

Sin Spire Jump

Made by Aleph_Aeon

-Introduction-

In a land located in an alternate dimension, similar in style to medieval Europe, the peasants were starving, and tensions with the Old Church were high, as they and the royals only cared about their own interest, especially about the construction of the Spire, a giant tower originally with purpose of reaching the heavens and built in a hallowed ground that housed the largest graveyard in the land.
Even if people hadn't lost faith in their old god, in times of death and famine, they decided to turn to the devil for a loaf of bread when heretic missionaries arrived bringing food and medicine.

These missionaries belonged to the Order of Vanessa, whose members preached of a "deity" opposed to the church's beliefs and claimed to fight evil. But the church didn't like this competition. They sent knights from the Spire to "cleanse" the streets, by attacking the locals and the benevolent missionaries.

Eventually, the townsfolk reached their limit, so the Order rallied them and led a coup, overthrowing the Old Church and taking over the Spire. The Royals sent an envoy to intervene, but by then, the Order was in control.
And then things started going wrong.

In the following weeks and months, humanoid shadows and other monsters began to appear in this land, resulting in many people getting slaughtered overnight. The Order, with their extreme methods, responded with purification rituals. When the monsters kept coming, people fled to the Spire, hoping for safety.
After all, the monsters couldn't enter the tower and the Order had enforcers.

What happened after that is unclear, but one thing is clear: none of them survived inside the Spire.

Years passed, centuries maybe, and then portals began to open in the sky.
From these portals, wanderers from other dimensions began to appear.
And this is where you come in, as one of the wanderers summoned by the Spire.

Welcome to the world of Sin Spire, an erotic, horror game with a retro 3D style, developed by Krasue Games, set in a series of five dungeons with procedurally generated floors, with each dungeon housing monsters and a powerful malevolent spirit known as Stalker. This time, you'll take the place of the nameless protagonist currently trapped in this land, where you'll be forced to defend yourself against a large cast of female monsters and engage in horrific yet erotic encounters to find a way to escape this dimension.

However, this isn't a regular jump, but a Gauntlet instead. While death will count as failing just in this jump, you won't receive any CP for free and you and your Companions will lose access to any of your out-of-jump perks and items and even your Warehouse, being basically reduced to only your BodyMod.
Your gender is the same from your last jump and you can freely pick your age, as long as you're at least 18.

Are you ready to brave the Spire and face the terrors within?

Good luck, you'll need it.

+ 0 CP




This game contains scenes of
explicit sex, violence and cruelty

-Starting Location-

Regardless of who you are or which sin you've committed,
there is just one option of starting location.
And all roads lead to the Spire.



1. **The Sin Spire:** Do you see that giant tower on the horizon, rising majestically above the forest? That's the accursed Spire. During the time the Old Church had control over it, the Spire's original purpose of reaching the heavens. It was a religious symbol, following the philosophy of the church. Even after it was co-opted by the Order of Vanessa that had a completely different philosophy, its main concept remained the same. This concept being that of purifying evil and conversing with the gods.

   But things aren't simple, as the Spire didn't remain under the control of the mortals for much time. The same deity that the Order worshipped, Vanessa, took over the Spire and twisted its purpose. In truth, Vanessa wasn't a goddess, but a powerful demon instead. She used the Spire's supernatural properties to conjure demonic manifestations in the form of monsters to force the locals to move to the tower, where more monsters were waiting for them.

   If you want to escape this realm and continue your Chain, you must ascend the Spire, but you won't start exactly inside of the Spire. When you first arrive here, you'll find yourself in front of a network of maze-like caves, one of the regions in the lands still infested by shadowy creatures and the territory of the Creeper, a macabre, highly aggressive, weirdly hot monster.

   To arrive in the Spire, you must find the exit of the caves, by yourself or with the help of Ophelia. Fortunately, there are a few resources and weapons left behind by some survivors that can help you. At least, once you arrive there, you'll finally meet ~~the best girl~~ Savina.

-Drawbacks-



Wait, drawbacks before the perks?
Yes, this time our situation is different, so it's good you know what you're fighting and acquire some resources before choosing your weapons. Each drawback will add extra danger, so take as many as you think you can handle as there is no drawback limit.
Remember the rule: Drawbacks always override perks.

