinking the one on offer. Each soul graft progresses separately. May be purchased more than once, but each time it is taken after the first doubles the cost.

Items

A **Soulbound** item starts at Tier 0, not Tier 1, and needs one kill on a tier 1 creature or contestant to reach tier 1, at which point it becomes properly **Soulbound**, meaning it cannot be taken or lost, they will simply return to you the moment you choose for them to, will regenerate if damaged, and gain an increase in power. Moving to tier 2 requires two kills of tier 2 creatures or contestants, increasing the power of the item once more. Moving to tier 3, the final tier, requires three kills of tier 3 creatures or contestants and provides a final increase in the item's power. You can skip tiers by meeting the appropriate higher tier prerequisites.

The only way to lose a **Soulbound** item once it reaches Tier 1 is to be killed and have it taken, at which point it resets to Tier 0. You can obtain more **Soulbound** items during the royale by either stealing them before they are fully **Soulbound** or killing your foes and taking them. If you get them properly **Soulbound**, they will be fiat backed as if you had purchased them here.

The Sword of the Guide (200cp): Ah, I see you found the sword, everyone likes swords these days. While a fairly basic cruciform longsword, it fits comfortably in hand, even those with no training in how to use a sword will find it a comforting weight. Makes it feel like it's a part of you, an extension of your arm, good for beginners and experts alike. Not the thing that makes it special though, oh no, that's its ability to guide you towards things. Here, grab a hold, now, point it around. There, you feel how the tip is starting to vibrate? It means there's something you might find interesting a bit that way! No, don't go back there! Off limits to contestants. So, will you buy? **Soulbound**.

- *Tier 1:* Ah, more information, right. Ahem. Should you properly soulbind this sword, it'll actually make you a decent swordsman, impart the skill of a practiced, though still novice, swordsman. Don't worry, it gets better. You can have it focus on a specific word so it'll point you to things matching that word rather than anything you might find interesting. On top of that, the overall range increases from about thirty feet to fifty. What do you mean I didn't mention a thirty foot range?!
- *Tier 2:* The second level is where this gets into the good stuff, still more to come, but it is where it comes into its own. Firstly, the sword will guide your strikes and improve your skill with the blade to that of a trained swordsman, rather than a mere novice, it'll be able to attune to things based on a phrase or mental image rather than a single word, will even give some extra information, like distance and the degree with which it matches up, and the range increases to a few hundred feet.
- *Tier 3:* Now for the very top. The sword will fight *for* you, no hands needed! It'll just zoom around and attack your enemies with the same strength you could put behind it using both hands. As for the guiding quality, it'll actually start speaking to you, mentally, to describe everything in range, which is increased by another couple hundred feet. Not nearly as distracting as it sounds and you can get it to narrow its focus with a thought, so it'll actually be quite useful, I'd say. Now, wanna buy?

Four Elements Shield (200cp): Of course, feel free to look at my other wares. Here, how about a shield? Nice wooden heater shield with a bird etched into it. It's sturdier than it looks, enchantments designed to dampen and absorb the elements, and even converts them into a… I guess you'd call it a charge? So long as it's a significant enough hit, about the same as the elemental equivalent of a solid kick. That charge can then be used to conjure one of the four elements, fire, water, wind, and earth, but I'm sure you knew that. They're not the best offensive tools, but they are a nice deterrent, I'd wager. **Soulbound**.

- *Tier 1:* Once it's **Soulbound**, and yes you did hear the capitalization, the dampening effect will be emphasized, as will its ability to draw in elemental effects. Yes, I know I didn't mention that before, that's why I'm saying it here. It'll gain charges from kinetic impacts instead of just elemental ones and will even hold four charges instead of one and the effects are stronger now. Also, the charges can be infused into the shield directly to give it elemental effects, like an earth charge to make it stick in mid air. Useful trick, that.

- *Tier 2:* Next tier has the meat of it, just like the sword. Now, light and dark based effects are drawn in, dampened, can grant charges, and can be used with charges. Said effects can be a lot stronger now, shield lasers are cool, right? Anyway, the charges the shield can store go up to ten and it'll actually passively generate a charge every hour or so.
- *Tier 3:* And here we go! The shield now fully absorbs any attacks based on the four base elements, can store up to twenty charges, and can use multiple charges at once for truly devastating elemental effects. However, those aren't the best part, in my humble opinion. The shield can become attuned to other... 'elements', such as sound, poison, metal, or lightning if it's exposed to that element a few times.

Flying Dagger (200cp): It's a knife, well, a double sided dagger, really, well balanced for throwing. Got a nice little bit of magic that makes it weigh near nothing when you throw it but turns back to its normal weight once it leaves your hand. Also lets you adjust it so that it can alter course slightly, like a strong side wind, to better target. And its sheath has its own enchantment so you can find the dagger by holding it. **Soulbound**.

- *Tier 1:* Soul binding the dagger makes it so you can cause the dagger to turn and move around in nearly impossible ways, with no loss of momentum other than friction. The enchantment on the sheath is also improved upon, allowing you to see for a few feet around the dagger even when it is out of sight.
- *Tier 2:* Now for the fun part. At its second tier, you can use that 'push' ability to add speed to the dagger while it's flying, it's a little straining, but adding some extra power is nice! On top of that, you can see through the tip of the dagger one of the eyes on the guard. Oh, and you can make two shadow duplicates of the dagger while it's in flight, so you can have three for the price of one!
- *Tier 3:* At the last level the dagger can just be moved through the air at your will with enough strain to be noticed as feedback from it. Also the shadows can now number up to five daggers and you can swap places with the dagger as long as it's not too far off. A few hundred feet, I think.

Snarling Club (200cp): Ugly fella ain't he? A nice shillelagh with a face carved into the head. Watch this. Ha! Scare ya? You swing this thing above your head like that and it'll snarl nice and loud, decent fear effect layered into it, makes people shaky and frays the nerves. I will say, there's a bit more to this one than the others, it'll actually befriend you if you go far enough with it. **Soulbound**.

