Doom – The Dark Ages Jump

Revelations Edition

By FancyFireDrake



All the power of Hell... cowering before one man.

The Doom Slayer is the righteous defender of creation against the never ending legions. From the moment he was released from his sarcophagus, he rampaged across Mars and Earth alike to deliver humanity from evil. Rage is his sword and shield that would eventually strike down the great Dark Lord Davoth himself. But how does one man even become such a being? A lone marine who rose to the occasion when the innocent needed a dark knight of blood and fury? There is only one place that can be considered as formative to him as hell itself: Argent D'Nur. A medieval realm of warriors who were doomed to fall despite their greatness.

The days of hell's final defeat are in the far future, but the demise of the Argenta is on the horizon. Hell is being rallied by the ambitious Prince Ahzrak, searching for the Heart of Argent to achieve ultimate power. The Maykr's, seemingly benevolent and heavenly beings, grow fat from the deal they struck with the demons while being worshipped by the Argenta. And through it all beings of terrifying cosmic might await their resurrection, an unholy alliance between Ahzrak and a Witch unleashing never before seen horrors.

Welcome Jumper, to the Dark Ages.

You will start on the same day that the Doom Slayer is sent out to defend the Village of Khalim from the forces of Hell. Take these **1000 CP**. Now go forth and prepare yourself for the war to come.

Origins

Whose side are you on? What defines your life and existence? Are you a warrior for your people, a hellish abomination or a much stranger creature? Make your choice below. Perks and Items associated with an Origin are Discounted by half for said Origin with 100 CP Perks and Items becoming Free. The same is true for options specified as being Discountable for certain Origins.

Outsider (Free): You do not belong here. What makes you think you could be a part of any of these factions? Perhaps it is because in your wake the world itself shakes. You are like the Slayer, a simple man who ended up in conflicts beyond his comprehension, only to set out to become the nightmare of all that is evil. Prove your strength and the course of the war itself could change and you might just find a home.

Argenta (Free): A proud race of warriors, the Argenta would only be remembered as an ancient relic in many years. A force that while formidable ultimately fell to the demons after being betrayed by one of their own. But these times have not come yet. With your people you will fight to the last against all that threatens Argent D'Nur. With some luck the Dark Ages may pass with your world intact.

Demon (Free): As beings driven by rage, hatred and the desire to cause suffering, you are the scourge of all creation. Perpetually your kind seek out new worlds to conquer and slaughter. Prince Ahzrak is currently in the process of attempting to claim the Crown of Hell. Will you be a formidable servant who makes his ambitions a reality? Or will you claim the Throne for yourself?

Maykr (Free): For presenting themselves as angels, the Maykr's are thriving the most when suffering is at its peak. Hell harvests souls and gives them their tithe of energy. The Argenta are still oblivious to their true nature and revere them as figures of worship. Even if this is a Dark Age you alone will prosper under the guidance of Khan Maykr.

Cosmic Being (Free): Everyone's understanding of reality is so pathetically limited. They are not aware of the true greatness that you had your eyes opened too. Like the Witch Ulsamir you are from the cosmic realm, currently allied with hell to chase your own inscrutable purpose. May all succumb to madness when they see your designs unfold.

Perks

Architect (800/600): There was one demon who the Slayer encountered who was unlike any other. He was his guide throughout Purgatory, helping him escape and forging the Praetor Suit he would from then on wield in battle against hell. He was the Architect, one of the last remnants of Jekkad serving Davoth and now considered a Wretch by his own kind. His sheer skill at creating is something to behold and one you yourself are equal to. Simply through your thoughts you can conjure up monuments and infrastructure, though also able to stop them from being created on a random whim. This is still but a party trick compared to what you can do at your best. Enhancing the most ancient of weapons. Forging a Suit that even the Slayer would be glad to have. Entire realms and prisons meant to break the soul with no escape would be more difficult, but only because it would take you time to create, not because it is out of your reach. What will you use these gifts for?

If the price in CP is too much for you to pay you can instead sacrifice some of the perks power to purchase it for **600 CP**. You lose the ability to instantly manifest constructions through your thoughts. On the bright side you will not have your hand stolen.

Outsider

Walking Armory (100): No need to settle on just one weapon to bring into battle. With all these fun toys to play with, it would be a shame to leave any behind. You have a sort of 'pocket space' in which you can store all your weaponry that you can hold in your hands and isn't much larger than yourself. No storing an Atlan on your person but a gun as large as you is fair game. You can at will take them out and switch whatever you have with barely a second of delay, likewise not weighed down by having more weapons than a battalion on your person. Ammunition is also stored in this space, automatically reloading into your weapons.

Slayers Best Friend (100): There is more to you than being a living superweapon. It may seem surprising at first but the same hands that can tear apart demons can also nurture life. You are excellent when it concerns taking care of pets of all shapes and sizes. From the most adorable of bunnies to the strongest of dragons, you know how to optimally take care of them, in turn earning their adoration and loyalty.

Rip and Tear (200): Combat is an art and you are an artisan most brutal. You can identify weak spots in body and armor alike, having a gut feeling for what weapon best destroys certain shields or is most useful against certain enemies. You know how to end confrontations efficiently and quickly as well, moving through the battlefield one body at a time.

Exploration Benefits (200): The battlefields are vast and numerous. Yet next to the soon to be corpses of armies lie valuable resources. Simply by proceeding on your quest, you will be able to find materialistic benefits. Need ammunition for your weapons? Some stray bullets seem always just a few corners away. Resources you need for your more exceptional weaponry will also be present, if rarer, and no one but you seems to notice or make use of these things. Not only that but occasionally you may even find new weapons on your travels, just waiting to aid your righteous crusade. Other things like gold and jewelry can also be gained this way. Curiously exploring the nearby area never seems to be detrimental to your current mission, even if time is of the essence.

One Man Army (400): They are legion. They are many. But all the numbers of hell are useless against you. When you fight the numbers of opponents only matter in regards to how high your body count will grow. Bringing to bear hundreds of enemies means nothing. As long as you can kill everyone individually, you will have no problem killing them as a team.

The only thing they fear (400): Men fear demons. So what is a man who makes hell quiver in terror? Your sheer ability to terrify your opponents is unparalleled. It does not matter if you fight the corrupt, the emotionless, the dark or the sociopathic, there is no one your actions can't cause dread. The more you do to destabilize the enemy, the greater this fear will be, to the point that slaying a leader will make the rest of the army panic completely and cripple their organization. It would be understandable if

your allies likewise would be unnerved, alas you have the benefit of deciding what your deeds will cause for emotions in them. You may be a nightmare for hell, but for those you defend you can be a pillar of hope, making them fight even harder in your presence.

Master of Weapons (600): The many exceptional weapons that can be found in these lands all yearn to be put to use in your hands. Though one could always fight using nothing but their own fists, there is no need to neglect the powerful engines of war. You are an instant master whenever it concerns weaponry you encounter, knowing how to best utilize them. It doesn't matter if they are simple guns, great mech suits or even stranger artifacts found in hell and beyond, you can use them all the same. You can use them safely as well no matter their making or origin. Guns that whisper to you with madness won't do so for you and even something that is infinitely dense can be swung around by you with casual ease, simply because it is a weapon even if you yourself can not lift something of such power. They will never need maintenance either, the only thing you may need to do being finding enough ammunition to keep using them.

As a final benefit, weapons you use will always retain their usefulness. Even if you could do more damage with a punch than with a bullet, all your weapons now at least scale to your own strength, remaining viable.

Righteous Rage (600): They are rage. Brutal. Without mercy. But you? You will be worse. Rip and tear, until it is done. Your relentless rage is the same as the Slayers, an omen of death for all that is wicked and vile. Through your wrath, you yourself are empowered, becoming stronger, faster, more durable. If you were truly and genuinely livid beyond all rhyme and reason even the mightiest of demons empowered and godlike could fall to your blade. Despite that your anger does not work to your detriment, allowing you to think clearly and battle with strategy in spite of the raging storm within. Your wrath is protective as well, your soul impossible to taint or corrupt. Even the most unshakeable of mind control, physical restraints and spiritual enslavement alike can eventually be broken by your anger. Even death itself is something you can surpass, rampaging through the afterlife to return back to the world of the living if you truly connect with your rage.

Revelations (800): For all his power and legendary reputation, even the Slayer could be brought down. Broken and defeated, it's when a man has nothing that his true worth and will is shown. The Slayer became truly unstoppable when he once again allowed himself to be a mere marine, Flynn Taggart, and face the sins of his past. You may not be unbreakable, but you are something far worse to your enemies. You mend. Like a Phoenix from the ashes you can come back from anything. Any torment you suffer, any defeat, is something you can come back from. It does not matter how broken your mind, body and soul seem, you can once again rise from hellfire. When you do, your enemies shall realize that escaping your doom only made you greater in some way. Overcoming traumas serves to enhance your fighting capability. Most

notably your mind and soul defenses will be steeled, rending you immune even against whatever could have pushed through your defenses the first time. Your sealing is perhaps the only way to avoid their doom… but even then once per Jump you are guaranteed to escape one such seal. The chains and locks may break or someone else stumble upon your tomb, but you will return. Until it is done.

Touched by Divinity (1000): There is another. Another who has ripped and teared his way through hell itself and become worthy of ascension. You have been placed in the Divinity Machine and like the Slayer been imbued with incredible power, ageless and mighty. In terms of physical prowess, you can equal the Doom Slayer himself, likewise having his skill in battle to call your own.

But there is more to the true nature of this power, as you have been imbued with a shard of the Dark Lord Davoth. It is this piece of divinity that fuels your power, also allowing you to grow in power by slaying and destroying, absorbing souls, demonic essence and argent energy. This power fuels your health, but can also do the same to things like your armor, weapons and reserves of energy. Unlike the Slayer, who may lose this power or at the very least fall unconscious if he slayed Davoth, this Perk makes this power part of your being without such side effects.



Argenta

Argenta Training (100): The Argenta are a culture of warriors. Battle is omnipresent in their way of life. Therefore it is only fitting to ensure you belong. You have the basics of Argenta training, able to match the average soldier at the very least. This also gives you the kind of mindset necessary for a combat confrontation, allowing you to remain coolheaded and not be squeamish in the face of extreme violence.