Petrifying Gentlemen (Free): Let's be honest, most of the monsters found here are seductive women with usually voluptuous figures but it's not everyone that is into that. If you prefer monstrous husbandos instead of a monstrous waifus, then this option is for you. By taking this toggle, all of the female monsters will be genderbent, becoming male monsters who are equally well-endowed and attractive. It's up to you to decide if this toggle also affects the named individuals, like the Stalkers, Savina, Ophelia, the Raven, or even Vanessa herself.



Goldfinger (+50 CP): The Stone Virgins are a generally uncommon kind of monster that you can find in some jumps, whose behavior is similar to the likes of SCP-173 and the Weeping Angels. However, in the fifth dungeon, there's an even rarer variation of the regular statues: a Golden Statue. By taking this drawback, you must find and purify at least one of such Golden Statues. This monster is considerably rare, so you might need to revisit and fully explore this dungeon at least a dozen times to have a good chance of finding one. You'll only be able to continue your Chain once you complete this mission.



Going Commando (+50 CP): If you look closely, you'll notice something that all the women here have in common, including the Stalkers and Savina (with the exception of the Slacker and the Smilers), none of them wear any underwear. Like them, you must not use any underwear for the duration of your stay here.

+A Fucking Nudist (+50 CP - Requires Going Commando): But you didn't at only underwear, did you? Now, you must remain completely naked for the duration of your stay here. You can't even wear shoes. Good luck trying to be respected by "normal" people with some remnant of common sense in this land.

Badly Generated Environments (+100 CP): By default, the dungeons recreate themselves in a random way every time you enter them, as the inner structure of the Spire warps itself, so each time you would end up with a different layout for them. Naturally, depending on your luck, you could end up with a considerably small dungeon or with an overly complicated maze.
By taking this drawback, it'll ensure you'll be particularly unlucky with the random dungeons' layouts you encounter. Each dungeon will now be filled with an absurd number of rooms and halls, many rooms will be useless, and even each floor's Exit Room will be located far away from the starting points.

Locked Dungeons (+100 CP): From the second dungeon onwards, sometimes, the path to the next floor will be blocked by a locked exit door, which can be opened by using an Obsidian Key. There are two ways to acquire these Obsidian Keys. You can either find them in key stands found in the floors with locked doors or purchase them from Savina in the shop if you don't want to lose time searching for a key stand that is barely noticeable when you're running from monsters.
Normally, the chance of a floor's exit door being locked is something around one in three, but this was before. Now, almost all Exit Doors, including those from the first dungeon, are locked. I hope you're ready to purchase a lot of keys from Savina or to explore each floor carefully to find them instead if you prefer.

A Trapper's Sin of Sloth (+100 CP): As her name implies, the Slacker's ultimate sin was rooted in her sloth. As the laziest Stalker, she filled her dungeon with traps to do the dirty work for her. While the other dungeons also have traps, like spike traps in the ground or the ceiling, none of them have as many traps as the third dungeon, whose traps range from regular bear traps and more spike traps to holes that kill anyone that falls in them. It seems like the Slacker's laziness infected the other Stalkers, as now the other four dungeons will have as many traps as the third dungeons. Fortunately, those annoyingly deadly holes will only remain in the third dungeon. No need to thank me for this.

Collective Wisdom (+100 CP): At first, you may think that reading is for chumps and just want to skip straight to the sex with hot monsters, but, if you take your time to discover about this world's history, you'll notice it's incredibly deep and interesting. Regardless if you would normally care about this lore or not, now you must discover its history if you want to continue your Chain.
Basically, you'll need to find every single one of the notes left behind by the locals and by Rupert, a scholar from another world who had an obsession with documenting everything in the Spire. These notes are scattered around this land, with most of them being inside the dungeons and a few of them outside the Spire. Lastly, while you must find all of the notes, as a mercy, you don't need to stop to carefully read all of them.

Infestation of Shadows (+100 CP): The shadowy creatures you can find in the caves you started in are the same shadows responsible for attacking the locals after the Order of Vanessa took over the Spire. Many years later, it's noticeable these same shadows got less active, as now they apparently only stay in those caves. Even the most dangerous of the monsters from outside, the Creeper, will only attack you if you're in the caves or if your sanity is too low.
But something changed with your arrival. Almost as if the natural order wanted to balance things due to your interference, the shadows became considerably more active and they began to roam all the region near the Spire.
This also includes the Creeper, as she'll randomly walk around the forest, the small village, and the graveyard around the Spire, so it's sure you'll have to face her sooner or later. Fortunately, there's just a single Creeper and she's quite weak when compared to the stronger Stalkers, but she's still a demonic manifestation, so she won't stay dead unless purified. Lastly, Ophelia isn't targeted by the shadows, but she'll probably stay more in her house than in the graveyard to avoid encountering the Creeper.