- *Tier 1:* Getting that soul bond going will make this thing start talking, pretty flat personality all things considered, not to mention terse, but that does make it easier to use since it'll actually be a bit more responsive. It'll snarl with just a swing, plus it's louder so it'll travel a bit more. Oh, and probably the thing you'd like most, the more fear around you when you hit someone, the stronger the hit will be.
- *Tier 2:* Second tier is much the same as the first, it's more responsive. Raise it over your head, like this, and it'll snarl, the fear effect carried by said snarl is stronger, worms through mental defenses so even those that are ready for it will be affected. Oh, and you know how tier one improved impact force? While it still does that, it now increases your strength under the same conditions. Last thing is it can actually create other emotions with the snarl, as long as they're related to fear. So, anger, shock, surprise, thrills, yada yada.
- *Tier 3:* The last tier is a little underwhelming, in my opinion, but it's potent in its simplicity. The fear effect is an aura around the club, you can point it at someone to focus the snarl on them, which is enough to paralyze most without a strong will with fear. and you can absorb all the 'ambient fear' in its range to get an impressive boost, though it'll get used up pretty quickly. Oh, and he'll take on a full personality. I call him Bob, but you can choose another name if you'd like.

Fletcher's Bow (200cp): Ah, want to play the range game? Well, this is a good way to do it. Besides being a bow that doesn't need arrows, pull the string back and a normal arrow will just appear, ready to be fired, it improves your eyesight to twenty-twenty, the human norm for 'perfect' vision, I'm given to understand. Comes with a quiver, and yes, there's more to the quiver than storing arrows that you don't need. That'll come at higher tiers though. Also, no need to worry about blisters with it, the grip's enchanted for comfort. **Soulbound**.

- *Tier 1:* Soul bonding the bow will improve your senses, especially in terms of detecting movement. This is from just having the soulbond, so you don't need to be holding the bow to get that. The arrows produced by the bow will be of a higher quality, too, much sharper than they previously were, and you'll see where the arrow will go if you were to release it at that moment, glowing line only you can see in the air.
- *Tier 2:* Onto tier two, where things get good. Firstly, that line I mentioned? You can push that slightly to alter the arrow's path when you fire it, will only work if you do the push before firing, but that's usually enough. The sensory boost from the last tier is better, pretty standard. But the best part is that you can hold an object up to the bow or quiver, and if it's similar enough to an arrow, it'll be turned into an arrow with magical properties. They'll vanish after hitting, but you can do stuff like turn a vine into an arrow that restricts movement.
- *Tier 3:* Okay, remember how I said you can only change the direction before firing? No longer the case, change it up while the arrow's moving if you want. Also, if the arrow would go out of sight, you'll get a general feel of what's around it. The magic arrows from tier two also stop vanishing, they'll stick around if not broken by the impact, usually. One more thing (why do I suddenly want mung beans?), the conjured arrows? Bolts of magical force! Good deal more power and will get through tougher defenses.

Staff of the Scales (200cp): Nice wooden quarterstaff. Wizards and monks like them, but they're normally reserved for them. This one has a pretty simple enchantment imbued into it, you can multiply or divide the weight of the scale by a factor of three. Takes just a moment of focus to do it. And don't worry, it's actually pretty useful. **Soulbound**.

- *Tier 1:* Staves are normally a mix of defense and offense, and that's the case here. If you block a physical blow, it'll absorb some of the impact and store it up for about a minute, but, during that time you can use it to make one of your strikes stronger. Only stores one blow at a time, but it'll get better. You can also control it to move without you having a hold of it, about a dozen feet is the limit. Gestures let it move faster than thoughts alone.
- *Tier 2:* I think I'll go simple with my explanation for this one. The weight scaling is now a factor of six instead of three, can affect objects or individuals touched by the staff, yourself included, and it can store five blows rather than one. Best part is that you can fly using the staff if you reduce your weight and hold yourself up with it.
- *Tier 3:* And for the top tier, gravity manipulation. Hm? Yes, it'll let you manipulate gravity within your range, not just the staff or what it touches, and it's a factor of ten now. No that isn't all! It can absorb kinetic energy that hits it and either store it up like normal or be immediately redirected into an object in range, including the person that hit the staff. Best game of 'Stop Hitting Yourself' I've ever seen.

Storm Goat Boots (200cp): Had to get a cobbler acquaintance to make the actual boots, but the enchantments are my own. Auto-balancing, kinda like the... oh, what's it called? A gyro-something, makes it so you can keep your balance and speed going. Speaking of speed, it's about as good as having a bicycle in terms of improving your speed. Trust me, you'll notice the difference. **Soulbound**.

- *Tier 1:* Got this idea from one of those storm gods on other worlds. Soulbinding these boots will give ya some electricity generation. Not control just yet, but, it's focused to give extra traction and enhance your speed further. It can also be made repulsive to make your jumps better or set up a vibrational force that makes your kicks and stomps a good deal stronger.
- *Tier 2:* The next tier is mainly another speed boost paired up with enhanced reflexes to make moving at those speeds less dangerous. Offensively, the lightning they generate is a bit stronger and can jolt those nearby, also means the amplification to your kicks and stomps are boosted. Easily break into a tree, won't knock it over with a single kick, but you'll get a nice, *deep* dent.
- *Tier 3:* This level is an all around boost, stronger lightning to allow you to stick to surfaces you wouldn't normally be able to, such as on top of water or up vertical surfaces, a great boost in speed, on par with highway speeds, and your kicks start to generate shock waves.

Grasping Glove (200cp): Which hand is your dominant hand? Right. Here, try this on. Fits well? Alright, this is the grasping glove, it can create invisible hands to give you what's essentially a limited form of telekinesis. Few dozen feet, line of sight, otherwise can manipulate things as if you had a hand on them. Yes, that's really all it does before you form a soul-bond with it. **Soulbound**.

- *Tier 1:* The soul-bond makes it a good deal stronger, putting the entire force of your arm behind the created hand and allowing it to be moved towards or away from you. And yes, that means the initial stage can't move once created, though you can disperse it and recreate it. Another dozen or two feet added to the range, still line of sight, and you can move yourself in relation to an affected object, though this will put strain on your actual arm.
- *Tier 2:* Now we get to where the glove comes into its own, it becomes a lot more useful at this stage. Three hands that can be moved freely within about a hundred feet, their strength is triple your own, but the strain involved isn't increased, so you can move yourself around far more easily, and using multiple hands at once for that will make it even easier.
- *Tier 3:* And finally, eight hands, five times your strength, around a three hundred foot range, and can go out of line of sight. That last one comes with the downside of only getting tactile feedback, but that's still useful. Also allows you to transfer magic and powers you possess through the hands, so if you have an electric touch from, say, a frankenstein soul graft, you can electrocute someone with these hands.