Trial by Combat (100): The most capable warriors are usually seen as the ones most fit to lead. You can not be anything but exceptional as a fighter to be King and the Night Sentinel's followed the Slayer into battle because of his own competence. Even the Slayer earned his current reputation among the Argenta by virtue of proving his skill. This Perk ensures that you can retain this aspect of Argenta culture. By showing your own ability to fight and fight for someone's cause, you can gain their trust and even climb up the ranks of leadership.

Princess (200): Thira may be the Princess of the Argenta but she is all but exclusively referred to as Commander. Yet she does have the empathy you would expect of a royal woman who doesn't make war her entire life, being nothing but cordial to the Slayer. Even his dragon Serrat's own wings were sponsored on her orders. All that to say that you have a similar skill in empathy and making choices for the betterment of your fellow man. Even someone hardened by countless tragedies and war could be made to warm up to you.

Betrayer's Remorse (200): Valen's desire to bring back his son is in the not so far future and with it the seemingly inevitable doom for the Argenta. Seeing as his son was turned into a vessel for the Titan, Valen will undoubtedly regret what he is going to do. You won't have to worry about past regrets, as you have a gut feeling for when something you do will backfire. You will never know how badly exactly and how it would manifest, only that this is something you would in the future wish you hadn't done.

Night Sentinel Training (400): The Night Sentinel are the warrior elite of Argent D'Nur. Their skill was so great they even managed to teach the Slayer valuable lessons and if not for the treachery of Valen they may have won. It could be that you studied with them or were a part of them as your skill manages to match any single Night Sentinel. More than that you excel at fighting for the defense of your people and Kingdom, seeing your competence boosted proportionally, as well as being hyper specialized in slaying demons.

Royalty (400): The noble bloodline of the Argenta has spawned many exceptional warriors, starting back with King Ormero. Are you perhaps another child of King Novik and his late wife or in some other way related? You are recognized as royalty of Argent D'Nur. This gives you both authority in their armies, as well as an increased affinity for war and combat as a whole. In future Jumps you may opt to become a part

of a similar royal bloodline, gaining some sort of affinity for whatever it is they specialize in or that makes them stand out.

Wise King (600): Being strong is one thing. Being qualified to lead quite another. Fortunately you are not lacking in either department. You have the kind of leadership skills that can make an entire Kingdom prosper, combined with the strategic mind needed to defend your people. You can wage war against forces vastly outnumbering your own without losing track and make the most of what you have available. This also allows you to put logic over your own pride and realize when something needs to be done and who is most deserving of support and rewards. As a final benefit your leadership and strategy skills now roughly scale to your own combat prowess.

Mortal Machines (600): The minds of mortals are a wonderous thing. Though determination and battle prowess is what is keeping the legions of hell at bay, it is intellect and craftsmanship that is enabling brave warriors to fight to their fullest. You could make the finest of scientists, engineers and weaponsmiths of the Argenta look at you with awe and respect, as all the technological achievements of their people are yours to replicate. All you need is time and resources to replicate everything from the most humble of shotguns, to the greatest of Atlan's. The wonders of technology can also be used to repair the flesh, allowing you to fashion potent prosthesis that can match if not surpass the original biology of your subjects. The Slayers own mount Serrat can attest to the benefits of mechanical wings. It is also worth noting that you are good at making science coexist with mysticism of all kinds, the power of logic further improved by the arcane.

Plan Ash (800): There comes a time where politics and faith must be cast aside. When change is a necessity, even as it burns down all you ever knew. It is fortunate that you are prepared for this. You are capable of coming up with plans and contingencies that seamlessly see you escape the control of others, taking the most important allies and resources with you. In one moment you serve false idols, in the next you push them and their followers out of your city. But more than that, you and your people are tenacious, proud and furious. You will be naturally more effective at striking back against those who sought to control you. Even if you shall lose? Some fragments of your Kingdom will still survive the end. The effort to wipe out every trace of your group is more than it is worth really. Meaning that perhaps one day, they can march against hell again.

Soul of a Goddess (1000): It seems Commander Thira is no longer the only one who has this strange gift. In ancient days, the Elemental Wraiths were refuges from the Cosmic Realm and were worshipped as Gods by the Argenta before the Maykr's appearance. Nowadays they have been killed or tortured, yet one soul still resides within the Princess of Argent D'Nur. And now within you. While it might take time to fully awaken and realize your abilities, you now hold within you immense power. With a mere exertion of will you can skewer legions of demons on tentacles of pure energy. This is the power that allowed Ahzrak to surpass all demons of these lands

when he trapped the Commander and harnessed her power. What will you achieve with it?



Demon

Infernal Terror (100): Evil never sleeps and why should the most deplorable creatures in existence be exempt? Your capacity for aggression is as limitless as your stamina. You never tire, always able to continue fighting unless killed.

Eternal Damnation (100): The tortures of hell are endless in their anguish and creativity. Pain and agony are your bread and butter as you are an expert when it concerns the age old art of making others suffer. From the body to the mind to the soul there is nothing about a person you can't make experience pain. Welcome them to Hell. Welcome them to eternity.

Power of Hell (200): Not all demons are the same and you do not need to satisfy yourself with being a weak imp. This Perk gives you the benefits and abilities of a more considerably powerful demon. Though you won't be a juggernaut, the likes of a Hell Knight or Mancubus can be considered your equal. This can be bought multiple times but only the first purchase is discounted for Demons.

Deal with the Devil (200): Who else should they turn to when desperate? From Valen who wishes to resurrect his son, to the Witch and her desire to bring her God back, many are the fools who sought to deal with hell. How can they not when you are so good at preying on their needs, flaws and desires? All but the most stalwart and cautious fall for your deals, only seeing how badly they were fooled when it is too late. Of course if you feel generous you could uphold your end without any side effect, gaining perhaps their loyalty in return. But when has a demon ever considered honor?

It should be noted that this Perk also only gives you the social skill to manipulate, not the power necessary to uphold whatever you offer to do.

Greater Demon (400): Be proud of your power, for you are truly blessed. Further enhanced than most of your kind, you are in the upper echelons of what a demon can be, few kinds standing above you. Whether you are enhanced with machines or hellish sorcery or even a more eldritch touch, most are better off running instead of facing you. This can be bought multiple times but only the first purchase is discounted for Demons.

Torturous Siphoning (400): The limitless potential of Argent Energy is not gained without blood, sweat and tears. Mainly those of your enemies and victims. Much like how the torturing of souls creates more essence, you find that any attempt to gather resources that comes with the suffering of another gives more than it normally should. While this is especially true for the likes of Argent Energy, you can put the benefits of this Perk towards all resources. Now get to work.

Damned Designs (600): Hell's plans are as catastrophic as they are great. No area of existence is outside of their reach to manipulate and shape. Perhaps fitting given Davoth created it first. You are one of the best examples to show how all

encompassing and corruptive hell can be for the living and material alike. You can twist the flesh and soul of your enemies, turning their former bodies into more demons for your armies while the soul gets tortured for fuel. Beyond that you are greatly skilled in all manners of demon magic and construction, knowing how to replicate their engines of war. Even better, you can do miraculous things like bringing the dead back to life, resurrecting even Gods from other realms. This resurrection has a steep price however, though it is not one you shall pay. Hell doesn't give without taking and all that is brought back is far more easy to control and shape. Even a mighty Elder God would be stripped of their free will and made into one of your many legions or a mere son be made the beating heart of a Titan.

Prince of Hell (600): What an ambitious Prince you are. Ahzrak may have competition in gaining rulership over all of hell as you can call yourself an equal to him as a fighter, schemer and leader. Those of demonic origin are naturally inclined to follow you and your plans to manipulate from the background till everything is right for you to take to the field are shockingly effective. Just don't become careless when you think victory is within your reach.

Henchman (800): It may come as a surprise to hear but even in hell loyalty can be rewarded. Belias, for his tireless work in support of the High Council, eventually would be gifted power, becoming an instrument of their wrath as the Henchman and one of the biggest threats the Slayer has faced in these times. This Perk may just let you replicate such an incredible feat of ascension. As long as you faithfully serve someone, they will recognize your acts of service and acknowledge you as loyal and trustworthy. Even a mere priest could get the combined acknowledgement of the six terrible demons, especially because with this Perk you will always know how best to serve your superiors.

Beyond that, you are the perfect vessel with which to enact the will of your leaders. Your loyalty will be rewarded as those you obey will grant you benefits. These will mainly be in the form of being gifted power, though could also take other shapes. But why would you want anything else when the raw might at your fingertips is so grand? You can easily channel and intuitively utilize power that is being given to you, even retaining them when your leaders are no longer actively fuelling them for you. More unique abilities, like the ability to gaze into the trauma and souls of another, can likewise be obtained by you if those you serve elect to grant it, or even perhaps letting you figure it out yourself from your connection to them. Let their will be done.

Titan (1000): Demons being unleashed on a world is naturally an apocalypse, but few are the demons mighty enough that their very existence is an Armageddon. And yet here you are with all your horrible power. You are a Titan, but not just any Titan for you are a match to the Icon of Sin that Valen's son would one day be turned into. Your power borders on the absurd and comes with certain unique abilities just as potent, like the Icon of Sins presence naturally dragging the Universe into hell with time.

Perhaps you are not a real Titan, not as large, but you are more than a match for any Titan Class like being.



Maykr

Free Will (100): On paper, no Maykr Drone is supposed to be capable of going against the will of their leader, a few exceptions notwithstanding. That being the case does not mean you must be as pliable. Your free will is your own, even the hive mind-like connection of the Maykr's unable to make you act in a way you don't want. So much for a grand design. As one final gift you are also not at risk of degrading because of the natural Transfiguration process.

Job Security (100): Not everyone who is in a position of power is so because they deserve it. Kreed might be the embodiment of incompetence and yet it took too long before he was cut in half. Like him, as long as the rough 'quota' of whatever assignment you are on is met, you can be assured to keep your job, rank and title, regardless of how incompetent you were in all other things. Mind you, you can still be demoted or even killed for more severe screw ups. Like say betraying your allies or pissing one of your underlings off one too many times. Try not to be too lazy.

