

Conquest of Elysium: Necromacer

By moorege24

Welcome to Elysium, the greatest continent to exist and a terrible place to live. You are someone with a complicated relationship with death, whether having met them already, or seeking to manipulate it to your own ends. Regardless you are a necromancer in one form or another. Necromancy is widely considered a lesser form of arcane might in the land of Elysium, a starter magic for young children reanimating small animals, before moving on to bigger and better things like the great gouts of fire that pyromancy grants. You, however, either never grew out of that childish wonder at the defiance of death, or saw something within the eddies of magic that showed the true potential for the arts of Hades. Go forth oh great commander of the undead legions, march your rot ridden host against any who would defy you and claim the power of undeath for yourself.

Take 1000 Hands of Glory to power your ambitions.

Start Location:

Elysium: Free
Elysium is the land with which most beings, presumably you as well, inhabit. This realm is one where humanity, for the most part, rules supreme. A great empire cast across the land to set laws and governance, magic schools of every variety, petty kingdoms and lords, forgotten lore and secrets, and plentiful fields of the dead. This is the safest, and one of the best, places to start if you seek to raise an army of shambling warriors, and lead hordes of ravenous plagued. The lands of Elysium are diverse, including every terrain conceivable with portals and cracks that show unto other planes. Elysium is a nexus of power and influence, are you ready to cast yourself out and try your luck in conquest, fledgling lord of death?

The Sky: Free
The residence of the distant lords of the sky. Winged men wielding powers of storm. This plane is less a true plane and more an extension of Elysium, just as Agartha is. This is a whimsical realm with floors made of drifting clouds, flying castles, rainbows, maelstroms, and flying forests.

Agartha: Free
The deep dwellings of the world. An entire under-world, in the literal directional sense, filled to the brim with its own history, inhabitants, wars, and death. Endless winding tunnels, guarded by the things within, perhaps you wish to start your true practice of the death-arts in a place more obscured from the world above. Do be careful, for you are not the only one plunging these depths.

The Primal World: +200 Hands
A plane reflecting the old insanity and ferality of ancient Elysium, a place of danger, but a far cry from the potential problems found in many of the other planes. Pick your battles carefully, avoid the ancient and the numerous and you shall most likely prevail. A fine place should you seek the corpses of beings such as giants to serve as warriors.

Aztlan: +200 Hands
Aztlan is the realm in which the priest-kings believe their gods and dead live. This is a realm of six distinct worlds. One for each of the Teotls, gods. The first world is the cloudy, drifting realm of the Teotl of the sky. The second world is the marshy and wet world of the Teotl of rain. The third world is an endless battlefield soaked in blood ruled by the Teotl of war. The fourth is a dark and desolate place, the moon reigning above, for this is the realm of the Teotl of night. The fifth is a dead and ashen realm, ruled by the Teotl of the dead. The final realm is one filled with blood and celebration for it is where the mother of the Teotls resides, the mother of blood and sacrifice. Choose one of the six worlds to begin in.

The Celestial Plane: +200 Hands
The realm where the blessed dead, the agents of EL, and the beings native to the high realm lay. A bright and shining realm, but not the comforting light of joy, rather a shriving light of judgement and truth ministered by the formless EL. begin here at your own risk for EL does not take kindly to interlopers.

Inferno: +200 Hands
The Realm of the unworthy dead and the demons beside them. A fiery and freezing realm ruled by seven demon lords, warring in the ashen field of pandemonium until the day of promised apocalypse. You will find very few allies, and even fewer opportunities to survive in this hostile plane.

The Elemental Planes: +400 Hands
Four opposing realms made up entirely of their namesake elements, fire, water, earth, and air. The realm of fire is made up of fields of ash filled with burning flames and belching smoke. The realm of water is a great endless ocean. The realm of air is a space made entirely of clouds and storms. The realm of earth is a dark and crushing place made from stone and soil. This is the realm where many of the giants and titans of old were sealed away. The few that remained on Elysium devolved, while the souls of the dead titans were buried and chained in Hades.

Hades: +400 Hands
The Realm of the Dead, ruled by the former Inferno Lord, Orcus, the Prince of Death. This a realm that mirrors Elysium nearly exactly in all ways from buildings to terrain with the notable exception being the inhabitants, which include the souls of the dead, the shambling soulless, the banes and their bane-lords, the long buried Tartarian Spirits, and more. This is a dangerous realm, driving the living that travel here mad while also rotting the flesh from their bones. Should you be alive do be careful in choosing this start.

The Void: +1000 Hands
A realm of madness and insanity, where time, direction, and logic are meaningless. The lack of coherent functional base laws are not the worst part of this realm, what dwells within the void is far more dangerous. Pick this at your own risk.