Belt of the Bold (200cp): Gotta admit, I like the lion motif for this one. Wearing it is about as good as having low grade armor, specifically it makes your shirt and pants function like padded armor, which is mainly useful against blunt impact and piercing attacks. Better than no armor and a lot easier to repair. **Soulbound**.

- *Tier 1:* With a soul-bond in place, the belt will produce a layer of force around your body, improves the protection to match good quality leather armor. Only affects the upper body at this level. It also gives a mild strength boost, better when you're directly facing something than if you're trying to flee, though.
- *Tier 2:* Now, you'll recognize this is a protective item, yes? Well, besides improving the physical defenses further (and spreads it to your lower body as well as upper body), this level adds mental defense to the mix, making you resistant to mental interference. Also, the strength increase is greater when facing a foe and you get a boost in reaction time.
- *Tier 3:* At the very peak, it improves to the point of good plate and chain, plus it weakens magical effects. Not as well as physical, but it's quite helpful regardless. The boost when facing someone is even greater now, plus it lingers for a time after the danger has passed, but it also lets you offer others the protection from the belt while you are defending them. Good for if you have or make friends.

Sparkflint Ring (200cp): My apprentice always called this thing simple, but it's a dragon head on a ring, a detailed one, no chance of that being simple. Anyway, it's got a connection to elemental fire and can use that to create a flurry of sparks, hot enough to ignite flammable substances and can go a few dozen feet before fading. Has a cooldown of several seconds. **Soulbound**.

- *Tier 1:* With a soul-bond, the sparks double up in numbers and the cooldown is shortened to one or two seconds, at most. Also, its connection to fire extends to you to give a decent resistance to flames and heat, which also affects your clothing so don't worry about burning them off. Also gives a bit of heat sense, better reading of changes in temperature.
- *Tier 2:* At this level you can condense the sparks into a fireball, a lot more damaging, and the heat sense goes to full thermal vision, you'll have to get used to the entirely new sense, but it's pretty intuitive thanks to the enchantments. Oh, and the heat-slash-flame resistance is improved to where you can stand being in a volcano, barring the fumes, just don't try swimming in the lava.
- *Tier 3:* Resistance becomes full immunity, feel free to bathe in lava if you want, though magical fire will still give you issues, the fire abilities go to full on pyrokinesis, pretty basic, but you can summon and shape fire pretty easily within range. Still only a few dozen feet, but no more cooldown. Lastly, with the right focus, you can turn flames into a solid, they'll break like wood on fire, but it's a good deterrent.

Hedgy Cloak (200cp): This one was hard to make, getting leaves and plants to act like cloth is pretty difficult, don't ya know? Anyway, the cloak here increases your stealth in natural environments thanks to some enchantments for adaptive camouflage and sound dampening. Blends in better among vegetation, but it'll work even in snow or desert sands. **Soulbound**.

- *Tier 1:* A soul-bond with the cloak will enhance the magic running through it, makes the stealth effect better and hinders magical forms of detection, with a lesser resistance to other magic effects, hostile ones anyway. It also makes it so you aren't as hindered by plants and foliage as you normally would.
- *Tier 2:* Once more the stealth enchantments are improved, that happens at the next level, too. The magical resistance similarly improves, and the hindrance from foliage is cut down to the point you could run through a dense forest like it was a paved road. Finally, the cloak becomes a sort of magic garden. You can allow mundane plants to grow within the cloak, useful for taking alchemical ingredients with you.
- *Tier 3:* As I said before, the stealth and resistance magic improves again. The garden quality improves, too, allowing magical plants to be incorporated and manipulated. The cloak can also be merged into larger plants to allow you to manipulate them. Turn a living tree into armor if you want.

Sunshield Scarf (200cp): Nice isn't it? It's a good scarf even without the enchantments. The main enchantment makes it so natural temperature extremes are normalized around the wearer and protects against the negative conditions caused by such. You'll effectively always feel at a comfortable temperature for you. Only works against natural effects, not deliberate attacks. **Soulbound**.

- *Tier 1:* The soul-bond will improve on the power to protect against weather effects in addition to temperature. Rain and snow simply slide off and wind won't blind you. Additionally, the scarf will absorb sunlight and convert it into energy for you to use, supplements your needs for food and water, won't replace it though, more like having some snacks rather than a full meal.
- *Tier 2:* This level makes unnatural effects that can be considered weather, such as wind-based magics, are resisted by the scarf, not significantly, but it is noticeable. The energy gains from the scarf is greater and can replace food and drink entirely. Finally, the scarf gives a connection to the weather so you can accurately predict the weather within the next several hours.
- *Tier 3:* At the highest level, the protection from the scarf extends out several feet in all directions around the wearer, and the protection against unnatural weather effects gets a pretty good jump up. The weather sense also goes out to a day or two, and is attuned with your emotions to push the weather closer to your emotional state. And yes, you can turn that last feature off.

Clear Mind Circlet (200cp): Mostly silver with some magic metals mixed in and gems embedded in it, this circlet uses natural magic in the metal and gemstones to bring clarity and speed of thought to the wearer's mind. It also helps organize their thoughts and memories. Finally, it allows one to tamp down on their emotions if they need to think logically. **Soulbound**.

- *Tier 1:* Once you get this thing **Soulbound**, the circlet will begin to draw in and detect the echoes of thoughts and strong emotional imprints left by those that occupied an area, if you detect one, it means they're close as it won't detect anything after only a few hours. Finally, it'll allow you to push back against mind-affecting effects, starts weak though.
- *Tier 2:* Now at this level that echo becomes full thought detection and it spreads in a larger range, several dozen feet normally, and it can detect fainter imprints. Can also extend your thoughts outwards to speak to others, but it takes a lot of exertion to do so. Finally, the mental enhancement provided is enhanced to the point you get flashes of brilliance and insight, as well as your ability to push on mental attacks is improved.
- *Tier 3:* This last level grants full telepathy, about a hundred feet in range, that can receive and send surface level thoughts. You can look deeper if you focus. And you're practically able to push away all forms of mental influence, giving near immunity to such things.

