Lord Of The Mysteries

Jumpchain

By u/AlfredDaButtler2 or u/IsaacRedwood



The world of Lord Of The Mysteries is a dangerous one. On the outside, it appears similar to the industrial revolution of your own world.

On the inside, however, it's a world where angels walk among the people, the gods worshipped by the churches are very real, and ancient beings from beyond the stars are targeting the planet.

This world features plots spanning thousands of years, dark gods that demand sacrifices, and insane madmen that masquerade as ordinary people.

You'll have to survive 10 years here to complete your jump.

Take these +**1000 CP** (**Cosmos Points**). You'll need them.

Location And Time

Pick a time and location for your arrival.

Location:

Northern Continent (0):
The land of steam and machinery and the home to a large portion of Humanity. You can decide to appear anywhere in the continent that a normal person could reach, such as the Loen Kingdom, Feynapotter Kingdom and Intis Empire. That's if you appear here during the fifth Epoch, at least.

Southern Continent (0):
The Southern Continent is mainly inhabited by primitive tribes but there have been efforts made by the Northern Continent to colonise the lands during the fifth Epoch.

Sonia Island (0):

This island is the largest in the Sonia Sea. A long time ago, this island was the last gathering place for Elves, but they eventually disappeared, leaving only ruins behind.

Forsaken Land Of The Gods. (+200):

After the death of the Ancient Sun God, this continent was left a wasteland with the only illumination being flashes of lightning. There exists only two signs of human civilization in this land: The Moon City and the City Of Silver.

In the Fifth Epoch, Klein Moretti will end up freeing the citizens of these cities and reintroduce them to the rest of humanity. Make sure to bring light here because anybody that doesn't, ends up vanishing into the darkness. That's not to mention the countless monsters dwelling in the dark.



The Cosmos (+**400**)**:**

"Casting one's gaze from the cosmos, the lands shatter. Everything in the world will cease to exist." The **Cosmos** refers to the universe outside of Earth and is inhabited by the Outer Deities.



Time:

First Epoch: Age Of Chaos (+**300**)**:**

The First Epoch was a time of chaos that was filled with madness until the various Beyonder races gained intelligence. This is also when the War In Heaven - a war between the former Lord of The Mysteries and God Almighty - occurred.

Second Epoch: The Dark Epoch (+**300**)**:**

During this era, humanity struggled to survive under the reign of the 8 Ancient Gods - Giant King Aurmir, Phoenix Ancestor Gregrace, Sanguine Ancestor Lilith, Demonic Wolf Flegrea, Mutated King Kvastir, Devil Monarch Farbauti, Elf King Soniathrym, and Dragon of Imagination Ankewelt.

The end of this Epoch was marked by the rise of the Ancient Sun God after he woke up from the Chaos Sea.

Third Epoch: The Cataclysm Era (+200):
In this Era, the Ancient Sun God ruled over the world and humans dominated the land after the defeat of the Ancient Gods but it was not to be. The Ancient Sun God was killed by his own followers and the Second Blasphemy Slate was formed from his body.

Fourth Epoch: The Age Of Gods (+200):
In this Epoch, Gods walked the lands and performed miracles, unlike in the Fifth Epoch where they are rarely seen. Several empires rose and fell in this era, including the Solomon Empire led by the Black Emperor, and the Tudor-Trunsoest Empire. This era concluded with the War of The Four Emperors and all of their deaths.

Fifth Epoch: The Iron Age (0):

The Northern Continent is ruled by the seven orthodox churches, led mostly by the murderers of the Ancient Sun God, and there are several secret organisations working behind the scenes.
The Industrial Revolution was started by Roselle Gustav. The improvement of the steam engine cultivated the number of pirates and steam ships which started the era of Colonialism.
All may seem well, but many things are happening behind the scenes. The King of Loen seeks to become the Black Emperor and Adam is planning a war in order to become a god.
To top it all off, the apocalypse is in less than two decades and will begin in 1368. You will appear in 1349, on the same night Klein Moretti transmigrated into the body of a university student.

Origin

“I seemed to see myself being replaced by a stranger. Bit by bit, I turn cold and terrifying."

Transmigrator (0):

"The era that was buried in the past is a memory shared between us, and also the critical period in which our humanity was born, sprouted, and nourished. Even if I’ve had a long life, it remains my fondest memories."