Era: Choose one

Dark Age: The era after the primal times. Elysium is a wild, magical, and untamed place. The dwarf holds are still standing in this era and the largest settlement you will find are towns as cities have yet to exist. The barbarians are first landing upon Elysium and the great forests dominate it.

Agricultural: While cities are rare the land is more tamed and settled, hamlets and villages are abundant and the elder mysteries have started to vanish as civilization rises.

Empire: A great empire rules Elysium, filling the land with cities and temples, humans roam and build great citadels, they wage war on a level unseen, the wilder things have all but faded and humans rule supreme

Fallen Empire: Calamity and war Unparalleled have brought ruin to Elysium. Battlefield and abandoned cities litter the land as the undead roam, spawned from the blood shed in the fall. Humanity fights for survival in an accursed land.

Monarchy: Humanity has recovered from the end of Empires and now make fortresses and kingdoms in the ash, an era of rebirth for mankind as they carve a new home for themselves.

New Empire: Humanity reborn in full having shed the terror and loss of the fall, a new empire ruled by a council has risen to claim ownership over Elysium, though they still fight the terrors of the fall, it is now but echoes of a distant tragedy.

Age and Gender:
Pick any

Origin/Race:

Soulless: +400 hands
You are a soulless, shambling, corpse. Unable to grow or wield magic, barely able to control your body divorced of spirit. You have very few things going for you, the first is an inability to feel pain or suffering. The second is that , should you die, you will simply rise again unless your corpse is destroyed utterly, be aware you cannot heal and so any wounds received will remain and build upon itself.

Wight: +200 hands
Wights are corpses inhabited by already passed upon spirits, not always the same spirit that came from the inhabited body. Wights, while able to cast magic, have a lesser capacity for it over other loving and dead beings. The body of a wight is more formidable than that of a living being due to the energies that a spirit produces reinforcing the flesh. A wight when slain can seek a new body within a specific time frame or be banished back to hades. Perhaps keep some soulless on you to possess should the worst happen.

Shade: 0 Hands
Shades are insubstantial spirits that, upon their death, become divorced from memory and identity. As a consequence of this upon reaching hades they are reforged and reborn as living shadows walking as an ethereal threat. Shades are born with a natural inclination towards the dark magics, a distinct school from necromancy, and thus are often employed as both support wizards and shock soldiers for lesser shades by necromancers. A Shade lord leading an army of his lessers is nearly impossible to see much less fight.

Necromancer: 0 Hands
You are a practitioner of the Stygian arts. Whether you were one destined for greater arcane studies that failed to reach them, a person who never grew out of the childlike wonder of seeing a corpse live again, or a man desperately searching for a way to bring something lost back, you all share one thing between you, the study of death and how to defy it. Necromancers come in many flavors but all aspire to the crowning achievement of the stygian arts, lichdom, and further demi-lichdom should you desire it. Study the art of death, summon creatures from the realms of hades, and lead an army of the shambling while attaining immortality along the way. The other school may look down on you but you will show them all.

Bane: 200 Hands
Banes are undead native to Hades, empowered by Orcus to serve as his soldiers and commanders. Bear a blade that butchers the living and raises them anew as undead, clad yourself in armor as dark as death itself, and serve the Death Prince in hopes of achieving greater power.

Tartarian Spirit: 400 Hands
In the aftermath of the God's war many of the titans, kings of the giants, laid dead with their spirits free to wander. This would not stand for even after death they were too great a threat. These souls of the ancient titans were thus bound in unbreakable chains and sealed beneath the soil of Hades. Masters of chthonic magic, geomancy, as well as the stygian arts, necromancy, after having spent untold eons in the silent darkness beneath the earth, the only respite being summoning and enslavement to a necromantic master. You are one such spirit, free of your prison, what shall you do with this freedom, vengeance, justice, or perhaps just peace.

General Perks:

General knowledge: Free
You have general and common knowledge of this world and the beings that inhabit it, this does not include forbidden, ancient, or mysterious lore but simply what everybody knows. A necessary thing for if you didn't you may find yourself burning to death as fought what you thought were normal dogs, that turned out to be hounds of the inferno.

Sanity Retrieval: 100 Hands
Necromancy is an art quite taxing on the mind and as such the vast majority will eventually go insane by virtue of being a necromancer. This perk will slowly restore your sanity to a ‘normal’ state at a rate of roughly 5% per month.

Command: 200 Hands
You are experienced and learned in the ways of command, you know how to lead, organise and control a large number of soldiers to an effective degree. This is an important perk if you wish to have higher ambitions and carve out your own kingdom among the madness of Elysium.