Charming Mask (200cp): This is probably one of the simpler items on offer in terms of appearance, just a blank, white domino mask. It has a minor charming effect that makes you seem more personable and makes them more inclined to hear you out. Being an ass or trying to hit someone will break the effect, of course, but it does tell you what behaviors will be best received. **Soulbound**.

- *Tier 1:* A soul bond with this mask gives you the ability to see the disposition of others, generally color coded, goes between hostile and friendly. Gives a boost to charisma and a better insight to the behaviors others would like. Oh, and a nice perk, it can change form to another object worn on the face, like glasses.
- *Tier 2:* Next level brings clarity to the 'disposition sight' the mask grants more details and insights into the emotional states viewed, would normally take practice but I included instinctive interpretation to it, including getting an idea on how to go from one 'color' to another. And the disguise feature lets the mask turn into anything worn on the head, so hats and earrings are viable.
- *Tier 3:* And at the last stage, it grants the ability to share the 'disposition sight' with someone you touch, along with the knowledge of how to interpret it all. Almost like they're wearing a copy of the mask. The big game changer, however, is being able to put some force behind your words, makes people pay more attention and is kind of a subtle enchantment, in the mind magic sense. Oh, and it can turn into any worn item now, so rings and belts are available.

Star Cap (200cp): Not much a fan of top hats, but the higher ups insisted. This thing halves the wearer's need for sleep as its base function, with the occasional vision of the future to warn of danger, immediate or otherwise, though the farther off it is the vaguer it is, and it's already pretty vague with immediate threats. **Soulbound**.

- *Tier 1:* Once a connection is formed, this hat will let you enter a meditative trance, which kinda acts like accelerated sleep, a few minutes equating to a couple hours of light sleep. You meditate at night and you'll be able to look into the warnings it's given you prior or just something about what's likely to happen in the coming day or so.
- *Tier 2:* The premonitions from the earlier tiers? They're clearer now, and they can manifest in combat for a sort of, and I'm quoting my apprentice here, "spider sense," no idea what spiders have to do with it but okay. You can also direct the premonitions now, just focus on an area or action you want insights on, though that'll only really mention the coming day.
- *Tier 3:* And here's the last level. You no longer need sleep and mental fatigue just slides off with a minute of meditation. I actually have one of these at the highest level because of this feature. Anyway, you can get three premonitions now, and you can even get one during the day rather than needing it to be night. Hm? Yes, it was implied but never explicitly stated. I'll see about adjusting the description in the future.

Alchemist's Flask (200cp): Now this is a favorite to watch people use. A glass chemist's flask that can hold twice the liquid it seems like it could normally hold. If you look through the opening at the top of the flask, it'll show the alchemical properties of what you're looking at through the glass.. **Soulbound**.

- *Tier 1:* With a bond in place, the flask's effects are refined a bit. If you have a liquid in the flask when you look through it, it'll give you an idea on what an object will do when combined with the liquid in the flask. It's accurate, but simplistic at this level. This does include things such as heating the liquid in a fire if you view the fire through the liquid in the flask.
- *Tier 2:* Firstly, the flask can hold four times more than it seemingly should. Secondly, alchemical mixtures made within the flask are strengthened. Lastly, you can emphasize certain traits in an object when mixing it in the flask. Like taking a poison that has the effect of strengthening the body while damaging it, you can reduce the damage while increasing the strength gain.
- *Tier 3:* This level really focuses on storage, honestly. Six times the normal storage capacity, up to three liquids or mixtures can be stored in stasis, you can mentally choose to release them to drink or pour out. Gives options more than anything else.

Pouch of Plenty (200cp): This is a life saver for a lot of contestants in more hostile regions. A simple belt pouch with an endless supply of jerky, simple bread, and clean water that comes from a built in spigot. The simplest item we have on offer here at a baseline. **Soulbound**.

- *Tier 1:* With a bond, you can add edibles to the pouch, up to ten times its normal volume, and they'll remain as fresh as when you added them, at least until you remove them. And inedible materials will just be ejected, so no storing gems or the like in there. Will let you know what's actually edible though.
- *Tier 2:* At this level you get something quite useful, you can use what's stored in the pouch, including the automatically included bread and jerky, to 'cook' meals inside of it, makes things much more palatable. Also, anything you add is tripled, though it'll only do so once for any particular piece, so no removing and adding a bunch to get an unlimited supply. Won't work.
- *Tier 3:* The water produced by the pouch gains a purifying effect, good for sanitization, and it has a slight holy water style effect, removing weak hostile magics. This also means that the cooking now adds a little magic to the meals prepared so they can have some minor magical effects, such as promoting healing. Finally, the pouch can now hold twenty times its normal volume, not just ten times.

Traveler's Book (200cp): This is a pretty standard leatherbound book, nice leather, took forever to find the right beast for it. Anyway, this is an atlas with maps and environmental descriptions of various locations on the island, along with descriptions of flora and hazards. Very useful for someone that likes to use the environment to their advantage from the start rather than having to learn via trial and error. **Soulbound**.

- *Tier 1:* With a soul bond in place, the book will be more responsive, it'll open to the exact page you're looking for. The information held within will be more detailed and even include some of the monsters native to the island. It'll update with any you encounter that aren't already in the book. It'll also update after you leave the island so that's a plus.
- *Tier 2:* Once you get a little deeper into the bond, notes will start appearing in the margins and on the edges of pages to give some context and commentary related to what's there. The maps will also update every now and then, showing changes to the environment.
- *Tier 3:* And once you get the bond to that last level, it'll start to update faster and tell you when new tiers of monster appear on the island. Information on past events will be added in with the text in the margins, and some will even reflect the thoughts of deceased competitors. Can give you some insights.

Broken Hourglass (200cp): This is the only item I consider straight up useless before the bond is established. An cracked hourglass with roughly fifty grains of sand in it that won't fall out no matter what you do. That's it. It only comes into its own once you get that soul-bond going. **Soulbound**.