Merchant's Animosity (+100 CP): After spending a long time in the Spire, Savina started to collect the stuff who falls down from the abyss up there, like keys, ammo, consumables, weapons, and even Blessed Shards. So she's willing to help you… by letting you buy stuff from her using gold coins. What would you expect from a born merchant? However, it seems you made a terrible first impression with her or you're just awful at bargaining. As a result, all of the items Savina is selling will now cost at least five times more and no flowery words will sway her to give you a discount. If you insist about wanting a discount, she'll actually raise her prices even more.
At least, this won't stain your relationship with her and she'll stay friendly with you.

Restricted Content (+200 CP): Are we in a Japanese pornographic movie? Because every intimate area (like breasts, ass, and even pubic hair) and mainly genitals are censored in your vision, like seeing them covered with black bars or heavily blurred/pixelated for example. Fortunately, this doesn't prevent you from having sex or doing any other sexual act.

Reduced Libido (+200 CP): In this world, having a high libido is something actually useful, as it lets you have sex more often, recover your lust faster, and possibly cum faster when you want to, with both being beneficial when you need to purify several monsters as fast as possible. However, it's not everyone who has a high libido and that's normal, but, unfortunately, you're among those who have a considerably low libido. As a result, you'll take way longer to recover after "purifying" a monster or having some fun, as well as preventing you from using your Purification blessing often, meaning you'll need to strategically pick which enemies should be eliminated once for all and which ones aren't too much of a problem.

What Are You Looking At? (+200 CP): If you look up in the Starting Hall of the Spire and stare into the darkness of the ceiling, you'll see a giant skull, floating and observing everything. While this skull is definitely one of the scariest things you can find here, it would normally be completely harmless, but things are different now.



Every one or two hours, the giant skull will get aggressive, let out a loud shriek, get out of the shadows of the Starting Hall, and attack you if you're in its line of sight. It takes a few minutes for it to calm down and return to the shadows. During this time, you must hide from its "eyes", even if just under the stairs, under some cloth, or in a box. If that thing sees you while it's aggressive, it'll brutally destroy you, giving you no chance to survive. As a final mercy, the portals to return to the Starting Hall will be locked while the skull is aggressive, so there isn't the risk of you returning from a dungeon in the exact same moment it's ready to attack. Lastly, it won't attack Savina or the Raven for some reason.

Missing Chests (+200 CP): As you explore this land and the dungeons, you'll come across several different chests containing random items, from the common wooden chests to the uncommon iron chests to even the rare golden chests.
Normally, wooden chests would be so common that almost every floor of any dungeon has at least a few of them, but not anymore. Now, the chests will be far more uncommon, as if the previous wanderers that explored the Spire had already used most of them before your arrival. Wooden chests will become as rare as iron chests and golden chests will only have a chance to appear in the exit room of each dungeon for example.

Running in Circles (+200 CP): In summary, you suck when it comes to navigating mazes. You have a horrible sense of direction and a map won't help you as much as it would normally, so expect to get lost a lot more times during your stay here. At least, you can still do the basic minimum and remember which rooms you already visited, so eventually you'll find everything you need here … I think.

Simple-Minded Survivor (+200 CP): There are many skilled fighters who use their weapons in ways that allow them to get the most out of them. They wield them with skill, strategy, and talent. You, on the other hand, are the very opposite of this.
In summary, you suck in combat. For example, if you pick up a katana, you'll only swing it around to attack the monsters without any skill. You're also horrible at parrying attacks, as you can never defend against your opponents' attacks with the right timing. There's still hope for you if you pick your fights carefully, flee when needed, and/or get strong enough to compensate for your lack of skill.