You're not from this world. Just like Klein, Roselle, and several others, you have found yourself in a new world. You will wake up in the body of a recently

deceased person. Alternatively, you can appear in your chosen location with no background.

Beyonder (0):

"We are guardians, but also a bunch of miserable wretches that are constantly fighting against threats and madness."

You will wake up in the body of a Beyonder that is part of an official or unofficial organisation. You may start at Sequence 9 of any Pathway for free.

Ancient Existence (300):

"We meet again, Mysteries."

You are an ancient being that has existed since the fourth epoch, possibly earlier. You gain a 500 **CP** stipend in the Characteristic section.

Perks

"A price is always exacted for what fate bestows, isn't it?"

Perks are discounted by half for their respective origins. One 100 CP perk can be taken for free for their respective origins.

General Perks

Envisioned (Toggle/0):

Optional for any origin.

Any Characteristic or item you buy that already xists in canon can be optionally taken as a copy of that item. This will prevent divergence from canon by a significant amount.

Spirit Veil (0/100):

"There are some things that make it easier to be 'infected', the more you know". This veil will protect your Soul Body and Body Of Heart And Mind. Simply knowing about the Outer Deities won't corrupt you and thinking about Adam won't alert him. This only provides a basic level of protection and won't help if you directly look at an Outer Deity or come into contact with corrupted items. 100 CP to keep this after this Jump.

Scholar (100):

You know how to speak all the ordinary and mystic languages. This includes Elvish, Ancient Hermes, Hermes, Feysac, Dragonish, Jotun, etc.

Backlund's Most Dazzling Gem (200):

For a world with so much misery and poverty, there's quite a lot of attractive people. Audrey Hall - a noble - was hailed as the most beautiful woman in all of Backlund. This now applies to you, as well. You are a 10/10 and attractive enough to turn heads. Any scarring and injuries will do nothing to change that.

Transmigrator Perks:

Keyboard Warrior (100):

From your experience on the internet, you know a small bit about almost every single field. You could be a mediocre detective, perform CPR on someone, fix a water pipe, and disassemble a firearm.

Roleplayer (200):

You are a great actor and can easily keep track of all your personalities and lies. You could convince someone that just saw you teleport that they were simply hallucinating. You don't even need to put effort into it! People will convince themselves of what you're saying, as long as there isn't clear, indisputable evidence from a trusted source right in front of them.

Little Sun (200):

You have an "aura" to you that draws people in. Others are more inclined to join you and they are much more determined than they were before.

Noble (200):

Instead of waking up in the body of a middle or lower class citizen, you have instead woken up to the world of royalty as a member of a minor noble family.

Era Defining (400):

Like the other Transmigrators, you have the ability to change the world. People will more easily accept your ideas and you will have higher success in political ventures.

Within days, you can make connections with incredibly important people and become successful in various business ventures. Within months, you can shape the culture and beliefs of millions. Just like Roselle Gustav became the Emperor of Intis and Amanises founded one of the most prominent religions.

Daredevil (600):

"I won't lose too much, just myself. There are always some things that are more important than others."

You can directly equate risk to reward. The riskier something you do is, the greater the reward will be if you manage to succeed.

Fighting a Beyonder one sequence higher than yourself? You'll certainly gain the potion formula of their current and previous sequences or something of equal value.

If you manage to survive the attack of a deity as an angel, the rewards will be immense. You may find that the other angels of your Pathway have all been weakened, allowing you to swoop in and take them out, or a Sequence 1 of your Pathway has died, leaving his Characteristic unattended.

Self-sufficient (600):

Your outsider nature has disconnected you from the rules of this place. You are beholden to no-one. Owe no-one. Your power is your own. Any power you possess that comes from an external source will, with time, become your own.

This will also cleanse any corruption that resides in powers, even the Original Creator's Will. You still require Advancement Rituals, Acting, and Anchors, but they will become less important after you have acquired the power until, eventually, there is no corruption left in the Characteristic.

For Sequence 9, it might take only a few hours to completely get rid of the corruption. For Sequence 1, it would probably take a year. Getting rid of the corruption within a Sefirot or the will of a Great Old One would likely take several years but, after it is done, you would truly have nothing holding you back.