- *Tier 1:* Once you get there though, you can 'spend' a grain of the sand to slow down time to a quarter its normal speed for about four seconds, with you being the only one unaffected. You can also smash the thing to stop time completely for one second per grain of sand remaining. Don't worry, it'll repair itself, just won't replenish the sand in it.
- *Tier 2:* Getting to the deeper bond makes the sand replenish itself, a single grain every 4 hours, and it can store up to eighty grains. Also, the slow time effect lasts twice as long as it did before, eight seconds at a quarter the normal rate of time passing. Doesn't affect the time stop, though.
- *Tier 3:* And the point where this thing becomes completely 'broken' is when it finishes repairing itself. Its effects can be used without breaking it and the sand regenerates at a rate of a grain an hour rather than every four. The time freeze will cause the grains to stop regenerating for 24 hours, but since you don't need to smash it to do so, you can still spend the sand in the hourglass until it starts regenerating again.

Clockwork Pets (200cp): Now, these little fellas are the only item I made to be intelligent, the club is a result of the soul bond, these are designed that way. Six clockwork animals that fit in the palm of your hand, they understand orders and have the appropriate physical abilities to their animal equivalent, scaled to size of course. They speak in clicks and beeps. **Soulbound**.

- *Tier 1:* If you can get a bond with these things, they'll be able to slowly change their forms, so you can have a mouse that turns into a rabbit over a few hours or so. They can also record things they see and hear and play it back to you, as long as it's been less than an hour, by perching on your head. Good for scouting.
- *Tier 2:* A bit deeper into the bond and they can reshape themselves much faster and merge together to be made larger. Upper limit is the size of a medium sized dog, a bulldog or boxer is a good rule of thumb. Bigger they get, the stronger and tougher they are. And they can share their records through touch.
- *Tier 3:* And at the next level, the forms start to generate mystical properties based on the animals in question. Insects creating a distracting buzz, dogs getting a howl shockwave, and birds gaining hypnotic songs. It doesn't upgrade anything from previous tiers, but it's certainly useful.

Stinky Cheese Wheel (200cp): This was going to be a part of my lunch, but it's a little too strong for me. Don't know what it'll be good for on the island, but it has enough power to form a soulbond, so it has to be good for something. **Soulbound**. **Mystery Box**.

Special Order! (400cp): Oh? You want to make a request? Well, I'm afraid I can't do that, not without some… compensation, at least. If you can pay, I'll make you a custom **Soulbound** item, won't be any stronger than what I showed you before, those are the height of my ability to make with what I'm provided here, keep that in mind with what you're asking or I might just sneak in a surprise. Of course, since you're supposed to get some of these free, I can give you a discount if you don't take one, or free if you give up both. I can sell the extras for some decent coin.

Essence of Life and Death (400cp): This gemstone, roughly the size of a quarter, is filled to the brim with power in the form of magically infused life essence. While holding the gem, you can draw out that life essence, using it to replace the need to kill and exactly as strong as it needs to be to benefit. During the battle royale, this will substitute for a single kill of your tier, giving you a leg up if you need it. The gem will refill itself (and return to you if lost or stolen) every three days.

A Guide to Soul-Binding (400cp): While maybe not the most helpful of items on offer, this series of books offer a great deal of information on creating **Soulbound** items. From the basics of various crafts to the process of enchanting to the very act of actually forming the potential for a soul-bond and the conditions under which it will set, all of it is included in this series.

The first book actually has enchantments in it to speed the learning of the crafts within, including blacksmithing, glassblowing, leatherwork, carpentry, tailoring, gemcutting, bookbinding, and watchmaking, it even has the option to instantly attain an expert level of skill in one of the above skills. Learning any skill within this book will happen three times faster than normal and can reach expert levels just on what's in the book alone. Reaching master level will take practice, however.

The second book contains the basics of enchanting, which are complex enough that the enchantments used on the first book do not work to grant the skill, however, it does have an enchantment to make the contents stick in the reader's memory better. The actual process is multilayered and has many defined methods, but gives enough to be useful for a potential enchanter. Additionally, this book contains a section on how to study existing enchantments and a somewhat generalized section on how to go about refining an enchantment.

The final book actually contains the process for creating the potential to form a soul-bond within an item. This includes such things as setting the conditions for which the soul-bond forms, how the soul-bond can grow (something that requires enchanting knowledge), and how the bond affects the existing enchantments, and who specifically can form a soul-bond. It also has instructions on how to deepen an existing soul bond to a level it otherwise would not be able to reach.

Companions

A Monstrous Pet (100cp, One Free with Stinky Cheese Wheel): You have a weaker monster - such as a goblin, a basic slime, or a lizard with a weak breath weapon - as a pet. This monster is friendly, loyal, and fairly intelligent, willing to put themselves into danger to aid you, but they are not suicidal. You cannot kill them to boost your Soul Graft or Soulbound items.

Familiar (200cp, Requires A Monstrous Pet): Your monster pet is stronger and more intelligent than normal and possess a soul-bond with you, as if they were a **Soulbound** item, allowing you to summon them to your side. Additionally, they may be improved upon in a similar fashion to a **Soulbound** item.

You may select this companion as a **Soulbound** Item if you possess A Monstrous Pet.

- *Tier 1:* At the first level, your familiar gains an increase in intelligence, to the average human level of intelligence, and a mental bond that allows you to read each other's emotional states as long as you choose to keep the bond open. Additionally, if you possess the They Missed Something perk, you may focus your magic through your familiar, allowing them to benefit from it.
- *Tier 2:* At this level, your familiar's physical or magical potency is increased, their innate traits aligned with the chosen option being bolstered. You can choose both, but the increase is lessened in each category if you do. The mental bond grows strong enough to allow you to share thoughts and memories telepathically. Additionally, if you possess the They Missed Something perk, your familiar gains a rudimentary ability to use the magic or power on their own.
- *Tier 3:* At the last level, your familiar goes through an evolution of sorts, becoming a more potent monster, such as a goblin becoming a hobgoblin or a lizard becoming a lesser drake. This increases their overall power level and may open up new abilities. Additionally, if you possess the They Missed Something perk, your familiar gains a similar level control over the magic granted as you yourself possessed when first gaining it, and can train to reach the same level as yourself.