Guilty minds: 400 Hands
You can identify people who have committed what you perceive as crimes and of what variety and severity. This may be an important perk considering Hands of Glory, the cut off hands of despicable criminals, are an important ingredient to many of the higher level necromantic rituals due to the dark energy they are steeped in.

Sense of Death: 600 Hands
You know precisely how many deaths occurred, when they occurred, and of what variety in a given area that you can perceive. You know exactly how many corpses exist in an area as well as how many are usable and for what purpose they have a use in. a very useful perk for someone seeking to raise a tide of undead.

Origin Perks: 100 Hands perks are free for chosen origin all others are discounted by 50%

Soulless

Shambling Horde: 100 Hands
You are one of the many, an unending tide of rotting flesh washing upon the realms of the living. By yourself you are weak enough to be defeated by even an unarmed man, but fighting alone is not what you are good at. The soulless come in hordes numbering in the hundred or thousands, burying their foes beneath a fall of meat. You share this proclivity, gaining strength when fighting with a group. You gain strength equal to 5% base power up to a max of 200%.

Reassembly: 100 Hands
You are not alive, and as such do not grow or heal. This may cause significant problems if not remedied, this perk is the answer. You may now harvest the flesh of those you have slain to both heal your wounds and augment your strength. You will never be as powerful as the living version but an undead giant is still a giant.

Dementia Theory: 200
While necromancers serve as the source for many of the undead wandering Elysium, they do not account for all of them. This is where dementia theory comes into play, the theory states that the memories of a living being will sink into the flesh and bones of that creature, so when the soul flees the body 'remembers' being dead. The problem arises when the body, after a long period of rotting, 'forgets' that it dies but 'remembers' how to move, thus, do the dead rise again, divorced from a soul. You share this property, should your body, or any variation/copy of it, perish, it will eventually fall to dementia theory and rise as an undead ally if you have found existence beyond it. If you don't have a soul this perk instead will resurrect you in a weakened and soulless state, acting as a one-up.

Plague Of The Ravenous: 400
Another common source of the undead is the Curse of the Ravenous, a common tactic used by necromancers to make a quick, self-replicating army. This plague will make a few initial individuals into ghouls, an ever hungry form of undead that seeks to feed on the flesh of the living, the problem is that when the living die to the hands of ghouls they become a ghoul, and ghouls despise the taste of undead flesh, an ironic thing for the ever-hungry dead. You now possess the ability to start this plague and spread it to any who fall beneath your attacks.

Unending: 600
You are a being of pure flesh, you have no soul, or spirit, or energy. You are a gaping hole in the life of the world, always taking, never giving. There are very few benefits to this, except one, you are eternal in truth. You cannot die in a way that matters for you are bound to what makes your form. If you die, you rise again. If you are crushed, you live a living blob of flesh. If you are dissolved you become a slime of rot. If you are vaporised, you are an undead cloud. You cannot be defeated by any conventional way, and even many of the unconventional will fail to stop your unending march. You are a dead thing, denied rest, for there is nowhere your kind may sleep.

Wight:

Body Hopper: 100 Hands
Despite appearance, the soul within a wights body is the true self, the body itself is closer to a puppet. You have the ability, in times of crisis, to leave your body and possess a nearby corpse, making that your new body.

Necromantic Focus: 100 Hands
While not the strongest magicians or necromancer, wights have one thing in particular going for them. They act as a focus for deathly energies, a veritable portal to hades. This means that as a wight, or in the presence of one, any energy, magical or not, associated with death and the dark becomes magnified to unseen heights.

Twiceborn: 200 Hands
There are many ways to make a wight but the most common is the ritual of the Twiceborn. This ritual may only be cast by a living being on itself. The ritual requires an are of high magical potency to function and its true effect kicks in only after the caster dies, whether that be two minutes later or two centuries after its cast. Upon the casters death the spirit will be ripped back to the place of cast, and shunted into a body, rising as a wight, should a body not be present they will rise as a ghost until they find a suitable corpse. You can now cast this spell at will and designate any location as your ‘recall point’, you may change this point at any time but the old one will be erased.

Soul Powered: 400 Hands
The strength of your body and abilities are now directly tied with the power of your soul. Wights become stronger and tougher than normal living beings do to being bathed in the raw soul energy, now so do you. Your soul will multiply the strength of all other powers based upon its ‘strength’. This is hard to quantify though due to the nebulousness of the soul so interpret this how you wish.

Barrow-King: 600 Hands
The Barrow kings, the Spectral lords, the Draugr Jarls, all share one thing in common, elemental power. You may choose one of the elemental disciplines, fire, air, water, earth, and master it. Your magical potential in all schools now increases alongside your necromantic power, and as your dark power grows your ability to use other magic becomes stronger.