Fat and Prosperous (200): Are those leeches beneath your robes or did you simply grow this fat on riches and opulence? You are able to siphon a considerable amount of wealth, riches and resources from anything you are able to govern or oversee. Curiously what you take for yourself will never cut into the 'bottom line' and impact things negatively. As long as you don't overdo it. There is only a certain percentage you can take while still enjoying the protection of this Perk.

Disavowed (200): A single individual should not reflect on the collective. That was the opinion held by Khan Maykr once Kreed's actions came to light. Fortunately you can likewise make it so single individuals and their mistakes do not come back to you, making it so people will put the blame on them not you. You might even be able to get away with engineering others to take the fall for your misdeeds now and then.

Bishop (400): Do you enjoy your promotion Maykr? You better as you have gained the esteemed position of Bishop among your kind. You have a place of authority in the religion, enough to be given considerable resources upon request and leeway to operate as long as you do your duty and fulfil your quota for energy gathering. With this also comes a body that can rival Kreed Maykr's own, capable of shooting various powerful golden projectiles. In future Jumps this gives you a guaranteed position of authority in one faith of your choice, though not at the top.

New Gods (400): Before there were the Maykr's, the Wraiths were the object of worship for the Argenta. And now here they are, all but a rare few still bothering to keep that history alive, most others having begun to worship the angelic Maykr's. You are able to quite easily undermine any local religion. In record time you can make people abandon their faiths for yourself or a religion you want them to support, aided of course by active showings of superiority over the 'old ways'. Only the fiercest of non-believers may remain in willful ignorance but even then your new faith is sure to

be dominant. That is not to say your new flock will never turn against you. Give them enough reason to think you have ill intentions for them and they may abandon you.

Eternal Engines (600): The closest thing to ‘heaven’ known to the people of Argent D’Nur is doing quite well on the sacrifices of entire worlds. They find worlds for the demons to harvest and in return gain some of the energy gathered. The demons are ordered to not completely wipe out a world unless stated otherwise though, only the majority of its people to ensure they can rebuild and once again make for a valuable harvest spot. You are able to likewise make such arrangements. An equilibrium of suffering where you keep the population just high enough to recover but vulnerable enough so their fate is entirely decided by you. Any resource gathered through such means is more plentiful, the cycle of bloodshed fiat backed to be most worthwhile. Only truly extraordinary circumstances, or one man's rampage, could ever break this engineered stalemate.

Heavenly Handiwork (600): Maykr science could easily be mistaken for divine miracles. Between their utilization of space-folding technologies, their skill at using Argent Energy and their terrifying weaponry, their intellect has created many wonders. Wonders you can replicate as you have encyclopedic knowledge of all Maykr technology. More than that, you are very good at uplifting and making better any society or land you find, only needing more resources and something to base your developments on. Isn’t this worth delivering countless worlds to hell in order to reap the Argent Energy? Of course you could potentially discover a way to make a synthetic alternative to it and other esoteric energies like Samur Maykr would one day.

Evolution (800): You are evolving. The unification of worlds could never happen without bloodying your hands. But isn't it worth it? Where would countless civilizations be without their gods? The cruel march of evolution is your friend. The suffering of others always serves you. The humiliating defeat of a Prince makes a Council accept your terms. The assassination of a King keeps his people in line (for a while at least). A new soldier pushed to the breaking point as he is augmented will see him be stronger. Heretical world's suffering increases your own prosperity. If another suffers, the result is always going to be more advantageous for you than if they hadn't. At the same time this cruel order you work towards and promise still resonates with others. A Kingdom may defect but some of its warriors will still call themselves your flock.

Khan (1000): How can this be? There is only meant to be one leader and Supreme Ruler of the Maykr’s, yet your nature is that of Khan Maykr herself. Though the will of the Maykr’s here is mostly done in the form of Bishop Kreed with Khan herself making no appearance, you can be considered her equal. Around you is a shield at all times, divine protection that takes truly exceptional amounts of damage to falter. You can rain down holy fire and light on your enemies, making them repent for the crime of challenging you. But the greatest benefit is your authority over the Maykr’s.

You rule them like a true Queen in a Hivemind, able to direct them and summon them to your aid. The current Khan may take offense to a new Queen appearing so be warned.



Cosmic Being

Forbidden Knowledge (100): You are at home in the place where logic goes to die. Whatever the feeble brains of mortals can not handle, you are well equipped to comprehend. You are immune to insanity, capable of interacting with anything of eldritch and cosmic nature without harm to yourself.

Strange Traveler (100): Nobody knows how to traverse the unknown as well as those who inhabit it. Though the cosmic realms space is naturally strange, you have no trouble walking it. You always know exactly where to go and turn to reach your destination, regardless of space and physics itself being confused.

Colliding Dimensions (200): The Temple of Lomarith is filled with the remains of those unlucky enough to enter a weak spot in reality. In contrast to hell needing portals and rituals, the cosmic realm opens its gates seemingly at random. You now have a similar ability, able to weaken the barriers between dimensions. This is random at first and will take many eons to fully master but already you can find and identify soft spots where the boundary between dimensions is weak. Why you may even be capable of closing them or making them intentionally, though that would require an immense amount of power not innate to you with this perk alone.

Embrace the Chaos (200): Great are the benefits one can gain from contact with the eldritch. The forces of hell surely enjoy the additional firepower. At least the ones who weren't subjected to the energies themselves and watch their corrupted brethren battle. You do not need to worry about sharing such a fate, as corruption no matter the source only gives you the benefits and none of the downsides.

Death May Die (400): Your home world is strange, yet on the edge of oblivion. It is a dying cosmos that is decaying without the aid of your Gods. If it is a small comfort, you yourself won't share its fate. You are immune to decay and entropy, even the kind that brings entire realms into oblivion. Even powers and energies you channel enjoy some benefit, as even if the original source is gone, what you retain from channeling it once will last longer than it should. Perhaps even enough for you to find a replacement if you pace yourself and ration wisely.

Cosmic Corruption (400): The corruption of the cosmic realm is very unlike that of hell. Just being within strains the mind, matter and soul of all who come into contact with it. Less a situational hazard, its nature is more intrinsic ontological and appearing even around cosmic objects separated from the realm. You are now able to replicate this corruption yourself, channeling eldritch energies within you. The effects of the corruption work in accordance with your intent and rely on your own power. Naturally you yourself are immune and can choose to spare whatever you don't want to see corrupted.

Cosmic Craftsmanship (600): Man despairs at your creations for against the minds of the cosmos, Argenta knowledge is insignificant. You have the intellect to recreate any

of the things or weapons seen in the cosmic realm, only requiring time and resources to do so for the likes of the Chainshot, Dreadmace and BFC. Your Kingdoms can be made from impossible higher geometric dimensions with passageways that see the laws of space and physics as suggestions.

Witch (600): The deranged Ulsamir and her unholy alliance with Ahzrak is part of why the world is on the brink of destruction. Eldritch power infuses her and now you as well. You are a living conduit for the dark magic of the cosmic realm, capable of using it to empower yourself and perform many acts of vile magic. Most notably is your ability to cheat death, temporarily creating vessels for your spirit to inhabit as it resides in the cosmic realm.

The Imprisoned (800): At the birth of the Cosmic Realm, when energy and matter coalesced into form, Xal'Goroth awakened. The cosmic beings power was as grand as it was terrifying, making the ancient Wraiths deceive and seal him away. What would they think when they saw you? Though you may not be as mighty as Xal'Goroth himself, you inherited what makes him such a horrific threat to all there ever was and will be. When you stir, reality itself trembles. With the cold finality of a mathematical equation, you simply by existing can change your surroundings into forms beyond comprehension. And that is without you actively doing something to work towards it. Existence is merely clay and in your presence it is destroyed and reformed as you desire.

Old One (1000): You are no mere worshipper of the cosmic. You are one of the great gods from the starless void. Your true body and nature is that of a God from the Cosmic Realm. Your might is terrible and great as deserving a Chaotic Divinity, matching any Titan blow for blow. Your psychic power is incredible and in combination with two more of your kind you could make truly inescapable prisons with the power of your mind. You can control energy to create weapons, teleport, create translucent doppelgangers that can draw in enemies in their surroundings before exploding and open portals from which tentacles launch towards your enemies as directed by you. Who knows what other vile techniques your might is capable of. Additionally the Cosmic Realm is dying with your absence, which is why you will find any realm you own being saved from decay and stagnation as long as you are alive. Something that is all but guaranteed to remain the case thanks to your immortality. You simply do not die. Ever.

There is unfortunately one problem with your immortality. This Perk does not grant you a healing factor by itself. You will need to rely on other means to be brought back to life if your body is destroyed. Rest assured, unlike the Old One your will can not be enslaved by whatever means brought you back.



Items

All Origins receive a stipend of **+400 CP** to be used on the Items and Armory Section.

Songs of Bloodshed (Free): You deserve to listen to some proper tunes while slaughtering your way through hundreds. You have a full playlist of all Doom songs, both from Dark Ages and beyond, with a mental toggle to have them play whenever you want. This also comes with a specific theme for yourself, kicking off during the best moments and always cut to enhance what you're currently experiencing.

Aesthetics of a Dark Age (100/First purchase Free for your own Origin): Gaze upon the bloody glory of this universe and rejoice in keeping some of it for yourself. This Item takes the form of a design shift for your items and properties, in line with one of the offered Origins. Demons may enjoy skulls and brimstone adorning their possessions, Cosmic Beings tentacles and otherworldly runes and more. You get your Origins design for Free but can purchase this Item multiple times for other Origins and their aesthetics.

Energy (Varies): Not having enough power to fuel your civilization is a genuine problem that can spell the end of the world. In the future Earth would learn this the hard way, their mining operations for Argent Energy unleashing hell upon their Mars station and later themselves. There are a variety of interesting energies in these lands and if you like some can be your own.

The first option is Hell Essence, also known as Hell Energy. It is made up of tortured souls, though you may decide for yourself if they are from the wicked and corrupt or innocents who had the misfortune of being conquered. Demons can feast upon the malignant quintessence, empowering themselves and enacting postmortem reanimation. It is further usable for fueling preternatural abilities and fabricating everything from empowering totems to gigantic Gore nests.