Custom Companion (100cp): You may create or import a companion with their own Soul Graft, Soulbound Items, 100cp to spend on background perks, and half the CP you gained from Complications, but not Sponsorships. If imported, they select their own Grand Prize. If created, you may choose what Grand Prize they picked. Imported companions do not maintain their powers, brought down to the closest human limits, unless you maintain your own.

DLC Companion (100cp): You can choose one of the competitors from the Soul Graft Battle Royale DLC to be a potential ally. You will be guaranteed to meet them in a situation where they'll be likely to be more friendly to you than they'd normally be, more willing to work with you and they are guaranteed to have chosen a different Grand Prize from you. This may not prevent them from backstabbing you down the line, depending on their personality and situation, but they will hesitate at the very least.

Complications

Ten Years (+100cp): Rather than just the duration of the Royale, plus a few days to explore, your time here is extended to ten years, though the royale still lasts the same length of time. You may be called in for an All Stars match, if you won in the previous royale, at the five year mark and/or just before the ten year mark. You may take this more than once, extending your stay by another ten years each time. You are guaranteed to have an All Stars match at least once for each additional time you take this drawback. This caps at +300cp.

Low Compatibility (+100cp): Your graft isn't as powerful as it could be due to minor incompatibilities and imperfections. If you survive this gauntlet, this will be fixed to have a normal level of compatibility, but until then, your soul graft's overall power is cut by a third. This will only apply to a single Soul Graft and you can take it once for each Soul Graft you possess.

Bugs Everywhere! (+100cp): Hope you don't have entomophobia because the bugs on the island just love you. These are mundane bugs mostly free of diseases, and surprisingly hypoallergenic, but they will be annoying as they fly into your eyes, around your ears, land on you, and otherwise make themselves a nuisance.

Jumpy (+100cp): Your mind constantly inflates stimuli that makes you tense at the slightest of noises, the crack of a twig, the rustle of a leaf, even a shift of sand. It is difficult to calm down from the tension caused by this. This could be an upside for survival, but it makes sleeping a difficult prospect for most.

Bad Weather (+100cp): Be prepared for some shitty weather, it's gonna be overcast, raining, sleeting, and all kinds of other nonsense the entire time you're on the island. That or there's been a drought long enough that resources are a bit more scarce. It'll screw your opponents over as much as you, mind you, but it'll almost certainly intensify the competition regardless.

Unsupplied (+100cp): There are far fewer supply caches available and those that are will often have very little in them. Resources will be much more scarce as a result and competition for what resources there are will be more intense than they otherwise would have been.

A Weak Soul (+100cp/+300cp): You cannot take any Soul Perks. You may select a single 50cp background perk to be free and may select one 100cp and one 200cp perk to be discounted. Additionally, your soul graft does not get the Tier 1 upgrade it would normally gain at the very start. For an additional +200cp, you cannot gain any upgrades to your Soul Graft until the end of the jump. You can still increase in Tiers as normal, but the upgrades that normally come with the increase in Tier are locked until the Royale is over.

Addiction (+100cp/+200cp/+400cp): You have an addiction, a need for something. Might be as simple as caffeine, might be more serious, such as alcohol, or it may be a hard drug like cocaine, regardless, you will feel the effects of this addiction as withdrawals will affect you, given you likely won't have consistent access to your poison of choice. Mild addictions, such as caffeine use, are fairly minor, headaches and a bit of fatigue but something that can be powered through, with the symptoms eventually fading after a week or two, these kinds of addictions will grant +100cp. Moderate addictions, such as consistent, light alcohol consumption, are more severe and last a good deal longer, causing headaches, agitation, and nausea, though this can be a lot worse if you were a heavy drinker, such addictions grant +200cp. Major addictions, such as that from most hard drugs and heavy alcoholism, have severe and potentially life threatening withdrawals, including tremors, fevers, hallucinations, and seizures. Only your soul graft keeps this level of withdrawals from being fatal, this level of addictions grants +400cp.

Fantasy Royale (+200cp): You've been drafted into a Royale that has more magic in it. While this does discount the They Missed Something perk, your fellow contestants will often possess magic of their own, often stronger than what you can gain from the above perk, and their physical abilities may exceed what a human could accomplish due to inherent magic strengthening them. This drawback does not alter you, just your fellow contestants, you are still a 'vanilla' human barring the perks purchased here.

Hero/Villain Royale (+200cp): You've been drafted into a Royale alongside heroes and villains from various universes. Metahuman powers and abilities are expected, as are hypercompetent individuals who can stand up to those with metahuman capabilities. This will make the royale more dangerous. You do, however, get a discount on one background perk from each the 50cp and 100cp tiers, with the 50cp perk being free as a result of the discount. This may also change the locale to a more cityscape style of environment. This drawback does not alter you, just your fellow contestants, you are still a 'vanilla' human barring the perks purchased here.

SCIENCE! Royale (+200cp): You've been drafted into a Royale with Sci-Fi elements. Cyborgs, androids, alien races with unique abilities, and much more are likely to be found within this royale. Even psionics and other supernatural abilities that are distinct from magic may be present within your foes. This grants a discount on any one 200cp background perk of your choice other than They Missed Something. This may also change the locale to a more space age style of environment, such as a space station or a small planetoid. This drawback does not alter you, just your fellow contestants, you are still a 'vanilla' human barring the perks purchased here.

No Surrender (+200cp): Surrender is no longer an option. For your opponents. Your opponents surrendering no longer provides you any advancement to your soul graft, only a kill will do it. With a second purchase, you cannot surrender yourself, giving your foes no incentive to keep you alive.

Competent Contestants (+200cp/+300cp): Your fellows are a bit better off than the average person. Amateur survivalists, athletes, former soldiers, spies, cult leaders... the sort of people that tend to be able to survive better in these kinds of situations. Some will even have a bit of magical knowledge to make it easier for them to use soul grafts. Get one of them on your side and you might get some help in that regard, though they're just as likely to not trust you. For an additional +100cp, they are even better trained than before, professionals rather than amateur.

Soul Bonds For Everybody (+200cp/+400cp): Somehow, all your fellow contestant's items that can be Soulbound are already Soulbound, you can't simply steal such an item from them, you'll have to kill them first. Others do not have this issue and your own items are not soulbound. These items do not gain the benefit of being soulbound until they upgrade the item the first time, like normal. For an additional +200cp, all of your fellow contestants have items that have already been upgraded to tier 1.