Shade:

Memory Lost: 100 Hands
You have no memory, identity, or purpose, you are a shade, a being of not being. Born from the absence your passing left and the fury of a piece of yourself gone forever. Should you ever have yourself be changed, or lost, or written anew whether in soul, mind, or memory some part of you will endure and live again. This does have the effect of being surprisingly effective at stopping effects that kill you retroactively, as the loss of you in that instance would make a new you.

Shadow Clone: 200 Hands
Your shadow is alive, for you are your shadow. You have the ability to manipulate a shadowy clone of yourself, made of your actual shadow. Should you perish you will become this clone of yourself until the day you gain a new body.

Ethereal: 200 Hands
You are an insubstantial being, this means that the physical is more of a suggestion to one such of yourself thana rule. This perk enables you to avoid physical strikes entirely, with only magical ones able to attack you. This also means that anything delivered *through* a physical medium, with the exception of enchanted weapons, will fail to harm you in a meaningful way.

Dark Rising: 400 Hands
You are one of the few beings able to travel to and from Hades with little issue. Walking into shadows of the grim castles of death and emerging in a shadowed forest. This perk enables you to travel at will to the afterlife present in whatever setting you find yourself in, as well as travel to the land of the living should you be in the afterlife.

Shadow Of Death: 600 Hands
You are literally the shadow death l;eaves in its wake and so shall the shadow answer to you. You have absolute control over shadow and darkness within your direct vicinity. This allows you to drown others in shadow, command shades without contest, interrupt dark magics, and hijack any abilities that rely on such things to function. You are the lord of shadow and the darkness is your weapon.

Necromancer:

Unassuming: 100 Hands
Necromancy in Elysium is seen quite differently compared to other settings. In Elysium necromancy is one of the lesser arts of the arcane seen similarly to how entry level positions in the workforce are seen, the magic you learn before moving on to bigger and better things. Even many children of Elysium learn small Necromantic cantrips to raise rats and sparrows as party tricks. This perk brings that lesser status with you, no matter how great a threat you may pose, or how powerful you grow, you will be ignored and dismissed until you take direct action that would cause concern. Perfect for those that want time to prepare.

Finger Of Death: 200 Hands
You have a very common ability among the undead within Elysium, life steal. You can emanate a short ranged aura around you that slowly siphons the vitality of those around you to heal and reinforce yourself. Use this wisely.

Bind The Dark Ones: 400 Hands
You have the power of binding, a common thing necromancers that don't wish to go batshit insane learn. The act of pulling power from the dark energies and animating corpses is taxing upon the minds of the living, and thus binding was learned. Binding is the art of cutting out the middleman, summoning a dread creature straight from hades and binding it to your will. You know how to summon and bind a creature at a glance, but knowing and doing are two very different things.

Raise The Legion: 400 Hands
You, at the beginning of every jump, are given the knowledge of what occurred at and the location of every great battlefield in the setting. This perk also grants you the knowledge of the ritual of calling the legion. Going to one of these locations and performing the ritual will raise EVERY dead being there to serve as an army at your beck and call.

Lichdom: 600 Hands
You are granted the ability to, at will, perform the ritual of lichdom and demi-lichdom. Lichdom binds your soul to a ‘heart’ either the literal thing or an important personal object, this heart will recreate you at its location should you perish. Lichdom also has all the benefits of being undead while boosting necromantic magic. Demi-lichdom is only for the truly dedicated, as it reduces you to an immobile skull glowing with necromantic power, the heart is still present and functions the same. Demi liches have two main benefits, despite being immobile, the first is another boost to necromantic power. The second benefit is an art known as ‘lichgating’, lichgating is something only demi-liches may do and allows you to, at will, instantly travel anywhere in the universe where death has occurred, over any distance without limitation. Lichgating can be a little inaccurate and you may end up a mile or two away from your intended location but you can either try again or raise an undead to carry you further.

Bane:

Swordsmanship: 100 Hands
A rather simple and straightforward perk, this grants you complete mastery over all forms of swordsmanship.

Juggernaught: 100 Hands
You are unstoppable. By which i mean you cannot be stopped or slowed by any effect besides an actual physical barrier. Stunning power slides off of you, slowed time can't grip you, ice melts as it tries to freeze you. You will not be stopped, for your lord demands death.

Dark Knight: 200 Hands
Banes are the chosen of the underworld and as such must be ready to lead its legions to war. When you lead a group every member of that group gains strength and power proportional to your practice in the dark arts. The dark arts are stygian magic, chthonic magic, black magic, shadow magic, blood magic, and dark prayer magic.

Bane-Fire: 400 Hands
You are a lord of the dead, and so do the bane fires rise at your passing. You have the ability to summon and control bane-fore, as well as convert mundane flame into it. Bane-fire is the flames of Hades, a cold, eternally burning flame that rots and necrotizes all it comes into contact with. Drown them in your flame, or lord of the damned.