The second option is Wraith Energy, the untainted essence taken from the Wraiths as the name suggests. Used by the Sentinels, they have discovered a variety of usages for it, from powering their machines and spaceships, to enhancing physical abilities.

The third option is pure Argent Energy. The unholy combination of Hell Essence and Wraith Energy. It is likewise incredibly strong, ending or enhancing lifespans, powering all of Earth with but a sliver and creating powerful weapons like the Crucible.

Below you can choose how much of any of these energies you can claim for yourself.

For **100 CP** you receive a single battery. It will never need refuelling but don’t expect to power more than a single thing of note.

For **200 CP** you receive a larger supply, several batteries and storages for the energy in question.

For **400 CP** you have your very own equivalent of a power plant, infinitely generating your chosen energy at a steady rate.

This Item can be bought multiple times and for different levels but **Argent Energy costs an additional 200 CP if selected**.

Riches (100): Even during invasions by hell there is one evil more omnipresent than the infernal armies. Capitalism. Money is good to have. That's all really. Which is why you have a nice supply of pure gold, rubies, wraithstone, platinum and blood iron, about as much as the Slayer himself can find in his travels. In future Jumps the same currency will be replenished, even including in Jump currencies for roughly the same amount.

Rainbow Skeleton Key (200): All these locked gates are downright maddening, aren't they? Always having to find some key or skull to get rid of the latest contrived gate keeping you from your goal. Let these fetch quests bother you no longer. This Item takes the form of a Skeleton Key, as colorful as the rainbow. It is capable of opening any door and gate you may encounter, even those with magical and technological protections. This does only apply to doors and similar so no unlocking literally all locks.

Atlan (400/Discounted for Outsider and Argenta): Some of the finest machines used against hell, the Atlans are thirty story tall engines of righteous destruction incarnate. Capable of being piloted by a single individual they can go toe to toe with Titans and even keep them down like normally only a crucible weapon could thanks to their Sentinel Power Core energy source derived from the Wraiths. Its weaponry beyond their mighty fists and boots include gigantic Gatling Cannons, Grenade Launchers and energy blasts that can be fired from the palms. It appears you have managed to gain King Novik's blessing too, as your Atlan is a Royal version with its mighty Twin Plasma Cannons.

You can summon your Atlan at any time and it will never run out of energy. When not in use it will be stored in a hangar attached to your Warehouse. If destroyed, the Atlan will be ready for combat again in one month.

Harbor of Souls (400/Discounted for Demon, Maykr and Cosmic Being): Death comes for all. Some suffer it sooner than others, yet all arrive in this Harbor eventually. You have your own version of the Harbor of Souls located in the first layer of hell. The souls who land here are trapped, doomed to wander in these halls forever or be ferried to whatever destination and purpose you have in mind for them. The souls of all you or your allies slay end up here automatically, helpless against further torment. The Harbor furthermore automatically latches onto whatever other souls try to pass on, siphoning some unfortunate damned away to be in your care instead.

Sentinel Shrine (400): An ancient altar, seemingly belonging to some of the finest warriors among the Argenta. It is more than a simple shrine, as using it allows you and those you grant permission to enhance their weapons and tools. All it takes is enough wealth. Basic upgrades require gold, more powerful ones rare gemstones like rubies and the most potent even more rare gems like wraithstones. There is a limit to how far you can enhance a weapon with this shrine but isn't it better to have them in any case?

Engines of War (600): Even if some of your allies are one man armies, nothing beats the sheer utility that comes with a proper military. But no military is easily supplied or kept up. This is where this Item comes to your aid. No matter what shape your armed forces take, this gives you the bare minimum for production, upkeep, maintenance and repair for your soldiers and gear. It even comes with a replenishable supply of resources to make additional gear, allowing even a Demon Prince to slowly grow their forces without relying (exclusively) on the sacrifice of worlds.

Soul Breaking Wards (600): In ancient days, Malgareth the Unyielding's Colosseum never lacked in violence. Yet the savagery hid a much more vile art. Now that the Colosseum has become home to the High Council, they would use this secret to do what many would deem impossible. Break the Slayer. You are in possession of these same wards now, able to implant them into a location of your choosing. They allow you and those you permit to look into the very souls of those who enter and inflict torment on them based on their own traumas and sins.

Extra Life (600): Usually there is no such thing as second chances. You mess up, you die. It's the reality of war and hell is not merciful enough to let you try again. This item changes that. In the event of your death or defeat you can trigger this green sphere automatically. You will be brought back to life instantly, all your health restored. Once used up you will have to wait for the next Jump to regain your Extra Life. You can buy this Item up to three times for three chances to cheat death per Jump.

Ultimate Prison (600/800/1000): Sometimes you need more permanent measures of dealing with someone than mere death. This Prison was made with just that in mind. Similar to the Spire of Nerathul that contains an ancient God or the prison the Slayer was put in by Ahzrak powered by three cosmic beings of the highest order, you have access to one such means to permanently get rid of a foe. The Prison is truly inescapable for one individual, all their power meaningless in the face of it. You are free to design the prison as you like, at most being as large as Nerathul with chains to contain a being of titanic size and power and at the lowest as tiny as a Sarcophagus. The only escape possible is through death or someone from the outside releasing your prisoner. To put someone in here you must first find a way to render them vulnerable however.

For **800 CP** your Prison is also possessing the properties of the Sarcophagus that the Slayer would one day become sealed in, cursed to put the one inside into suspended animation, alive but unconscious.

Finally for **1000 CP** your Prison can be more proactive, applied to seal one individual within the Jump at the beginning of it. For the duration of this Jump this feature will not work on the Doom Slayer, Ahzrak, members of the Hell Council and above, the Witch and the Old One.

You get a new Prison with every Jump.

Divinity Machine (1000/2000): How does a man become a God? Perhaps the simplest answer is being granted that right by a higher being. When Samur Maykr made the Doom Slayer ascend into the warrior he is today, it was with aid of this machine. Powered by a shard of Davoth's essence, this divine energy would be fuelled into the Slayer, giving him incredible power. You receive a similar copy of this machine, though one without the essence. Still if you can get your hands on a similar kind of source, you could use the Machine to create or become someone with similar power. Alternatively you may pay **2000 CP** instead to also gain a shard of Davoth's power. The shard will only be usable once per Jump but regenerate in the next Jump.

Outsider

Minifigure Collection (100): Everyone needs a hobby. You have a collection of several action figures depicting you, allies and enemies alike. It will update for every notable individual or enemy type you encounter.

Ripatorium (200): It's best to have a place to keep your skills sharp. The Ripatorium helps you in doing just that. You can use it to simulate combat encounters with enemies over the course of several rounds. Dying during a simulation will simply have you ejected, ready to try again.

Best Friend (400): Wintherins are wonderful creatures. Dragonlike beasts of the skies that were used in battle by the Night Sentinels and hell alike. Much like the Slayer you managed to gain the loyalty of one of these dragons. Perhaps you saved it and it recognized you as its Alpha in gratitude? Your new friend is mighty, every bit an equal to Serrat with a fire breath that can even make Titans explode and enhanced with the best technology that the Argenta can provide, including a set of boosters for increased flight speed and a mounted turret with limitless ammunition. Flying and fighting on them comes naturally to you. Do not worry ever being separated from them as they will return to fight by your side even when slain in battle after one month.

Berserker Power Up (600): Let go of all restraints and inhibitions. Take to battle channeling all your rage. This item will help you in reaching your full potential. Once per month you can make use of this sphere. Temporarily your wrath will skyrocket, amplifying your strength severely while also giving you a minor regeneration and making it so any weapon you use will not need energy or ammunition. This boost doesn't last long, at best only for a single combat encounter. But it will be enough. Rip and Tear. Until it is done.

Argenta

Codex (100): It pays to be well informed about your enemies. This Codex is complete with information on all types of enemies, important figures, items and locations you may encounter in this world. While any secrets, weaknesses, plots or the like won't be within these pages, you will at the very least know the basics of what you encounter. This Codex will update accordingly in future Jumps.

Gladiator Pits (200): This is the only place where a man can be truly tested. The Gladiator Pits are where the Slayer once rose to join the Argenta and you have your very own. Legally, the Pits can be considered a viable alternative to any prison, with those who prove their skill being able to earn their freedom by law. It is also a good place for training, being twice as potent if done here. If bought with **Ripatorium** the benefits of both Items combine.

Sentinel Strike Team (400): Rest easy for you are now fighting alongside some of the finest soldiers Argent D'Nur has to offer. This group of warriors is a dozen men strong and capable enough they are worthy of fighting next to members of the royal bloodline themselves. They have deemed you a worthy leader and will obey your every command. They are further supported by a small group of scientists, researchers, alchemists and mystics who always try to ensure you are best prepared for the challenges ahead.

Ancestral Forge (600): Around the remains of an Ancestral called Eligas the Wise, the Sentinels build this Forge in days of old. Eligas blood can still be harnessed, distilled into arcane fuel to bestow otherworldly power. As you are now the owner of the Forge, you have a replenishing supply of the former. More than that, the Forge can harness the remains of other fallen, enemies and allies alike, to imbue the power they had in life into your creations.

Even beyond this esoteric means for improving your tools, you find any attempt at forging, making, crafting and research is further boosted when done in this forge. In particular it is well equipped to enable the kind of research that mixes technology with mysticism.

Demon

Ritual Circle (100): The power of forbidden magics doesn't always come with a mere hand motion. Certain rituals sometimes need to be done by you or those working for you. This Item should help in ensuring these rituals go smoothly, as you are now in possession of a high quality circle. Imbued with demonic markings, as long as you have the needed requirements any ritual done within this circle will succeed. It does not waver any need for materials or skill, only ensures you do not doom yourself when you fail.

Cultists (200): Pitiable are the foolish mortals who gaze upon your glory and find themselves enthralled. This cult is a hundred mortals strong, lavishly devoted to your every word. They are pathetic combatants, not even worth the effort training, but that is not what they are meant for. They will do your bidding in the mortal realms, doing the rituals you ask of them to bring more of hell to the planes untouched by darkness. If one dies, you find them replaced in one month.