Dossier (+300cp): Somehow, your fellow contestants know some things about you, more than they should. Turns out, a careless, or more likely malicious, devil left behind a dossier for your fellow contestants to read. You don't know what's contained within, but it's enough that your fellow contestants will know enough about you to potentially develop ways to defeat you. They will also know exactly which Grand Prize you've chosen, what Soul Graft you were most likely to pick (of three), and what soulbound items you are likely to possess.

Reckless Curiosity (+300cp): Maybe you lack common sense, maybe you just don't care for your own safety, or maybe you just don't realize why things are done the way they are. Regardless of the reason, you're the kind to get into something despite the dangers, or maybe even because of them, someone that has little inhibitions when trying to figure something out or when suspicious of something. Essentially, you're the type that'd mix two opposing soul grafts just to *see what would happen* (the answer is usually they blow up. Violently).

Graftless (+300cp, Cannot be Taken with Graft Sickness): Your Soul Graft did not take hold and do not gain any abilities from it until the end of the Jump. You can still benefit from a Soul Seal if you purchase the abilities and can still advance your **Soulbound** Items. You can take this an additional time to cut off access to Soul Seals or the advancement of **Soulbound** Items, and can take it a third time to cut off both, forcing you to rely only on what you come in with.

Man Hunter (+300cp/+400cp): Your soul graft seems to be quite picky, only advancing when you defeat a fellow contestant with a soul graft, you can't advance your soul graft by killing monsters. For an additional +100cp, this also applies to your Soulbound items.

Graft Sickness (+400cp/+600cp/+800cp, Cannot be Taken with Graftless): Your graft didn't settle right in your soul and needs to be stabilized otherwise your soul will collapse. In order to avoid this, you need to absorb the essence of two additional souls before you can increase in tier, and at least one of them must be from a contestant and one must be from a kill, rather than a surrender. If you cannot do so within seven days, your soul collapses and you fail the Gauntlet. This is true for the first two tiers then this drawback's effects end. You can gain an additional +200cp if you apply the effects to the third tier, and a final +200cp if you apply it to the fourth tier, where you must defeat a tier 4 at the very least or risk your soul collapsing.

Jumper Royale (+1000cp/+1600cp): You do not lose your powers and gauntlet rules no longer apply. If you die here, your chain is done. Additionally, the contestants are taken from worlds you've been to and worlds of similar strength to them, including alternate versions of the people you may know. For an additional +600cp, you don't gain your powers from past jumps and must go through this without the protection offered by a gauntlet or your perks and abilities from previous jumps.

Sponsors

Sponsorships, like Complications, give you bonus points, however, they can also provide a few additional benefits to help balance out their restrictions, and may open up new options to you. You may only take one Sponsor labeled Wargame but are otherwise able to take as many of these Sponsors as you would like, though do be aware that some of their requirements and restrictions may clash in the long run.

Wargame - Warring Factions (+300cp): One of the simplest and most common contracts. You align with one of the Teams listed in the Contracts to join. You are given a means to communicate with the Sponsor and have one to three allies in the same contract who will work with you. These are Custom Companions, as shown in the Companions section of this document, with the first being free and the other two being discounted. In return for having these companions, you will be given instructions to fight against another faction from the sponsor. Failure to follow the instructions may lead to your allies turning on you and/or all other Wargame factions coming after you, depending on how severe the offense. Once the jump is over, the companions may come with you and may share a companion slot.

Wargame - Supporter Contract (+400cp): Like the Warring Factions option above, you will be given a means to communicate with your Sponsor and have one to three companions to aid you. However, one of them is designated as the Star for the contract. On entering the island, you are required to immediately surrender to the Star and hand over one of your free Soulbound Items, refusing to do so is an offense that will likely lead to the contract's termination and you being targeted by the other contractors. The Star is effectively a DLC companion and is free while the other two are Custom Companions and are discounted. Like the above Wargame contract, you will be required to follow instructions from your sponsor with the same consequences described above for failing to do so. Once the jump is over, the companions may come with you and may share a companion slot.

Wargame - Jump-Chan's Star (400cp): Your benefactor has decided to sponsor you as a Star for this particular Royale. You gain one free Custom Companion and up to two other Custom Companions at a discount. Each one will immediately surrender to you at the start of the gauntlet, effectively giving you three "kills" for your Graft or Soulbound Items, and will give you one of their free Soulbound Items. You will be required to protect them to the best of your ability as a part of this contract and if all three should perish, you will be penalized as if you had gone against orders. This has the same consequence as the other Wargame contracts. As this gives a fairly significant head start to you, this actually costs CP instead of granting you CP. Once the jump is over, the companions may come with you and may share a companion slot.

Individual Contracts are, unlike Wargame Contracts, more personalized and offering more benefit than just a team to aid you while in the Royale. Usually in the form of a Soulbound item or a Soul Seal unique to the sponsor in question.

Church of the Nine Hundredth Bell (+400cp): Onto the more personalized contracts, this first one has you working with a church that will give you a band for communication. They will direct you to defend certain places, objects, or people (or to not defend something) in exchange for giving you access to their unique Soul Seal, the Seal of the Felbane, or their unique Soulbound item, the Angelic Lantern, both described here. These are not in addition to the normal Soul Seal and Soulbound items, you must choose them in place of the free option. Failure to follow the directions given too often will result in these objects being revoked, severing any bond you may have had and removing any benefits you may have gotten from them, with no refund of the energy used to fuel them. This is quite traumatic and may leave you open to your fellow competitors.

Cult of Vandas (+400cp): Like the Church of the Nine Hundredth Bell, you'll be working with a religious order, however, this one is bent on destruction and havoc rather than protection and preservation. The benefits and consequences are similar, with the Seal of the Havocedge and Fetid Clawglove on offer. Their orders will be about destroying things instead of protecting them, and not following them has the same downsides as the Church of the Nine Hundredth Bell's own Contract described above.