Chosen Of Death: 600 Hands
You are a chosen champion of the dreadlord, and thus are engorged with his dark blessings. These blessings not only reinforce your physical and spiritual self but enable a form of what is known as ‘planar immortality’, actually a stronger version of it. The way planar immortality normally works is that should you be slain outside of your home dimension you will reform in it but be slain in your homeworld you will die. Your version however functions in a way that, should you be slain, you will reform in the afterlife even if slain IN the afterlife. Only with the lack or destruction of the afterlife will you truly perish.

Tartarian Spirit:

Terror incarnate: 100 Hands
Your very presence inspires a bone deep terror in anyone who looks upon you. This fear is potent and perfect that even the most hardened of veterans will flee in fear of your towering form. You are the original lords of the land, you remember the God's war, you remember being chained, you remember being buried, they will fear your anger and hate.

Never Chained Again: 200 Hands
You have had a long time to think of how to escape, uncountable eons in fact, in the silent prison of stone and mud, buried deep beneath even where the dead sleep. You are a master escape artist, and you know exactly how to escape any prison. The way to freedom may take a thousand years to accomplish but you have waited far longer than that before.

The Bones of the Earth: 400 Hands
You have spent ages buried in the mud and muck, so long that you have not just learned of it but become a part of it. You are a ruler of the chthonic depths and the earth answers to you, you can control the element of earth at will and summon elementals associated with it to serve as soldiers.

The Power Of The Elder Things: 600 Hands
You are the original necromancer, the lords of death before the exile of Orcus. You know every spell, ritual, chant, art, and possibility in relation to necromancy and death and you have the power to perform them. You are less a living being and more pure deathly energy constrained to a physical form, able to raise legions with a wave of the hand, slay cities with a stare, and open a portal to the netherrealm with no effort. You are dead and you are coming.

Unbound, Unchained: 1000 Hands
You are restored, whole, alive once more. You are restored to how the titans once were so long ago, when Ba'al, your great father, first walked the lands. You are now akin to a minor deity of undeath, able to control all undead, free or not, at will. You have your own realm of death just for you and have further amplified and strengthened deathly power. You are the children of the dark one, and you shall show them why you were chained.

Items:

General:

Supply Of Gold: 100 Hands
Gold is the very lifeblood of Elysium, it is the currency used by everyone that lives in the realms from the mighty Troll king, to the Guildmaster, to the Pale ones, to even the Dryads. Gold is an important commodity for many reasons and can get you many places. You will be given a small supply equaling fifteen coins and receive another each month. This may not seem like a lot but most farms and villages only make one or two gold coins in a month so it is quite a substantial sum.

Hands of Glory: 200 Hands
Hands of dead criminals, steeped in the energies of death and darkness. An important reagent for many rituals used by the necromancers of Elysium, as well as feed for familiars and ghouls. This crate contains a supply of one hundred Hands that refills monthly for your own usage.

MIne: 400 Hands
A large mine containing a wealth of iron, gold, and precious gems. A very important resource for the people and nations of Elysium, including the trolls and their allies. This mine is deep, producing up to fifteen gold coins, five units of iron, and eight units of a gem of your choice (Fire rubies, water sapphires, earth emeralds, or sky diamonds). This is an incredibly important landmark that many will want and seek to take from you, its veins of materials will never run dry and it has a defensible position allowing for effective protection. A cadre of workers to operate it are given freely, keep in mind they will not fight for you.

Guard Tower: 600 Hands
A large and well fortified tower that stands alone, a perfect location to ward off the malicious powers that wander the land as well as serve as a forward location should you seek your own conquests in Elysium. The guard tower may also serve as a place from which to recruit soldiers for any purpose you desire.

Fallen Capitolium: 1000 Hands
The Capitolium, the great capital of the empire that controls Elysium. The Capitolium lies in ruin, an age of war and death has brought the empire to its knees. This megacity, many square miles in size, is collapsed and crumbling filled to the brim with undead and their summoners. Ghouls, soulless, longdead, wights, vampires, ghosts, phantoms, spectres, dragolich, and even a few bound tartarian spirits roam the city. The necromancers open the doors to apprentices willing to learn while practicing personal projects and readying for war, the living people do their best to ignore the walking dead, and the sentient dead celebrate a victory in Elysium. This is all yours.

Soulless

Rotten Tunic: 100 Hands
A rotten but sturdy tunic you were buried with, it will last a lifetime, then beyond that.

Bronzed Armor: 200 Hands
Sturdy bronze armor that fits you perfectly. Offers decent physical protection and minor magical protection.