Can You Accept Such An Outcome? (800):

You possess a will so strong that it grants you immunity to any abilities that allow others to control and influence your body and mind, including Spirit Body Thread Control, Prophecies, Luck Manipulation, and Parasitization.

This ability is not to be underestimated. Countless Gods and legends have been slaughtered after losing focus for a fraction of a second.

Official Beyonder Perks:

Military Veteran (100):
You're quite skilled at combat, including using firearms, knives, and hand-to-hand combat. This also clears your mind of stress during a battle, preventing you from soiling yourself at the first sign of violence.

Paper Pusher (200):
You have a certain skill at getting the most work done by not doing it at all. Fate will always find a way to help you be promoted in your chosen organisation.
Somebody accidentally did your paperwork instead of theirs? You coincidentally stumbled upon the murderer of the case you were heading? All these events will occur quite frequently.

Sleepless (200):
Not unlike a certain Nighthawks team, you no longer need any sleep. At all. Additionally, nobody can pull you into sleep without your consent and you can stay lucid in all dreams.

Blessed (400):

You have been blessed by each of the Seven Orthodox Deities. From The Evernight Goddess, you are unable to be pulled into sleep without your consent and will be fully lucid within dreams. From The Lord Of Storms, your voyages at sea will go much better, waves will be calmer, and wind will push you in the desired direction. From The Earth Mother, your plants will grow 2x faster and your harvest will be more bountiful. From The Eternal Blazing Sun, your businesses will be more successful and you'll be able to slay undead beings through mundane means. From The God Of Combat, you gain a supernatural sense for when you're about to be backstabbed and betrayed by someone. From The God Of Knowledge And Wisdom, you're able to read entire books just by flipping through their pages.

We Are Guardians (600):

But also a bunch of miserable wretches. Every official Beyonder knows that there is a risk of death or madness, yet they continue fighting to protect what they love. This perk grants two boons. First, your abilities and items will become stronger when protecting something. Second, you and your allies' abilities will be enhanced when fighting together. Your teamwork will be phenomenal, you will be able to understand each other's intentions in the heat of battle, and even your abilities will seem to work together well.

Pawn Takes King (800):

The Beyonders are nothing but tools for the churches and gods - pawns in a greater game between deities. Granted, they are tools for good and order, but you refuse this fact, nonetheless. This grants you several boons. Firstly, you are immune to any form of precognition or fate. Secondly, you are immune and aware of any deception and lies being told to you. Thirdly, the harder a secret is kept, the easier you will uncover it.

Ancient Existence Perks:

Intimidating Presence (100):
You find it easy to intimidate and terrify others. This effect is greater, the bigger the difference in strength between you and your target.

Paper Angel (200):
You can send an "angel" of yours to provide a blessing to any person of your choice. This blessing will be some form of buff in the form of one of your perks, albeit at a lower level. The more blessings you bestow, the more of a burden this will place on you.

Mythical Mind (200):
The minds of Mythical Creatures are truly inhuman and, now, so is yours. You can resist boredom enough to stay in a dungeon for decades and resist loneliness to stay sane even after being trapped in a desolate wasteland for

millennia. Additionally, you are able to change your morals at a moment's notice. One moment, you can slaughter an entire nation and turn their bodies into tools, the next - sacrifice your own life for a handful of people.

Dominion (400):

Magical artifacts seem to be terrified of you. Any Sealed Artifacts that you use will now have no downsides when using them.

Blood Emperor (600):

Just Like Alista Tudor - The Blood Emperor, you are now able to take on several opponents, even those that are equal in strength to you.

When facing multiple opponents, they pose no more threat to you than one of them if you can beat all of them individually.

When The Stars Are Right (800):

"When the stars are right, Chaos will rise from underground, and the Great Oldest One will awaken."

Whenever you enter a Jump, you can replace the Original Creator and introduce the Pathway system to that world. This includes Characteristics and Sefirot. You can choose whether this is a slow and gradual process or a cataclysmic event that nearly destroys the world.

Each of these Characteristics are linked to your will and will slowly shape any who hold them into you. The higher the Sequence of the Characteristic, the more they become you. Additionally; should you die, you will be given a week to revive in somebody's body. If you can't come back within a week, it counts as a chain failure.

Items

"The flower that once has bloomed forever dies."

Discounts apply the same as perks. All purchased items possess anti-divination properties and will find their way back to you if lost.