Hell Carriers (400): You need a worthy vessel with which you set out and claim all of existence as slaves. These three Hell Carriers should suffice. Staffed by many weaker demons, several more potent foes and a scant few exceptional ones, the galleons of bone and sinew embody the true horrors of hell. Their presence alone heralds doom and when combined they can even power massive portals to summon more blasphemous beasts from hells depths. Even if you yourself are not King yet, these beings serve you as if you are. Use them to remind the world who really should be feared.

Heart of Argent (600): A small pendant, yet one that can change the very course of the cosmos. Its purpose and origin are lost to the Sentinels though Ahzrak knows of its power and utility. You have your own version of the Heart of Argent, empty yet ready to use. Your pendant can hold any amount of power and energy no matter the source and allows you to wield it as long as the Heart is on your body and in your possession. Unlike Ahzrak who needed the Witches help to siphon Thira's Wraith powers, your Heart of Argent is able to do that naturally. All you need to do is calibrate it to the individual whose power you want to take for yourself and for that individual to be helpless, defeated, unconscious or otherwise vulnerable. On paper your Heart of Argent can channel the powers of more people at the same time but all will need to be put in a similar state. They also need to be kept alive and you lose the power should they die or break free, though you will be given a sarcophagus that keeps your target comatose and in stasis each time you make use of this feature.

Maykr

Scriptures (100): The peons must understand how to worship you best. This Item takes the form of texts and descriptions regarding the best practices to follow a religion of your choice. Helpful when you want to establish yourself.

Servant Drones (200): A small gathering of Maykr Drones that have been assigned to obey you. They are not exactly formidable fighters, but surprisingly good at whatever else you need them to do like operating machinery you want them to manage. They are also making for helpful voices of reason, able to get through to you about what is important even if you are too distracted, or too stupid, to understand.

Orbital Station (400): What should an angel do but look down upon the world from on high? You are the owner of your own Orbital Station like Kreed Maykr himself. It possesses various weaponry and shields for defending against invaders, has enough of the Maykr's space-folding technology for easy flight and take off, as well as being able to quickly and easily deploy warriors to the battlefield. On its screens you can easily oversee the current state of war and its boasting dozens of Maykr' Drones meant for combat designed to protect you.

Tether (600): The Slayer is simply too dangerous to be left to his own devices, yet also too mighty to kill. The Maykr found a solution to make his power of use for themselves. The Tether is the only thing you can rely on if you want to put a living weapon on a leash. Placing it on someone lets you restrain them through energy and control their actions via mind control. Even if someone truly has titanic amounts of willpower to break out of it, the Tether will remain on their person and has one more function. It can double as a powerful explosive, killing who wears it regardless of their power. You get one Tether per Jump.

Cosmic Being

Mysterious Vessel (100): A set of robes as black as the void, flowing on your person as if they were weightless. Beyond making you appear truly ethereal and strange, they are good at hiding your appearance. Though the true benefit of this item is only discovered when one looks underneath, as the veils hide a humanoid body of your specifications. It is excellent at storing your essence, allowing you to operate in the material realm. If destroyed you will receive another after one month has passed.

Unknown Materials (200): What else could the tools of the cosmic realm be but strange? And what could possibly be a worthwhile foundation for such things? These unknowable materials give you at least the answer to these two questions, even if they naturally cause many more. No amount of research can identify just what they really are but they brim with an affinity for the eldritch and dark. You receive a crate of these strange ores and minerals every week.

Piece of the Cosmos (400): From the City of Ry'uul, to the Kar'thul Marshes and the Temple of Lomarith, the eldritch realm of the Witch holds many secrets. Now one slice of the cosmic realm is yours to do with as you please. Located adjacent to whichever dimension you're currently residing in, entering it for you is as easy as walking inside. Within are old temples with which you may worship the ancient gods, your prayers guaranteed to reach them and they themselves taking an interest in your worship. You are not alone in this realm, though need not fear as the dozens of mutated demons touched by the eldritch energies are obedient to you alone. The madness inherent in the realm as well as its strange dimensionality is also something you need not dread, immune to it and if you have some way of manipulating such things you'll find the realm acting according to your desires.

Lost Forever God (600): The Gods are dead. Still, something always remains. Cant help but remain when beings of such might perish. You are now in possession of one such corpse, rivaling one of the Old Gods from the cosmic realm. Surely you can make use of such a thing? Especially since the raw power the deity wielded is still attached to the body. Resurrection is in fact possible, but will only ever leave you with an attack dog of godly proportions, their intelligence and wisdom eternally lost. In future Jumps, you may receive one more corpse from what is a local deity or equivalent being ex nihilo.

Armory

Suit (Free/300/400): You are now the proud owner of your very own suit of armor. It is up to the standards of the Argenta and Sentinels and will do you well as protection in the coming battles. It is further equipped with a life support system, including an oxygen supply for underwater travel.

For **300 CP** instead you can gain the Praetor Suit as wielded by the Slayer. This version is not only virtually immune to all damage, its microscopic receptors attract ambient Argent plasma and dissipate it through capillary tubes to power it. For an additional **100 CP** it is even sporting the enhancements the Slayer wielded by the time of his return to Earth, including a wrist blade and a shoulder-mounted launcher.

'93 Shotgun (100): A favored weapon of the Slayer when he still was more commonly known by his human name Flynn Taggart. A supersized 'Big Game' variant of the 112 Pump Action Shotgun. The 12 pound shotgun is weightless for you even as the 4-gauge cartridge deafens your enemies when you blow a doorway into a wall after pulling the trigger.

Shield Saw (100/200): Offense and defense do not need to remain separated. This heavy shield, searing with heat and sharp blades surrounding its edge, is still almost weightless in your hands while remaining a great bulwark against attacks, allowing you to parry even raw energy, cause shockwaves if deflecting attacks at the right time and throw it with ease. When thrown its recalled with but a motion safely back into your hand, further useful for movement and allowing you to jump to far away spots.

For an additional surcharge of **100 CP** you instead gain the Shield Saw as enhanced through the various Runes the Slayer gained access too, cracking the ground beneath you like earthquakes, summoning daggers of raw aether, creating an automatic gun on your shoulder or even summoning lightning from the heavens.

Chain Spear (200): One moment the stone lay barren, the next you found this strange spear. Rooted in ancient Jekkadian Craftsmanship, it extends its energy blade only to you, recognizing your authority. It will serve you in a variety of ways, reeling you towards your enemies by using a meat hook that can set them ablaze, creating blasts when slammed in the ground, slash away at your opponents and instantly recalling itself into your hands after it is thrown.

Flail (200): A weapon of pure violence, made to channel the ferocity of its wielder in battle. Its chain is indestructible made from Äthrion-Steel and the Inferno Core on the inside allows it to burn all the unfortunate souls that are hit by it, the flames of their suffering spawning additional armor for your defense. It is particularly effective against metal armor.

Power Gauntlet (200): Crackling with the power of lightning itself, this Gauntlet was forged by the Maykr's to boost the Slayers incredible strength and shall now do so

with you. Raw energy crackles and is channeled into lightning bolts with each blow, perfect for raw brutality in close quarters.

Shotgun (200): The primitive ways of earth still have a place on the battlefield against hell, even if it was as reforged embers into a better whole. Originally a relic wielded by the Slayer when he first arrived, it has since then become a symbol against the endless hordes. This replica is powerful in your hands and always a reliable ally, quickly becoming iconic to you and your cause, while remaining potent and viable in any battle with the forces of hell.

Shredder (200): A masterpiece of Argenta ingenuity, this fully automatic weapon is specialized for speed and precision. Steelbolts serve as its main ammunition, catapulted by a crystallized core from the volcanic depths of Kaldrath and flying swiftly and destructively through meat, armor and bone.

Accelerator (200): A breakthrough when it comes to combining Argenta and Maykr technology, the Accelerator is the first of its kind to use a electrothermic core, funneling overheated plasma though its muzzle in a projectile surrounded by a frozen, hardened hull. Upon impact this plasma weapon causes a powerful explosion, while remaining adaptable in battle.

Super Shotgun (300): Inspired by the success of the Slayers rampages, the best engineers of the Argenta were tasked with creating a weapon of pure destruction. These two muzzles of the Super Shotgun don’t just sport incredible power, they are made from the strongest materials in all of Argent D’Nur, capable of withstanding the phenomenal power it unleashes. It is powered by special gunpowder, the fossilized remains of what long ago used to be native animals in their lands. The demons themselves fear this shotgun, for good reason. It shall be their death.

Impaler (300): A relic perhaps of bygone times and ancient crusades, yet effective in new wars all the same. Firing enormous stakes that can penetrate almost all known armor in the world, its weight is a non issue for you, allowing you to prove it is viable even in modern times.

Cycler (300): Boosting the already great power of the Accelerator, the Cycler fires far greater plasma salves through its two generators. These projectiles effortlessly penetrate even the hides of the most stubborn demon.

Pulverizer (300): Few weapons are as dreaded as those that use the skulls of its victims. The Pulverizer is infamously a vile creation of a corrupted cultist, powered by the souls of its victims. Accursed demonskulls are grinded down into shards and rocketed in a wide array forward through the infernal legions. In your hands it feels like the weapon itself relishes the opportunity for carnage.

Ravager (300): A frightening variant of the Pulverizer, using the same accursed skulls but sporting a more concentrated opportunity for carnage. The lethal shards are bundled, fired at higher frequencies the longer it is fired and becoming stronger the

longer its master is willing to pull the trigger. It is said the echo of tortured souls can be heard when it is fired.

Grenade Launcher (300): Forged during the battles of Karath'al, the Grenade Launcher was a decisive change in the fight against the Xyvoran-Conclaves. Originally a stationary weapon, for you its grenades unleash great destruction while remaining dynamic for fast paced confrontations.

Chainshot (400): Pulsing with whispering evils, the Chainshot has been made in the depths of forgotten realms, channeling raw Chaos energies to shoot its projectiles that tear apart reality itself. Supposedly it was created by gods that once controlled the stars themselves. The evil within erodes the mind and only the greatest of wills can withstand its effects. A danger you have no need to fear.