Bronzed Weapons: 200 Hands
Weapons forged from bronze, while not the best in the world they are nigh unbreakable and will serve you until your final rest.

Farm: 400 Hands
A farm, swarming with the soulless dead in the earth below. You own both the farm and the land where your kin are buried in the earth, ready to rise and devour the living.

Cemetery: 600 hands
A massive cemetery where many thousands are buried. This cemetery is special in that as you empty the graves new ones will replace them. This offers an unlimited source dead for whatever purpose you desire in the future.

Wight:

Apprentice Robe: 100 Hands
Wights are, much of the time, apprentice necromancers who perished after completing the twiceborn ritual and so wear robes apprentice robes in reflection.

Ritual Knife: 100 Hands
A Bronze knife made specially for rituals involved in the dark arts. A perfect sidearm and arcane focus for an amateur dark magician.

Bone Amulet: 200 Hands
An amulet made from the bones of the dead. This does two things. The first is an improved inclination for the dark arts, especially necromancy. The second aspect is a mild protective enchantment against any effects that would age you or cause you to rot.

Temple: 400 Hands
A, Formerly, holy temple, now desecrated for the purpose of necromantic magics. This place serves as a convergence of unholy energy leading to a fine ritual location and safe haven to lead a war from. The temple does also include some corpses of priests and saints to do with what you wish.

Barrow: 600 Hands
A large and sprawling set of barrows containing an entire legion of dead just waiting to be exhumed and reanimated. The exact makeup and contents of the barrows varied depending on the terrain they are present in. In a desert they would bring forth an army of mummies, in a tundra a draugr legion is held within, and so forth. The barrow refills every year.

Shade:

Shade Blade: 100 Hands
A shadowy, Ethereal Blade with the capability of phasing in and out at will. A fine weapon for a creature of insubstantial nature.

Shadow-Stone: 200 Hands
A dark and smooth orb of pure shadow. This stone grants enhanced shadow magic power and the ability to shift the current holder to the underworld at will. This stone does not bring them back to the land of the living

Twisted Figurine: 200 Hands
A small idol made from dead trees and the blood of the unworthy. This figurine contains within it three shades to be summoned and commanded by the holder of it. The figurine also increases resistance for the darker magics.

Tablet Of The Underworld: 400 Hands
A large stone tablet with two major uses. The first use is the tablet contains a list of every dead in the world that is currently present in the underworld. The second is the ability to open a temporary portal to the underworld at its location. It also comes with four shade beasts to guard it.

Shadow Sanctum: 600 Hands
A great, dark tower shrouded in the shadows of the dead. This location comes equipped with a shade legion. This tower constantly outputs smog and shadow, darkening the land around it and giving favorable terrain to you.

Necromancer:

Masters Robes: 100 Hands
Robes of a master necromancer, practically a uniform among your king that signifies you have grown beyond the menial duties of an apprentice and gone on to sign the menial duties to apprentices.

Skull Lamp: 200 Hands
A lamp formed from the skull of a dead necromancer. This lamp can serve as both an arcane focus, specializing in the dark schools, and as a convenient source of light.

Gallows: 400 Hands
The gallows are places in the land of Elysium where the populace go to hang the criminals of the world. This item gives you control of the local gallows where the common people, after the hanging, will collect the hands of the dead for anyone wanting them. Since you control the item the one getting the hands is you. The gallows will never run out of criminals to hang and serves as a steady source of arcane reagents.

Library: 400 Hands
A dark, towering library filled to the brim with the arcane secrets and knowledge collected across the world. A fine place to gather with friends and debate the intricacies of the dark arts and how best to utilize them. It is also the perfect place to study the dark arts.

Dark citadel: 600 Hands
An immense fortress, carved completely from dark slate, onyx, and obsidian. An near impenetrable fortification that constantly outputs dark energies, resurrecting any nearby dead to serve as defenders. This seat of your kingdom also has the walls of unlife, draining and then resurrecting any foes who get near the walls. This is your to do with as you wish.

Bane:

Bane-Blade: 100 Hands
An immense, Dark blade forged from stygian iron. This sword is nearly unbreakable and glows with the unholy power of bane-fire, never dimming or extinguishing.

Bane-Armor: 100 Hands
The armor of a dark warrior of death. This armor, forged from stygian iron, is nearly black in appearance, nigh unbreakable, and completely protective of your body. Able to ward off minor magics as well.

Bane-Fire Torch: 200 Hands
A torch of ever burning bane-fire. This torch enhances any fire control power as well as serves as an inexhaustible source of the necrotic flame.

Cloak Of The Damned: 400 Hands
A bleak cloak worn by the Bane-Lords, this cloak grants supreme protection from the holy magics of beings such as EL and the Dark God Ba'al. This cloak does not give invincibility only great protection so, should strong enough magic appear, it will crumble and fail.