Expanded Dungeons (+200 CP): There are five dungeons accessible from the Starting Hall, each one with its own traits and theme, but all of them have something in common. They all are composed of 10 floors, with each floor containing an Exit Door that leads to the next one. On the tenth floor, you'll find a single demonic core, a few golden chests, and a rune that will teleport you back to the Starting Hall.
But something changed within the Spire, as if your arrival here triggered its growth. As a result, all the dungeons now have twice the floors, with the demonic orbs being located only on the 20th floor instead, meaning you'll need to traverse a lot more and face more dangers each time you go to a dungeon.

Constant Stalking (+300 CP): As mentioned earlier, each dungeon has its own respective Stalker, the most powerful and dangerous being that you can find there. The Stalkers are malevolent spirits trapped within the Spire's halls. They warp their dungeons into environments familiar to them, filling them with creatures born from their fears, desires, and hatred. They were once humans from other worlds just like you, but, upon perishing within the tower, their souls became bound to its halls, forever serving the twisted will of the Spire's demon ruler.
Once you enter a dungeon, its respective Stalker will remain dormant until you're spotted by one of their manifestations. After being seen, a countdown of more or less two minutes begins. Only once this "Stalker Timer" runs out that the Stalker will summon a projection of her consciousness to search for you on your current floor. This timer stops and adds some time when you move to a new floor. However, by taking this drawback, this won't be the case anymore.
From now on, as soon as you enter a dungeon's floor, its Stalker will automatically detect your presence even before you encounter any monster and will spawn its projection to hunt you. Fortunately, the Stalker will only know you're on said floor, not your exact location.

Better Hunters (+300 CP): As a general rule, as long as you're in their line-of-sight, the monsters and even the Stalker will be able to chase you until you manage to get enough distance and lose her, but none of them are the smartest kind of hunters. If you manage to stay away from their sight for a few seconds, even if by merely hiding inside a locker, closet, or another human-sized container, they'll forget you and start wandering again. That's somewhat understandable, since the monsters aren't truly living beings and the Stalkers hunt you by projecting their consciousness into false bodies, which likely affects some of their reasoning abilities but, by taking this drawback, this will change.
All the monsters and the Stalkers will be significantly smarter than before, capable of searching for hiding spots, dodging attacks, learning how you usually act while fleeing, and even routinely checking important rooms. This also means that they'll take longer to forget you and wander "randomly" the dungeons. The Stalkers will also use their supernatural abilities and/or weapons in far more strategic ways.

Deadly Stalking (+300 CP): While outside their “Boss Rooms”, if the Stalkers catch a wanderer with the Purification blessing, they’ll proceed to please them somehow in order to drain their lust instead of killing them and you would be no exception to this, but something changed, resulting in them becoming far more aggressive than before. Now, if a Stalker damages you enough to capture you, she’ll violently kill you, without giving you any second chances. As a projection of a Stalker’s consciousness is invincible due to her protective forcefield, your only option to survive is either hide or flee to the next floor, which will cause her to lose your track… unless you’ve also taken the **Constant Stalking** drawback.



The Pale Widow (+300 CP): Currently, there are five dungeons with five Stalkers, each one representing a different great sin. For example, the Witch represents Wrath, the Duchess represents Envy, the Slacker represents Sloth, the Girlfriend represents Lust and, last but not least, the Mangler represents Gluttony.
This means that two of the Seven Deadly Sins don’t have any representative, but, by taking this drawback, there will be a sixth Stalker representing the sin of Greed, the **Pale Widow**, stronger and more dangerous than the rest of them. Her dungeon takes the form of a giant mansion with nonsensical rooms and halls and her past is a true mystery even for the Raven himself. Maybe she was a greedy noblewoman who murdered her husband for his inheritance, but who knows? Regardless of who she is, she’s an obstacle you need to overcome in order to get access to the top floor and complete the **Main Scenario**.

Victim of Psychosis (+300 CP): In the face of overwhelming horrors, it’s natural that your sanity will suffer a serious blow overtime. Any human is vulnerable to this, even more they live in fear and isolation for long periods of time, but you’re particularly prone to losing your sanity when scared or under stress. Not only this, but the effects of low sanity are even worse for you. Instead of just having your eyesight impaired, losing the ability to read a compass, and occasionally seeing the Creeper's face on the map, you’ll also start to hallucinate, hearing and seeing animals, people and monsters where there aren’t any.