The Crustacean (+600cp): Another personal sponsorship contract, the Crustacean, a powerful entity that donates significant sums to the Royales and often participates as a Tier 4 monster for the endgame of the competition. His sponsorship is simple. He gifts you with the Seal of the Songsphere, described here, in place of the free Soul Seal and requires you to acquire enough power to go out and fight him in the final stages of the Royale. All you need to do is give him a good fight and survive. If you don't, either by failing to show up or not living up to expectations, he will kill you and you will fail the gauntlet. There is no escaping him as he is one of the most powerful beings here and the only reason you're able to fight him is he holds back. If you find a way to kill him, you will gain the full strength of the Seal of the Songsphere (granting you all of the abilities offered by the Soul Seal).

Copernicus Zenith Laboratories (+300cp): A simpler one than most, this sponsor wants you to take an experimental Soulbound item and run it through some testing. This will require you to take the Experimental Rod as one of your free Soulbound items and follow some instructions to perform tests with it, in return you will be allowed to freely use the rod outside of testing. Failure to do so will result in them sending a self-destruct signal to the Experimental Rod, which will be removed at the end of the Royale if you still have it, and cause a massive detonation that may result in your death if you don't throw it away quickly enough. And even if you do, should it have been soulbound, its destruction will backlash on you. As an extra bonus, it will come with a book on the processes used to create the rod, though it will take some deciphering as it was written by literal mad scientists.

Celinaka Mimisgrove (+300cp): Hope you aren't shy. Celinaka will be sending you instructions to perform some embarrassing and lewd acts for her enjoyment while you are in the Royale, and in doing so, share the sights with trillions of others across the local multiverse. She will also offer you a collection of her perfumes, which can be soulbound to you as described here, as a sort of signing bonus, with the real draw being access to her household, where you can experience any number of hedonistic pleasures, and I do mean any. This will be a warehouse attachment if you do not choose to stay in the local multiverse. However, failure to "dance to her tune" will be a mistake as, while she won't penalize you during the competition, she will impose a curse on you that will persist into future jumps, inducing bad luck due to her passive machinations for the next five to ten jumps, acting as a persistent drawback and overcoming even your benefactor's ability to counter, at least for a time.

And here we have the Donator Contracts. They don't grant any benefit right out of the gate like the other contracts, however, if you follow the instructions given by the sponsor, they will provide you energy equivalent to a Kill to you to upgrade your Soul Graft or Soulbound items.

Asterion Panoramic (+200cp): This contract is from a bunch of art enthusiasts that are looking to get photos 'in the moment' during the competition, which have a basic point system to them, as described here. You'll have a daily quota to meet, with failure leading to the contract being revoked, which only means you will be unable to acquire more energy and lose access to the object they are providing. Speaking of which, they don't expect you to use a camera, but a Record Orb, a mentally-controlled, intangible, magical construct that can be used to take the photos. It is also soul-linked, though not Soulbound, so it cannot be taken from you, you can also see through it to give yourself an extra viewpoint, making it a minor boon in its own right. Should you accomplish the task given and survive the Royale you will be allowed to keep the Record Orb.

Order of the Blue Yam (+200cp): A more sinister contract, but one with which you have little knowledge of what they are actually trying to accomplish, the Yamians will be directing you, through a messenger sprite, to perform specialized rituals throughout your stay in the Royale. These rituals will, if performed correctly, provide you with energy to fuel the growth of your Soul Graft and/or Soulbound items. The four stages of the ritual progression are described loosely here. Failure to perform the rituals, either through neglect or through performing them incorrectly, even if one of their other contractors was assigned to interrupt or disrupt the ritual, will cause them to turn others with their contract on you and they will stop providing you with instructions. Should you survive and not fail in any of the rituals, you will be allowed to keep the messenger sprite, which can be directed to send messages to anyone with seemingly no information needed to find them and will always appear when called, it is otherwise not useful for anything else.

At some point during the devil's explanations of the contracts, a slip of paper fell from the folder, he doesn't seem to notice it and even seems to be actively ignoring it or is simply oblivious to its existence.

The Mysterious Paper (+800cp, Cannot be Take With Another Sponsor): It has some interesting information for you and is an opportunity you could capitalize on. You only gain the CP from this particular Sponsorship if you follow the instructions, not doing so or turning it over to the corporation that runs the Royale will not provide any CP. Additionally, failing to accomplish the task set out in this scenario, allowing this mysterious individual to interrupt the contest, will result in a Failure for the gauntlet. However, should you succeed, you will be allowed to pick an additional Grand Prize on top of the free one you'd normally gain, even if you surrendered or otherwise failed the scenario to acquire it. **Mystery Box**.

Final Choices

Head Home. It's time to go back to your home reality, it's been fun, but you miss your home or are tired of the journey, so best to just head back.

Stick Around. You like it here, it reminds you of home enough to be comfortable but has all the stuff you've liked about your journey thus far, why wouldn't you stick around?

Move On. Your adventure doesn't end here, you've gained from your time here and will remember it, but the next adventure awaits.

Final Reward: Regardless of the choice made, you gain an additional boon for completing this gauntlet. You gain a mental slider that you may use to hide the physical changes from your soul graft or make them more prominent and complete. While the first won't lower the power your soul graft grants you, it may limit some abilities that require a physical presence, such as a werewolf's claws, enhancing the traits will similarly enhance the power of the graft, up to half again its normal level of power.

Additionally, you're Soul Graft(s) and Soulbound Items become fully empowered if they were not already. This does not grant more upgrades than they would normally obtain.

Notes:

Special thanks to Lord_Circe for granting me permission to make this jump, for supplying ideas while I was writing, and for creating the inspiration to write this. See his CYOA version Here and the Mystery Box Here.

On the They Missed Something Perk, the “or maybe you saved a wizard and he gave you a keychain” part is a reference to another of Lord_Circe’s CYOA’s, A Wizard’s Keychains. The magic from this perk is on par with the basics of the magic from that CYOA and those magics can be chosen for this perk. This does not include the mystery box option.

Mystery Box

DLC Mystery Box

Changelog

- Added Soul Seal under The Basics
- Created the Soul Perks section
- Moved Second Soul Graft to Soul Perks section
- Added Graftless, Unsupplied, and A Weak Soul Drawbacks
- Added Sponsors section
- Modified Ten Years and Low Compatibility so they can be taken multiple times.
- Changed Jumper Royale to have a second tier that makes this even harder
- Revamped Soul Perks Section as it was too much