Crown Of The Dead: 600 Hands
THis crown grants absolute authority over the dead and damned. This crown forged from the fingerbones of the dreadlords allows you to command all undead, spirits, and souls without contest.

Tartarian Spirit:

Soil Of The Deep Earth: 100 Hands
A jar of soil, harvested from the deep earth beneath Hades. This soil serves as a powerful reagent for magic rituals relating to both the earth and the dead. This refills at the end of each month.

Spear Of The Titans: 200 Hands
A Spear befitting your size. Forged from the bones of your foes this spear glows with bane-fire, rotting all who would defy you.

Chains Of Tartarus: 400 Hands
The unbreakable chains that once bound you, serving as a symbol of your enslavement. These chains are your to do with as you wish, they are truly unbreakable and impassable. The chains can hold the ethereal, the divine, the demonic, and more. Use them carefully for not even you can harm them.

Crown Of Ba'al: 600 Hands
Your ancient father, Ba'al the dark god, called your kind to Elysium in the old days for a rain of blood and terror. Now the crown of the hidden one is yours to wear. This crown grants authority over all giants as well as knowledge of blood rituals native to Elysium. The crown also augments all forms of magic when worn. It does induce a desire to devour human flesh so do be careful.

Nexus Ancient Darkness: 1000 Hands
This is a nexus of power flowing through the lands. Specifically this nexus is one of the ancient dark powers. This nexus, guarded by dread legions, augments any dark spell or ritual by four times when cast in its vicinity.

Companions:

Companion Import: 200 Hands
Import a companion and gain **600 Hands** to use for such an endeavor.

Nightmare: 100 Hands
A horse often rode by dark knights and magisters. Faster than a living horse and having the ability to breathe bane-fire they will swerve as a useful mount.

Soulless Wanderer: 100 hands
A surprisingly coherent soulless wandering the lands with a singular goal in mind. Track down and reunite with their spirit. A noble, if near impossible, objective.

Shade Beast: 200 Hands
A hound of Hades, one of them at least, that can become ethereal and travel far faster than a living beast. A leal and loyal hound unto death and beyond.

Wight: 200 Hands
A former necromancer apprentice who perished after the twiceborn ritual. While bearing a decreased capacity for magic they still wish to further their education.

Grandmaster Necromancer: 400 Hands
A fellow master of the dark arts, particularly the necromantic ones.. They have only a desire to learn, grow, and raise an army. Their ultimate objective is lich ascension.

Bane-Lord: 600 Hands
A Bane-lord, towering over their lesser kin at twice the size of a man. A master of dark magic and legion command. Their army will follow them anywhere they go.

Tartarian Spirit: 800 Hands
A Tartarian Spirit that has somehow been freed of their prison. They are grateful for such a thing and seek to be truly free forever. They will never be bound again.

Orcus: 1000 Hands
The lord of the dead and damned. He was once a prince and lord of Inferno before he murdered and raised his own demons. The other lords saw this and exiled him to Hades where he now rules uncontested as the king of undeath.

The Hungering Tide: (Soulless Required)
You are but of the many hungry dead. Devoid of soul, life, and death you have one desire above all, the flesh of the living. Your goal is to take a horde with you across the lands of Elysium and extinguish all life there. The scenario will be complete upon the death of the last living and sapient creature on Elysium.
Reward:
Your reward for completing such an endeavor is twofold. The first is that now souls are irrelevant to you, you don't need one to exist and any negative effect it may have does not exist. The second perk is complete control over the hungering curse. A plague that spreads among corpses, raising them and instilling a desire to eat the flesh of the living.

Revitalised: (Wight Required)
You have been slain and stunted. As a wight you can never reach the power of your better in the same amount of time. Your goal is to find a way to solve the wight's conundrum either through finding a way to truly resurrect or by finding a way to remove the drawbacks of wightdom. The scenario is complete upon solving the conundrum.
Reward:
Your reward is twofold. First you can never be reduced in any way whether through death, plague, curse, binding or other such things, never will you be less than you are. The second reward is the ability to grant such reduction immunity to any friends through a necromantic ritual.

The World Cast In Shadow: (Shade Required)
You are a shade and as such are born from the shadowed dark. You think the world is a little too bright and wish to change that. The goal of this scenario is to complete the rite of the black sun, and extinguish it, turning the world into a dark and frozen landscape. The scenario will be complete upon successful completion of the ritual.
Reward:
You will be given a few rewards. First the ritual of the black sun is yours to keep and use at your discretion. The second is that all the shades in ELysium are now a legion for you to command and carry with you. The final reward is control of the ritual site, which carries the dark sun itself with it.