Transmigrator Items:

Phone (200):
A regular phone that doesn't need to recharge. It has the entirety of the publically available internet downloaded onto it, allowing you to look anything up whenever you're in a pinch or want to impress someone with your extensive knowledge of a subject.

Map Of The World (200):
This map contains every major location, city, tomb, hidden treasure, island, and sea route.

This even includes things like Calderon City, Chernobyl, and the entrance to the Abyss.

In future Jumps, this will be updated to include new things.

Official Beyonder Items:

Bag Of Tricks (200):
You have a constantly replenishing bag of various materials that are useful in rituals, charms, and useful items for combat, such as silver bullets.

Magic Mirror (400):
This mirror is an almost exact duplicate to Arrodes. It is extremely loyal to you and can gather info about almost anything. Unlike the original, this one is able to peek in on deities.

You can customise its personality and change it to something other than a mirror.

Ancient Existence Items:

Prophecies (100):

"When madness, cruelty, greed, indulgence, coldness, and bloodthirstiness drowns the land once again, 'He' would awaken and retrieve everything."
There are several prophecies surrounding you. This also includes ancient murals and folklore. You can decide when they appear, even appearing in the First Epoch - right after the War In Heaven. If you choose to do this, several powerful individuals will likely be aware of you.

The nature of these Prophecies can be freely customised.

Blasphemy Slate (400):
This slate holds every one of the standard 22 Pathways' potion formulas, acting methods, and names. This includes the secret of Above The Sequence. This slate does not act as a connection to the Chaos Sea as the original does.

In future Jumps, this will update itself on the world's magic systems.

Sefirot (600):
You possess a Sefirot - one of the legacies of the Original Creator. Each Pathway Group corresponds to a Sefirot. One is required to reach Above The Sequence.

This can be one mentioned in canon or your own custom Sefirot.

A Sefirot boosts the user's strength in its respective Pathways.

Characteristics

"A Sequence pathway might very well be a path destined to be crazy and filled with despair. And this is the only path for humans to obtain extraordinary strength. How laughable and ironic it is. We strive to save ourselves, only to better destroy ourselves?"

A summary of each Pathway's abilities will be provided in the "Pathways' ' Section.

Prices

Every Origin gets a 200 CP stipend to spend on this section. The Ancient Existence origin gains 500 CP.

You can use regular CP on this section, as well.

Characteristic	**Price**
Sequence 0	1000
Uniqueness	450
Sequence 1	450
Sequence 2	400

Sequence 3	350
Sequence 4	300
Sequence 5	250
Sequence 6	200
Sequence 7	150
Sequence 8	100
Sequence 9	50

Drawbacks

You may take any number of Drawbacks.

Sticking Around (+**0**)**:**

You are able to extend your stay for longer than 10 years. There is no limit to this and this Drawback grants no CP.

Enmity (+**100**/**200**/**400**)**:**

For 100 CP, you gain the ire of an organisation, such as the Nighthawks or Mandated Punishers.

For 200 CP, a more advanced team, such as the Red Gloves will come after you. They will often disregard their other targets if they have evidence that you are nearby.

For 400 CP, an entire organisation has been ordered by their leader to hunt you down. This can be one of the Seven Orthodox Churches or something like the Twilight Hermit Order. Expect to have demigods tracking you down and even angels attacking you in coordinated assaults.

Unlucky one (+**100**/**300**)**:**
For 100 CP, your luck will only be slightly inconvenient but not harmful. Don't expect to win at a casino any time soon.

For 300 CP, your luck will honestly be ridiculous, but not something you can't deal with at the level of an Angel or Deity.

Buying a house? Turns out it was built on top of a mass grave and an evil spirit will try to possess you. Trying to take a coin out of your wallet? It was actually corrupted by the Chaos Sea. Trying to eat a nice meal at a restaurant? A rampaging demigod will massacre everyone inside. You get the idea.

Broke (+**100**)**:**
You can never maintain a stable income for more than two months. You will always lose your wallet, your bank details will get lost in processing, your safe will spontaneously combust, etc.

Age-locked (+**100**)**:**

Just like a certain Snake Of Mercury, your body is now stuck in the body of a small child - 10 years old in this case.

This won't affect your intellect or memories, but your emotions will change accordingly to fit this body. You'll be more emotional and likely throw a temper tantrum when something doesn't go your way.