Rocket Launcher (400): Based on the first designs of the Grenade Launcher, the Rocket Launcher became a revolutionary air defense weapon. Powered by Wyntherin-Fire and empowered by the scales of the creature, its models had unstoppable force. Although the Wyntherin was declared holy and later versions lacked its benefits, you have your hands on one of the last Launchers that bear its full might. The dragon forged weapon will serve you well and embolden all dragons that witness its force.

Dreadmace (600): A weapon for close quarters combat which is as mysterious as it is feared. Nothing is known about its origins or the nature of its materials. Crackling with energies beneath the surface and sporting infinite density, its mere presence breaks the minds of those who gaze upon it. For you it shall be a worthy weapon, upon striking your enemies your reserves of ammunition being refilled and should they die after being struck your health restored.

Ahzrak's Spear (600): The favored weapon of the ambitious Demon Prince. It is excellent at allowing you to channel your powers through it, in particular those of the infernal and demonic variety, but that alone is not what makes this spear so dangerous. Forged for the Dark Realm alone, it is fashioned to draw forth memory and pain. Those that are struck by it have the fractures in their souls exposed, causing wounds that allow one to gaze into mental scars. A feature that applies even to those who would normally be resistant, if not immune to corruption of such kind. The skill for it and opportunity must be present for it but negligible requirements given the benefits. This weapon almost sentenced the Slayer to an eternal demise. Wield it with caution.

BFC (600): The Ballistic Force Crossbow. A name worthy for a weapon of cosmic might. Thousands of years ago this was the weapon given to the Argenta to repel a great darkness. What it has done once it shall do again, shooting lances of mysterious energies that cause catastrophic damage to all in its path.

Other Weapon (100-600): All the many options and you still are not satisfied? You may design your own weapon with this option. The power of the weapon is comparable to the tier and price range of what you are paying for. For example: the 600 CP tier could get you something rivaling the BFC. Like say a gun instead of a crossbow.

Companions

Import (100): Face not the legions alone brother. Fight together with those willing to join you on your journey. The Slayer's journey is often a lonely one but yours does not have to be as for every **100 CP** you spend on this option you can import one companion into this Jump. They get **800 CP** to spend and an Origin of their choice.

Export (Free/100): Is there someone you wish to take with you and away from these dark times? As long as someone wishes too, they may join you in your travels. Alternatively you can pay **100 CP** per individual to make sure they want to join you.

OC Companions

All Companions in this Section are optional and will not exist unless taken here.

The Hunter (100/Free Outsider): When a foreign ship crash landed on Argent D'Nur, no one really knew what to make of it. Especially not when this blonde woman in strange armor came out. After proving herself to the Sentinels, she has joined the battle against the hordes of hell. Her past experiences as a bounty hunter serve her well to prepare her for the battles to come but even with her unique skills she is facing a challenge unlike any she has seen before.

The Struggler (100/Free Outsider): Some have a hard day. Others are born as strugglers. Like this man dressed in black with armor that radiates forsaken power. His main weapon is meant to be a sword though it would be more accurate to say it is a raw piece of iron. The creator supposedly wanted it to slay dragons. A feat this lone wolf could easily replicate as you are unlikely to find a more capable warrior outside of the Argenta. He walks a lonely path, chasing revenge but deep down, he longs for his heart to be at peace.

The She-Devil (100/Free Argenta): After losing her family and suffering untold amounts of trauma at the hands of mercenaries years ago, this woman vowed to never be made a victim again. Perhaps a stray being of arcane origin heard her plea for she has been imbued with great power and skill in handling weapons. The redhead is a terror on the battlefield, as strong as she is beautiful. Quite the feat given her go to armor of all things seems to be a chainmail bikini.

The Chief (100/Free Argenta): What kind of man must you be to lead in a society of warriors? One who from a young age excelled and mastered strategy and battle. The most reliable and capable, rivaling even the royal family, this Chief has faced countless crises over his deployment. Hell is now on that list as well? Wake him when you need him but when you do? He will stop at nothing to protect the innocent.

The Darkchylde (100/Free Demon): Kidnapped from her home as a child, this young girl had to navigate the hellish planes long before she hit puberty. Somehow, by some true miracle, she managed to survive though not unmarked by hell's corruption. To endure she learned demonic arts and even gained a demonic form of her own. Wielding a massive sword, she tries to prove who should be the true Queen of Hell.

The Chainsaw Devil (100/Free Demon): A demon who fights for humanity? Now you've seen everything. It seems impossible and yet this being stands in front of you as a warrior who fights against his own kind. His strength is incredible, capable of killing Hell Knights before they can even react, shredding them with his chainsaws. All this anomaly really wants and wishes for in his eternal crusade to save the world from demons mortals can not handle? Simple physical affection.

The Bringer of Joy (100/Free Maykr): The Maykr aren't exactly the most trustworthy. Just how vile they truly are will only be revealed many deaths from now. But even

among their ranks there are those who genuinely want to do good and bring joy. Like this surprisingly high ranking Seraphim. She might be the closest thing to a true angel in this world and if she realizes the extent of her realms corruption? She might need some comfort.

The Helpful Drone (100/Free Maykr): What a curious drone from the heavens has made your acquaintance. At first glance you would be justified to think he was nothing more than a most lethal killer machine, upgraded with some of the best weaponry the Maykr's have. The first time you actually got to know him however? You met what can be best described as the most lethal golden retriever in all dimensions. He loves doing anything and just wants to be useful. When push comes to shove he is a good friend to have.

The Heart of the Stars (100/Free Cosmic Being): The Cosmic Realms Gods are great, yet can be lost through battle. As one such Old One fell some followers sought it right to repurpose their heart, hopefully giving it a new form. It actually worked though not in the way they expected. An emerald beauty whose every punch is literally comparable to a nuclear warhead, she is friendly and curious, a far cry from what you would expect her to be given her lineage.

The Old Man (100/Free Cosmic Being): Many unfortunate mortals got stranded in the Cosmic Realm, only to be lost and forgotten in its madness, never to return home. This old man however? He is shockingly okay with being here. Perhaps a little too much so. Apparently he got stuck here after blowing up something a cult summoned and has since then been using his own shotgun for great effect in this hostile environment. Around him things can get quickly catastrophic but there are few as attuned to battling the strange.

Drawbacks

Do you crave more power? For a price you may be able to gain more CP to make purchases and prepare. Take as many drawbacks as you think you can handle.

Squeamish (+100): It seems not everyone has the stomach to handle all the death and violence. You are much more sensitive to brutality of all kinds, perhaps feeling nauseous when in contact with death and destruction. Hopefully you learn to manage with all that is to come.

Winding Pathways (+100): Why is it that wherever you go you have problems navigating? You may start to wonder if the cosmic realm cursed you, as not only do you keep having to go through mazes, puzzles and more to get to where you want to be, sometimes you just lose track of where you are to begin with.

Defender (+100): You swore an oath. Whether an official one to your people or a simple promise to yourself after seeing others suffer, you will not stand by when the innocents need aid. This kind of attitude is a dangerous one to have, dragging you into many battles for you simply can not bear the idea of staying idle when others suffer.

As it was written (+100): There is no averting what is to come. The story of this world is determined and will go as transpired. Any attempt to change it will only make you suffer without being able to avert any of the tragedies. Hopefully you can find some peace in knowing the Dark Ages do eventually pass.

PTSD (+200): Your struggles have left you with many scars. Feel no shame, no one comes out of this unscathed. Even the Slayer for all that he is representing power and rage, is broken from loss on the inside. Like him you are traumatized, perhaps a bit antisocial and quiet as a result as well. There is nothing saying you cannot overcome your trauma but considering everything you are likely to only suffer more.

Enslaved (+200): Before the Slayer grew so powerful that even the Argenta feared him, he was but a mere Gladiator having to prove himself. It seems you have to overcome similar challenges as you start this Jump enslaved. It could be that you need to prove yourself to your own faction or need to escape an enemy. Rest assured with your set of skills it's possible to slip your chains in due time.

Endless Hordes (+200): Hell is too full. Too many demons are scattering around to spread their evil. You may discover that yourself as whenever you fight there will simply be more enemies than there are supposed to be. One who loves battle may find enjoyment in it though.

Scarcity (+200): Any resource you may have or rely on, be it health, ammunition, armor or energy, is now much harder to come by and used up faster. Hopefully you are good at making the most with what you have.

Corruptible (+400): The Slayer's soul is indomitable to anything that seeks to subvert or taint him. You are not as fortunate, being far more susceptible to all sorts of corruption than even the common man and any protection you have against it is null and void. Try your best to keep your sanity and humanity as hell and eldritch gods arise.

Unarmed (+400): Are you this confident in your own two fists? You are unable to purchase any of the Items in this Jump. Not only that, you are effectively unable to use any weapon period.

Realms Enemy (+400): Pick one of these factions: Argenta, Maykr, Hell, Cosmic Realm. This Realm now has you as one of their top priorities to eliminate and will use all their considerable resources to take you down. You may take this more than once and up to four times. If you choose whatever realm you are supposed to be allied with it means you are considered exiled or perhaps believed to be a traitor. Only death (theirs or your own) or perhaps making some sort of deal will give you peace from them.

And then Jumper was a Zombie (+400): Did you also end up in the Harbor of Souls? Unlike the Slayer your return from it wasn't without lasting consequences. You are stuck with the body of a rotting zombie. Beyond being quite unpleasant, your overall durability is now stuck being no better than the common mook and weakest of zombies. There is no ritual that can return your normal body to you, only enduring this Jump to completion.

Traitor (+600): One fathers desire to see his son again caused the downfall of an entire civilization. Treachery is an insidious yet powerful blade and it is one whose strike you will have to endure. At a crucial moment, one of your allies will betray you, causing a cataclysmic chain reaction that will strip you of far more than you are willing or able to lose. It is not impossible to survive the betrayal, but unfortunately it can not be prevented or anticipated.

Stripped of Divinity (+600): You are a mere fraction of what you used to be. All the powers, tools and resources you may have gained from your travels are gone, only returning when this Jump comes to an end. As a small mercy, the gifts from this document are exempt from this cruel deal.