MIne To Conquer: (Necromancer Required)
You are a necromancer, obviously you gotta try and take control of the world. Your goal is rather straightforward in this scenario, conquer Elysium through any means necessary.
Reward:
Elysium in all its glory is yours to do with what you will. As a side bonus you learn and know all necromancy rituals and have increased magical potency.

The Dead For The Dead: (Bane Required)
For too long has Hades, a realm of the dead, been controlled by a foreign demon of the Inferno. You seek to overthrow Orcus and supplant him as the king of all dead and ruler of hades. The scenario completion is predicated upon two conditions. First, Orcus must be either dead or impotent. Second, you must control all of Hades. Should these conditions be met the scenario will be considered complete
Reward:
Nothing less than Hades itself. And everything within is yours as a reward as well as ascension to minor deity of death.

Free At Last: (Tartarian Spirit Required)
You are a titan, and you miss your siblings. Free them all from beneath Hades and this scenario will be considered complete. This is not easy, and may not be possible but you must try. For being buried beneath the earth is a truly terrible thing
Reward:
Your reward for this seemingly impossible task is loyalty unending. The Tartarian spirits know what you have done for them and, as such, see you as their king and lord. They will travel with you and serve as an army that can, and has, broken gods.

Drawbacks:

Pixel hunting: 100 Hands
The world of Elysium appears… kinda low rez. The entire world is made of pixels, and not particularly high quality ones. This doesn't really do anything except maybe give you a headache.

Longer stay: 100 Hands (repeatable up to ten)
A rather straightforward drawback that simply extends your stay by ten years per purchase up to a maximum of ten times.

Wilder: 200 Hands
The world is just a tad bit darker, crueler, and more aggressive. Hateful moose, giant spiders, purple worms, and roaming hydras and now far more common and aggressive to about triple what would be standard.

Elemental Fury: 200 Hands
The world trembles for the elementals are leaking through the veil. About double the amount of roaming elementals compared to standard are free and traveling Elysium. They are aggressive.

Portals galore: 400 Hands
Several portals to various planes open across Elysium, while by themselves they are not particularly dangerous it can cause occasional problems like a roving god or chained titan walking through and wreaking havoc before being put down. This may even be an opportunity in the right hands.

Diseased: 400 Hands
You have the plague. It's terminal. You will slowly decompose while still alive, as a troll this will simply weaken your regeneration to complete uselessness but if you are any other race you better get either a proper healer or some magic of your own to keep yourself alive.

Forgotten: 600 Hands
You lose all powers from previous jumps for the duration of your stay. Thats it

Hunted: 600 Hands
The Empire has come again and they HATE you. For the duration of your stay you will be relentlessly hunted by the Empire of Elysium. They will send vast legions, high level mages,m and any monsters they can acquire to try and kill you. Hide or fight, it doesn't matter, all you need to do is survive.

Apocalypse: 800 Hands (repeatable)
The Apocalypse has come to Elysium and it is great and terrible in its majesty. When selecting this a random apocalypse from the list below will be chosen and you can take it again until all apocalypses are active.

1. **The Fury Of EL:** The seven seals lay broken and the world weeps for it. EL is free and so are the lords of hell. Plagues of demonic locusts and monstrous frogs descend upon the world. The forests burn and the armies of both inferno and the celestial realm march to war. Survival may not be possible.
2. **Fury of the Elements:** The four elemental planes, fire, water, earth, and air, for the very first time are in alignment, they seek the destruction of Elysium. Unending legions of elementals, led by the elemental kings and queens, rise from various portals across the realms.

3. **Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn:** The High Cultist and his loyal followers, aided by the lords of basalt, have called forth the gods of the void. Terrible beings such as Hastur, the King in Yellow, now walk the land destroying all in their wake. Breaches to the void spill forth endless hordes of abominations from the deep void.
4. **Ants:** The ants, they're everywhere, in a secluded part of the world a monstrous ant colony will be created. If you don't stop them they will grow and expand to devour the entire world.
5. **Ba'al Returned:** Ba'al,the ancient lord of sacrifice, blood, terror, and fear. He is returned and incarnated upon Elysium. The sun turns red with blood, the world shudders as titans, new and old, walk the land to devour the people. Ba'al has come and with him comes the new reign of terror.

Primal Return: 800 Hands
The time has come, the world is returning to the way it was so long ago. In the beginning of your stay all will appear normal but the longer you stay the more things warp and change. All the planes are slowly merging into one, as they were so long ago.

God's War: 1000 Hands
The gods have begun to war once more. The great and terrible event that sundered the old world has begun anew, all the planes have marshaled their forces and begun the long war against each other. You are on the side of Elysium by virtue of living there. Good luck.

An End, Or A New Beginning:

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