Old-fashioned (+**100**)**:**

You can't wear anything that's in style. You'll be limited to clothes akin to those worn hundreds or thousands of years ago, such as robes and cloaks.

Pervert (+**200**)**:**

Your lust is much higher than normal and will disrupt critical thinking.

You should probably stay away from Beyonders of the Demoness Pathway.

Oblivious (+**200**)**:**

You are missing one of your primary senses. This can be sight, hearing, taste, smell, or touch.

You can bypass this through certain means, such as controlling another's body, but your real body will never be able to regain this sense until the end of the Jump.

Charlatan (+**200**)**:**
You speak like a charlatan or fortune-teller. You won't be able to reveal anything directly and will have to speak in a confusing and cryptic manner.

Mime (+**200**)**:**
Whenever you use an ability, you must perform some sort of physical action associated with it. This can be snapping your fingers, tapping your forehead or some other similar action.

Helpless To Fate (+**400**)**:**
You have lost all of your powers and items that don't originate from this Jump.

God of Deceit (+**400/600**)**:**
You have attracted the attention of Amon - The Angel of Time, a being that wields the Sequence 1 Characteristic and Uniqueness of the Error Pathway. Worst of all, he thinks you're the most entertaining thing he's encountered in millennia. He will torment you and everyone you might hold dear to you in the hopes of making you break. Also, you've lost any out-of-context resistances to

power stealing and all of his other powers, such as fate manipulation, tracking, and parasitization.

For an additional 200 CP, he sees you as a genuine threat to his life and plans. He's serious and wants you *dead*. He will stop at nothing short of sacrificing his life to kill you. Good luck dealing with a sadistic Angel who's the embodiment of his own Pathway. Remember, this is the same person that could threaten even a God when they're unprepared.

The Apocalypse (+800):
You can't avoid it. The Apocalypse will be hastened and occur at least 1 year before the end of your stay here.

You will have to stay on Earth and endure the attack of several Outer Gods. Due to your nature as a Jumper, the Outer Deities will place more attention on you than most individuals.

Pathways

Fool Pathway
The Fool pathway seems to be about fooling perceptions and reality. They specialise in divination, illusions, changing appearances, strong muscle and facial expression control, and controlling other people as marionettes with

spirit body threads. At High-Sequences, they can turn their marionettes into another duplicate of themselves, bring things (including themselves) from the past to the present, create countless miracles, create a mysterious environment that's full of tampering and concealment, and are able to fool all sorts of things.

Door Pathway

The Door pathway has many abilities that allow it to pass obstacles. They can travel and teleport, perform divination, phase through objects, evade with tricky spells, record and use other Beyonders' powers. At High-Sequences, they will have higher capabilities of manipulating space, and their travel ability is no longer restricted to Spirit World. They can also apply concealment, allowing them to avoid detection through Beyonder methods, and they can replicate Beyonder abilities without the need to record it provided they have sufficient knowledge of said ability.

Error Pathway

The Error pathway can deceive and steal all sorts of things. They can trick others with their eloquence, sleight-of-hand and through illusions, steal their targets Beyonder or mundane abilities, steal thoughts and intentions. At High-Sequences, they can turn into a parasite to attach to a host, create avatars, manipulate time, and also become experts in exploiting the loopholes in rules.

Hanged Man Pathway

The Hanged Man pathway represents becoming part of myriad things to reach the omnipotence in "omniscience and omnipotence". It has depraved abilities. It specialises in directly sensing and listening to the whispers of secret entities, shadow-related spells, flesh and blood magic, and grazing Souls to use their Beyonder abilities. At High-Sequences, they control shadows, peel evil thoughts and fuse them with a shadow to form a monster, utter evil words, and turn into a depraved "ocean" to overwhelm their enemies and cause interference.

Visionary Pathway

The Visionary pathway is adept at psychological manipulation. They can read minds, discern emotions, hypnotise, and travel between dreams. They are also good at acting, knowing what kind of emotional reaction to show in the appropriate situation and knowing, in detail, what kind of expression and body language to react. At High-Sequences, they can enter and influence the Mind World, weave out realistic dreams, control others without realisation and even affect reality through their thoughts and dreams.