Nemesis (+600): The Old One is not the only enemy from ancient days that is running amok again. Resurrected and empowered by your enemies, a great adversary who taught you pain from your past has appeared to battle you once more. They will have learned from their past mistakes and are unwilling to tolerate your existence any longer. Should you not have a fitting foe you may simply gain one that could fulfill such a role, in turn making you suffer and giving you a reason to want them dead.

The Ancient Gods (+600): The Dark Ages is home to catastrophic battles and extreme escalation, yet it appears now that whatever conflicts would happen are doomed to become more insane and destructive than ever imagined. This drawback requires you to at the very least be an enemy and have to combat one faction, though does not necessarily require taking **Realms Enemy**. Whoever you are enemies with is going to gain a severe increase in power.

For the Argenta it will be Wraiths, not as gone as they were believed to be. Thousands of them come back to protect the Argenta. One Wraith alone made Ahzrak a foe that could contend with the Slayer. What do you think so many working in union will do?

For the Demons it will be no one else but the Dark Lord Davoth, returned from imprisonment prematurely. He sets out to punish all who betrayed him and his wrath will stop at nothing. This is the true God who created everything and whose wrath corrupted the first realm into hell. Do not pray for he will not answer.

For the Maykr's it will be something different. Their technology is enhanced to incredible levels and instead of a single Khan Maykr, thousands of them now lead their kind. They are guided by a pale recreation of the Father, devoid of his mercy and fully enabling the Maykr's worst traits.

Finally for the Cosmic Realm it will be ever more ancient beings that take the stage, ripped straight from the tales of Lovecraft. While not all are as involved in the conflict, some will be active and malevolent. Among them the most active and interested is a being of many names. The Black Pharaoh. The Crawling Chaos.

You can pick this drawback multiple times for every enemy faction you stand in opposition too.

Nightmare (+1000): Do not choose this challenge if you value your life. The battles to come are far beyond anything you have ever seen, every enemy you have boosted in power, resources and abilities. The careless may be ripped apart by a mere Zombie, to say nothing of what the true monsters could do. Can you survive a world where everything seems to be designed to kill you by default?

Ultra-Nightmare (+500/Requires Nightmare): Same difficulty as Nightmare but with one perhaps fatal difference. Any way you may have had to cheat death, perks, One-Ups, etc. are now gone. You die, that is it.

His Target (+1000/+600/Incompatible with Until it is done): The Slayer has a new prey. You. The man that is singlehandedly terrifying hell and using only his rage has slain gods and eldritch monsters has set out to destroy you. His weapons and might rival your own and regardless of what or who you are, he will be able to kill you, his sheer rage letting him surpass you in an instant even if you could match him. He will show you no mercy and even death nor imprisonment stops him for long. He is stronger than you, improves faster than you and will not rest until you perish. **Run.**

A small mercy perhaps for those who dare to fight the Slayer and think they can endure. For **+600 CP** instead the Slayer will ‘only’ Scale to you, not surpass you with his rage but still find ways to relatively regularly cheat death.

Scenarios

End of the Dark Age:

You will not stay on the sidelines during this conflict. You will participate in this war. And you will win. That is the task you must fulfill with this scenario: lead your faction to victory.

For Outsider and Argenta that means winning the war and preventing the downfall of Argent D'Nur. You must dispose of Kreed Maykr, slay Prince Ahzrak, the Witch Ulsamir and the Old One. Killing would be the logical choice though you can try other means, as long as they stop being a threat.

For Demon and Cosmic Being that means crushing Argent D'Nur. You must kill King Novik, Commander Thira and the Doom Slayer or otherwise make sure they are no longer a threat.

For Maykr this is a more complicated matter. As it stands you are more or less working with both. The Argenta are unaware of your deception and the Demons already give your people hell essence after the deal Khan Maykr made. You could do like Kreed Maykr and ally yourself with Ahzrak. Alternatively you could try to truly be the angel you claim to be and genuinely aid the Argenta against hell. This would undoubtedly get you into conflict with Khan Maykr.

To make things worse without your involvement your faction is essentially guaranteed to lose. You must get involved and you MUST be the one to take down the most important players as mentioned above.

If you want to guarantee yourself a certain amount of control you may also choose to replace certain characters depending on your Origin and Perks. **Outsider** and **Touched by Divinity** would let you replace the Doom Slayer. **Argenta** and **Royalty** lets you replace King Novik. **Argenta**, **Royalty** and **Soul of a Goddess** lets you replace Thira. **Demon** and **Prince of Hell** lets you replace Ahzrak. **Maykr** and **Bishop** lets you replace Kreed Maykr. **Maykr** and **Khan** lets you replace Khan Maykr. **Cosmic Being** and **Witch** would let you replace Ulsamir. Finally **Cosmic Being** and **Old One** would let you replace the Old One.

Reward:

For leading your Faction to victory it is only right to take what you have worked so hard to see succeed. Depending on your Origin you receive a different property. You are its new leader, its inhabitants loyal to you and its resources open to be used as you see fit.

Outsider and Argenta: **Argent D'Nur**

Demon: **Hell**

Maykr: **Urdak**

Cosmic Being: **Cosmic Realm**

Naturally any allies you have made during the war can follow you on your chain as companions or followers.

You also get to keep the remains of your enemies and any resources you may have gained during the war. One example of such a thing would be for a Demon to gain the Heart of Argent and its power by capturing Thira or an Outsider who found the BFC. This also applies for if you somehow ended up doing things such as conquering Hell, Urdak or the Cosmic Realm as an Argenta, letting you claim these realms for your own. All your hard gained benefits will work as if purchased and get fiat backing.

Revelations of Purgatory:

You were defeated. Perhaps it was a plot or you fell victim to ancient magic by the highest powers in hell, but the outcome is all the same. Purgatory awaits.

Purgatory is the most sinister trap at the disposal of hell. Davoth's own architect was ordered to make it as a trap for all those whose power was too great. Within they would be tormented by thoughts and memory made manifest. Gods, Primevals, even those who would normally be immune to hell's influence would be hollowed out in eternal torment. And it is meant to be your final resting place.

…Meant to be.

The Architect was no fool. He anticipated that the Council would seal him in his own creation and though he was robbed of his arm and his own key, the backdoor in the system remains. What was meant to break can purify, if one is willing to face the three trials to cleanse their soul. The Trial of the Righteous. The Trial of Will. The Trial of Might. For each successful challenge you will be rewarded with a piece of the key and freedom will be possible. If you can overcome your own demons.

Reward:

You emerged from a realm that was meant to break you triumphant. Let these rewards be proof of that.

Your first reward is **Purgatory** itself. While still able to function as a prison and testing ground, it is now wholly obedient to you. Those who overcome the tests will be gaining the **Revelations** Perk, same as you did if you haven't had it already. Though you can freely choose for whom the Trials will even be possible. Another benefit of Purgatory are the secrets it can reveal. Freshly deceased souls will have husks of themselves and what they carried on their person remain and when one touches it, they will be able to see recent memories of the deceased. This brought the Slayer the final piece of evidence needed to turn all of Argent D'Nur against the Maykr's so do not underestimate its usefulness.

Lastly, you receive the Item you spend so much time assembling. The Key to your freedom and a shining **Red Stone**. A combination of all the Oracle Stones, this stone is what allowed you to escape Purgatory. Your version also allows you to freely access portals between dimensions regardless of requirements. Like the Revelations Perk, this Item will be given as a reward for all who pass the Trials of Purgatory.

Finally, the **Architect** himself will be able to join you on your journey, inspired by what he has seen and having completed his own path to redemption.

Until it is done:

To say the Doom Slayer is a being of cosmic significance would be an understatement. Without him, reality as we know it would forever be enslaved to hell. Do you think yourself as capable of taking his place? Because that is the path you will have to walk by choosing to accept this Scenario.

You are now the Doom Slayer. Your task is simple. Eliminate hell forever.

You will start your Jump the moment when the Slayer would be first found by the Night Sentinels and ordered to fight in the Gladiatorial Pits to prove himself. From there on you must do one thing: fight. Prove yourself to the Argenta. Be considered worthy by Samur Maykr to be empowered by the Divinity Machine, if this happens you would receive the Perk **Touched by Divinity** for Free. Overcome Ahzrak. And eventually kill Davoth to make sure hell can never threaten anybody ever again. Not to mention whatever other threats are bound to get involved with you as you try to succeed in your quest like the Maykr's and the Cosmic Realm.

What the Slayer would have achieved is the baseline by which you are measured against and the minimum needed to succeed in this scenario. That being said, you could try and do better than him. Preventing the fall of Argent D'Nur or avoiding being sealed by the demons for starters.

If you took **The Ancient Gods** at any level this can affect the Scenario. Davoth could be reawakened and within reach, meaning you do not need to resurrect him first to kill him properly. But also hordes of Khan Maykr level Maykr's and other Cosmic Gods would be a severe threat for earth and need to be dealt with before this Scenario can be considered cleared.

Reward:

May the blood on your sword never dry, and may we never need you again. You have done it Jumper. Creation is a safer place thanks to your success and for that you shall be rewarded. You are a **True Slayer** and wherever you go your achievement will be known. People revere you, evil fears you and heaven, hell and eldritch alike look at you with nothing but terror. Any attack against such beings is now also more effective, you yourself being the true weakness to them. If you haven't gotten it yet you also receive the **Touched by Divinity** Perk.

Curiously you receive one more gift. **Davoth's Power**, flowing into you after you have defeated him instead of your own power leaving. This is the power that created countless worlds and the entirety of the Doom Multiverse. In time, as you get used to it, you too will be able to make such grand creations.

Final Choice

The Dark Age is over, for better or for worse. At the very least you may finally find release from the eternal conflicts of these lands. If you truly want to leave that is.

Go Home: It's only natural to yearn for a world that isn't scarred by hell and war. You will return home with all that you have gained on this long journey. May you find the peace the Slayer never found.

Stay: Your work isn't done. You shall stay here to see it be completed, spending the remainder of your life here. All your other affairs will be put in order so do not worry, you can fully commit yourself to your battle.

Move On: Prevailing in this world doesn't mean you are done. There are still other realms and hells to visit. Continue on your chain and remember your purpose… rip and tear. Until it is done.

Notes

-I fucking love Doom. It is the perfect power fantasy, saving all of existence as the only man capable of making literal hell terrified. The Dark Ages has quickly become my favorite Doom Game and I've been planning to make a Jump for it eventually. That being said, it proved surprisingly challenging. Between gameplay stuff and lore bits it was tricky to properly nail down everything that needed to be offered and how to present it. Also since this is the earliest point in the new Doom games how much if anything of the future games should be included? All things considered I do think I succeeded in making this a proper Doom The Dark Ages Jump as well as taking into account the larger lore this game sets up and expands upon.

-Full disclosure: I am not actually sure if Khan Maykr already did her deal with hell during the time of The Dark Ages. I know I am saying this like it is a fact because I THINK it is. And King Novik at the end does say they will launch their investigation into the Maykr's after Kreeds betrayal even after he was disavowed. My take is that the deal already happened and Kreed basically got people to think 'they allied themselves with Demons once what if it happens again?' only to discover the race at large was already in cahoots with hell later on. It could also bring some nuance to Kreed being so often hesitant to send out the Slayer: he has to let the Demons kill a certain amount of people for proper soul farming. Than again there is leeway to interpret it as the Maykr's having genuinely been on the Argenta's side but discovering the benefits of allying themselves with their former enemies.

I am expecting Revelations to clear this up and it feels like Khan is saying in the trailer 'their war is with him. Don't bring the Slayer back and you will be spared further attacks'. This Jump is gonna get updated with Revelations content in any case and if it happens to make this Jump spread false information I bite the bullet and rewrite some of the fluff.

Note: After playing Revelations yeah I am still a bit unsure. The DLC Codex entry for the Khan Maykr specifies that the system to create a new Khan Maykr 'has functioned without error since the creation of Urdak, until now' seemingly meaning the error that pushed them to make a deal with Hell for the Argent Energy/Essence is a recent development. Besides the more explicit betrayal of King Novik that happens and that the Slayer exposes during the DLC, the Sentinels also start to investigate something the Khan Maykr is building in Nekravol AFTER the DLC. This is noteworthy because Nekravol is the main place for Argent Energy production in hell and likely the Soul Spires channeling Argent Energy into Urdak. From the Codex written by Valen this seemingly happens after his son Marok dies given he thanks the High Generals for performing rites in Maroks name.

This would all mean that the Maykr's deal with hell literally starts during Revelations. So why am I still hesitant and think it could still be an earlier affair? Well for one the Codex for the Khan Maykr doesn't clarify when it was written, only that it was taken

from the Maykr Data Record. Their systems also require a new Khan Maykr every 10.000 years. Tracking Doom's timeline is difficult enough as is and with how past games go on about millions of years sometimes passing (admittedly hell apparently having a nonlinear relation with time to be fair), I just have a hard time buying that the errors only started appearing during Revelations. Not to mention this entire mess with their systems malfunctioning started with Samuel/Samur Maykr stealing the Fathers life essence and hiding it what seems like eons ago… which was by itself seemingly done on the Fathers orders because the Maykr's already became corrupt in some way! It makes no sense for the deal with hell to be made EONS after the problems should have started happening. But also according to a DIFFERENT Codex hell has withheld the essence while the Slayer was on his one man war, with the Khan Maykr in the Marok Boss Battle outright saying that the Council only accepted her terms after Ahzrak's defeat. So it could be that the deal itself is older but they didn't reap the benefits until much later?

Doom lore is shockingly tricky to make sense of is what I am saying. Maybe I am getting Codex entries of past games mixed up or am thinking about it too hard. Basically… fanwank whatever explanation works best for you. The most important factor and indisputably canon thing is that Khan Maykr wanted Novik to stop looking for the Slayer and had him killed over it, which started the chain of events to expose how corrupt they really were and the Argenta Civil War. If you wanna decide in your chain the deal with hell is very recent or happened ages ago, I leave that up to whatever you wanna use for your story. I am leaving the fluff as is for now.

-On **Architect**: I am not quite sure if it's just fluff when the Codex says that the Architect simply thinking things up creates them. Literally it reads in his Journal: "Thought becomes form before I can deny it. The spires rise because I have conceived them. The thrones take shape because I have imagined them occupied."

That being said, the one time we see him make the Slayers suit it was through active forging. I believe the implication is that by tearing off his hand the High Council weakened him somehow. Either way he is an incredible craftsman and I'm choosing to take the Codex by the letter. You basically will be the Architect in his prime before he was imprisoned for **800 CP** or after he was imprisoned but still having the knowledge for **600 CP**. It feels strong enough to warrant the price.

I also decided to make it a General Perk, the only one in the Jump, because… it just felt more fitting? Every Origin save Outsider has some crafting related Perk and I didnt wanna replace the one Demons have. In part because it was simply too strong in comparison and in part because of the Architects own path to redemption.

-**Power of Hell** and **Greater Demon** essentially let you get some demon specific gimmicks and abilities, with the former being of the weaker sort and the later for the more powerful variations. **Titan** is the same but with the very best demons as a point of comparison. You cannot be Davoth with just this though.

-With the DLC having Khan Maykr appear proper, I feel very content making being **Khan** the **1000 CP** Perk for the Maykr Origin. While it isn't as strong as the other options in terms of raw power, I still think it's worth the price because after you deal with Khan Maykr (who is already ruling for longer than she was supposed to anyway) you essentially have control and authority over the entire Maykr species.

-Regarding **Riches** the full amount of valuables you can gather in the base game is 6557 Gold, 38 Rubies and 11 Wraithstones. As of the DLC this includes 2850 Platinum and 900 Blood Iron. Enjoy. Also I do not think there is any Lore saying the Wraithstones or Blood Iron are inherently special despite the name which is why I don't think they need to be separated from a simple wealth Item.

-**Lost Forever God** does not kill any local divinity automatically in future Jumps. It generates one from nothing that has similar properties. If the Jump already has a dead God of some sort, you may choose to apply it to them but no killing a deity with this.

-**Other Weapon** at the 600 CP Tier basically allows you to buy all the ‘strongest weapons’ of the Doom Series. The Unmaykr and the Crucible are as viable as the BFG.

-The OC Companions are based on Samus (Metroid), Guts (Berserk), Red Sonja (Red Sonja), Master Chief (Halo), Magik (Marvel), Pochita (Chainsaw Man), Emily (Hazbin Hotel), N (Murder Drones), Kukulkan (Fate) and Old Man Henderson. As usual expect them to be refitted to work within the settings lore and overall power level.

-Realm Enemy and **The Ancient Gods** are drawbacks that can combo well with one another narratively speaking. One makes you the Realms Number 1 Priority while the other simply boosts the enemy in a certain way. That being said I’d only recommend giving any of the boosted factions the reason to pursue you above all else for those who are already possessing a lot of power. Otherwise it is going to be literal hell.

-**His Enemy** at the highest level is probably the closest thing I have made to a full on death sentence drawback. It basically puts you up against the full on ‘meme’ version of the Slayer as the strongest being in fiction and you in Ahzrak’s shoes at the end of the OG Game trying to get as much distance as possible between you and him. A fight with the Slayer is basically guaranteed to end in your death and you can only try and evade him for as long as possible.

For those who ‘only’ want him as a Scaling enemy, you are allowed to take this drawback at **+600 CP** instead. I just felt like offering some way to embrace the power fantasy and horrifying nightmare to demons that is the Doom Slayer.

-Yes you can try and redeem anyone you are supposed to kill. If anyone could make someone like Ahzrak turn over a new leaf it would be a Jumper. It would be pretty much the most Anti-Doom thing you could do but why not? Besides Davoth himself

actually had a relatively sympathetic backstory, wanting to give his creations immortality but going mad because he couldn't figure it out. You can companion whoever you redeem and it qualifies as them being no longer a threat.

-You might be wondering where the High Council/Order of the Six ranks in terms of power and what Perks would best fit them. Especially when the Henchman they empowered managed what Ahzrak empowered by the Argent Heart couldn't and BEAT the Doom Slayer.

But honestly I still am inclined to believe they are weaker or at best only equal to Enhanced Ahzrak. During the first fight with the Henchman the Slayer had the mother of all debuffs. This is canon in lore. You can read it up yourself in the Codex's. The Colosseum where the High Council holds their meetings has wards built into the Foundation that let the Council look into the souls of those who enter and wreak havoc within them. We see this happen in a cutscene too before the fight. This also happened right after Ahzrak's spear made the Slayer vulnerable and exposed these spiritual/traumatic wounds. Another Codex even specifies that beating the Slayer and making him vulnerable could ONLY happen in the Halls of the Six.

The Slayer only lost because of the Henchman having an insane homefield advantage and he himself being spiritually vulnerable basically. In the rematch in Argent D'Nur after the Slayer overcame the trials to cleanse himself, attacking him on such a level was completely impossible.

But okay lets go back to the Council and where I put them Perk wise. I'd say **Prince of Hell** would be a mandatory purchase, as would **Titan**. They may not be the literal Icon of Sin but everything about them suggests they are still in the same ballpark powerwise as Titan class beings each. If you want to be on the Council directly and not have to work your way upwards like Ahzrak tried to, I'd suggest also buying **Royalty** but fanwanked to apply to hell instead of Argent D'Nur. Yes I'll allow it. You'd still be on the Council as an additional seventh, kinda breaking the number theme, or replace one of the Council Members (that we know very little about honestly) and not rule them like Davoth did presumably.

As for Xal'Goroth, **Old One** and **The Imprisoned** would be his package in my opinion. One gives you the raw power of a cosmic god, the other the specific ability that made Xal'Goroth so scary.

Changelog Revelations Edition

-Added 800 CP Perks for all Origins.

-Added the Architect Perk.

-Added that Mortal Machines combine well with arcane and magic. Its more lore accurate to how Argenta technology operates now.

-Added Platinum and Blood Iron to the Riches Item and added Engines of War and Soul Breaking Wards to the Items.

-Added ‘93 Shotgun, Chain Spear and Ahzrak’s Spear to the Armory.

-Added Revelations of Purgatory Scenario.