White Tower Pathway

The White Tower pathway represents the search for knowledge to reach the omniscience in "omniscience and omnipotence". In contrast to Hermit

Pathway and Paragon Pathway, this pathway includes both scientific and mysticism knowledge. Beyonder of this pathway have a good memory and the ability to mimic others' powers by analysis. At High-Sequences, they can see the future and deduce the past, directly observe, analyse and use the fundamental laws of reality, and reveal all information about a person, hidden or otherwise.

Tyrant Pathway

The Tyrant pathway can be understood as omnipotence in the sea, land and air domains. It specialises in water and weather-related abilities. They can cast powerful water, wind, and electricity spells, gain strength in water, sing to disable their opponents, glide in the air, act freely underwater for long periods of time, and become enraged to increase their power. They are known to have a bad temper and are sensitive to the level of a high-ranking person. At High-Sequences, they can control sea creatures, walk freely in the ocean, create earthquakes, travel at the speed of lightning, and can even produce enough electrical power to rival a star.

Sun Pathway

The Sun pathway has traditional priest abilities, such as powerful light and holy magic, as well as buffing abilities. They can cast light and fire spells, buff others and themselves with chant, buffing or weakening people and Beyonders power, purify and exorcise, and establish contracts that are hard to break. At

High-Sequences, they could directly reduce their opponent's Sequence and create an Area-of-Effect ocean of light to instantly purify their foes.

Twilight Giant Pathway

The Twilight Giant Pathway has traditional warrior abilities, both offensive and defensive. They can easily master all weapons and physical combat styles, physically resist supernatural powers, conjure powerful light weapons and armour, purify evil spirits, take damage for others, enter an almost unbreakable defensive stance. At High-Sequences, they can mix powerful concoctions for enhancements, healing, or apply various effects, conceal their intentions, transform into mercurial liquid, identify weaknesses in others, and bend light to hide their presence. At Sequence 2, they can use the "Twilight", the light of decay.

The power of the Twilight Giant pathway is also related to waning: matter and spirit will decay, collapse and perish.

Death Pathway

The Death pathway is notable for its powers related to the dead and spirits. They can create zombies, summon spirits to fight for them, resist cold and decay, travel through the spirit world, communicate with the dead, and have enhanced abilities to fight the undead, wraiths, and other evil spirits. At High-Sequences, they can resurrect and instantly kill their enemies.

Darkness Pathway

The Darkness pathway has powers related to the night, soul and sleep. They gain strength during nighttime, can pacify souls, enter others' dreams, cast Area-of-Effect sleep spells, see in the dark, and suppress their enemies' moods and desires. At High-Sequences, they can host evil spirits within them, control darkness, shift a certain area under the state of secrecy, erase or hide things, and give misfortune to others.

Red Priest Pathway

The Red Priest pathway seems to be centred around causing man-made disasters and catastrophe. It contains war-related abilities. They are experts with fire, traps, have enhanced strength and agility, can find and attack weaknesses, they are good at plotting conspiracies, and can provoke others into losing control. At High-Sequences, they can transform into a blazing meteor to travel quickly, and control the weather. One of the core abilities of the Red Priest pathway revolves around fire.

Demoness Pathway

Demoness pathway seems to be centred around causing natural disasters and catastrophe. They have excellent agility, have powerful ritual and curse magic, are good at assassinations, can manipulate invisible threads, incite people to cause crimes and inflict disease. At High-Sequences, petrify things, spread plagues, and control natural disasters. One of the core abilities of the

Demoness pathway revolves around mirrors and manipulating the world within them.

Paragon Pathway

The Paragon pathway specialises in knowledge of the natural world and crafting items. They have excellent scientific knowledge, historical knowledge, mechanical knowledge, can create powerful Beyonder weapons, and have an intuitive knowledge of using and avoiding the drawbacks of sealed items. At High-Sequences, they can pour their spirit into objects they create to give them life, comprehend mysticism with science, alter the laws of physics and promote the light of civilization known as technology.

Hermit Pathway

The Hermit pathway specialises in knowledge of the mystical and occult world. They have good divination and ritual magic abilities, possess a deep knowledge of mysticism and mysteries, cast traditional spells, scribe scroll spells, as well as conjure and manipulate the stars. At High-Sequences, they are able to see and hear hidden existences easily, self-create spells, travel the spirit world, drain power from mystical knowledge, and foresee the woven fate of a person.

Wheel Of Fortune Pathway

The Wheel of Fortune pathway is adept at manipulating fate, luck, and probability. They can control luck, store luck and release it, make people unlucky, perform and counter divination, predict the future, gain increased bodily control, and manipulate disasters. At High-Sequences, they can make the certain uncertain, trap people in an endless loop of fated events, and avoid danger by restarting the encounter or through reincarnation.

Mother Pathway

The Mother pathway has plant and earth-related abilities. They also dabble in the field of healing and genetics, in terms of both physical and soul body. At High-Sequences, they can induce their surroundings to flourish quickly and create chimaeras/crossbreeds, ordinary humans, and various constructs such as golems. They can also deprive life force from targets and their surroundings to return them to the earth.

Moon Pathway

The Moon pathway has powerful healing abilities, as well as enhance biological targets. They can create powerful healing and buffing potions, tame animals, regenerate, and cast darkness spells. At High-Sequences, they can summon things or people from a far distance, and increase the negative energy and spirituality of a region to release monsters and evil spirits.

Black Emperor

The Black Emperor pathway manipulates rules to suit their interests. They are proficient at loophole exploitation, possess extreme physicality, use bribery to achieve various effects, distort words, actions, and intent, disorder all sorts of things, and dominate others. At High-Sequences, they could exploit abstract laws, manipulate the environment to their advantage, magnify the effect of their actions, isolate the location from the outside world, and infinitely resurrect if "Their" order was still in place. Sequence 0 can endlessly resurrect and cheat death if "Their" order still remains.

Justiciar Pathway

The Justiciar pathway is about defending 'Order'. It is strong at setting laws and punishing lawbreakers. They can set up rules that will inflict punishments if broken, directly attack minds and souls, recognize people supernaturally, detect abnormalities, and use all kinds of weapons and explosives. At High-Sequences, they can negate other Beyonder powers and supernatural phenomena, and enforce order upon chaos. They can also set 'Verdicts' and 'Rules' and any sentence they speak in mystical language can be set as a rule for their targets to follow.

Chained Pathway

The Chained pathway has different types of mutant abilities, but they're also cursed. They can summon zombies, jump through things with reflections, resist bullets with powerful defence, possess others, control ghosts, cast

death-related spells, regenerate and heal themselves, and sacrifice rationality for more power. They have high strength, speed, and defence, but have some difficulty in controlling themselves. They also lose power or control during the full moon. At High-Sequences, they can control every nonliving thing within a certain radius and hex their target, turning them into harmless animals.

Abyss Pathway

The Abyss pathway has demonic and devil-related abilities. They have high strength, perception, can cast ritual and sacrificial spells, control and corrupt the desires of others, detect danger intuitively, increase in size, resist mental, poison, and curse attacks, and buff themselves for more strength and defense. At High-Sequences, they can make their enemies lose control on their desires, and corrupt others with their voice.

Characteristics Info

A Pathway, or Path of the Divine, corresponds to a series of 10 named potion formulas that give access to supernatural and mystical powers. Once a being has drunk a potion, they are said to have become a Beyonder of that pathway. Each pathway belongs to a group containing one or more neighbouring pathways, which a Beyonder can safely switch within at High-Sequence. At the end of each pathway, only one Beyonder can attain divinity and become the unique True God of that pathway.

On Earth, there are 22 Standard Pathways that each possess 10 Sequence levels from the lowest Sequence 9 to the highest Sequence 0, for a total of 220 different Sequences. Each Sequence contains its own abilities, and each pathway has its own authority. Pathways are not limited to providing solely offensive or solely defensive capabilities but expand in scope and variety as one advance in Sequence. Different pathways can do very different things, ranging from utility abilities such as divination or equipment crafting to a powerful offence such as weather or spirit control.

There are 11 levels called Sequences that start at Sequence 9:

Title	**Sequence**	**Info**
Great Old One/Outer Deity	Above The Sequence	Sequence 1 and Uniqueness of each Pathway in your Pathway Group and corresponding Sefirot.
God	0	Sequence 0 requires obtaining the 3 Sequence 1 Characteristics and Uniqueness of your Pathway

High Sequence	1	There can only ever be 3 Sequence 1 Characteristics in a single Pathway
	2	
	3	
	4	
Mid Sequence	5	
	6	
	7	
Low Sequence	8	
	9	