Haunted by the Omen (+300 CP): The Alabaster Raven, or, just simply, the Raven, is a mysterious figure, a man wearing a plague doctor mask and wielding a pair of sickles. Little is known about who he truly is, aside from him being a thief and murderer native from this dimension who eventually gained some degree of superhuman physical condition, excellent fighting skills, and the ability to teleport. While he might be helpful and even quite friendly towards you at first, the Raven is nothing more than Vanessa’s pet and he does whatever she wants, from getting rid of her enemies to cleaning bodies.

Apparently, the demon ordered him to kill you, as the Raven is now actively hunting you in the same way as he hunts Ophelia. Fortunately, the Raven is still fulfilling some other objective, so he won't always be in the Spire or around it, which will leave you some time to go there and enter the dungeons. Furthermore, you'll be protected from him in the dungeon, as the Raven is physically unable to enter them.

The Living Tower (+300 CP): Thanks to the power of Vanessa and the Stalkers, the Spire's very physical structure isn't fixed. The tower's halls stretch without end and, every time you enter a dungeon through one of the portals in the Starting Hall, it'll rebuild itself, reshaping its rooms and layout.
However, your arrival here caused the Spire to become considerably more unstable. Instead of only reshaping a dungeon when you or someone else enters it, the Spire will reshape and warp itself while you're still inside it, like sealing doors behind you, opening new ones that lead to nowhere, and changing the location of certain rooms. Depending on your luck, this might even help you to evade some of the monsters hunting you, but, in general, this instability will make traversing the dungeons considerably harder and time-consuming.
Just the Starting Hall will be exempt from this. This drawback synergies in an especially bad way with the **Badly Generated Environments** drawback, because it'll be almost as if the Spire specifically wanted you dead, as it'll keep warping itself in negative ways.

Alone in the Spire (+400 CP): Well, not completely alone considering Ophelia, Savina, the Raven, and all the monsters, but it seems like you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for your own gain. While you can still take Companions in this gauntlet/jump, you can't bring any of your existing Companions and followers to here, as you'll enter this world on your own, without your allies' support.

Jump Mode (+1000 CP): Well, if you want to recover your powers and you're willing to give up the rewards that you would get if you won in the Gauntlet Mode, I can offer this option to you. By taking this toggle, this Gauntlet will count as a Jump instead, with you recovering your starting 1000 CP and your out-of-jump perks and items. As a jump, you'll need to stay 10 years here instead of being able to finish your stay here right after finishing the **Main Scenario**. Depending on your build and on which drawbacks you have, this setting may still have some interesting challenges to you.

-Perks-

As there are no origins in this gauntlet, you get a 50% discount for each tier of perks (100, 200, 400, and 600 CP respectively), with discounted 100 CP perks being free. You may use a discount for a higher price perk on a lower price perk, such as taking two 100 CP perks at a discount instead of taking a 400 CP perk at a discount for example.

Erotic Game Physics (Free/100 CP): What would be the fun in going to an horror albeit erotic world if it followed a more realistic logic related to all the dangers brought by having massive amounts of wild unprotected sex, even if it's with inhuman beings? Thankfully, you don't have to worry about any of those things in this world. STDs are a thing of the past, unwanted pregnancies just don't happen and all matters of hentai-logic actions not only don't cause pain and damage but are actually as pleasurable as the porn claims they are. You gain this perk for free for the duration of this jump, but you can pay **100 CP** if you want to keep it in future jumps.



Lust Vampires (Free/200 CP): The malevolent spirits trapped within the Spire's halls and responsible for warping the dungeons are known as the Stalkers. Normally, they violently kill anyone who enters their domains, with a single exception, the nameless main character. This perk also makes you an exception like him, allowing for some more … intimate interactions with the Stalkers.
Now, instead of simply killing you if they damage you enough and catch you, the Stalkers will first proceed to please you somehow in order to drain your lust and prevent you from fully defeating the monsters.
After she finishes with you, the Stalker will "kill" you, that is, teleport you back to the lowest floor of her dungeon. Of course, as you're not limited by game mechanics, you'll also have a chance to escape while a Stalker is "draining your lust", but keep in mind that all Stalkers are supernaturally powerful and you'll be basically almost dying by the time they catch you.
This perk is free for the duration of this gauntlet/jump, but you need to pay **200 CP** to keep it in future jumps. In future jumps, this perk's effect will be altered to ensure intelligent monsters similar to the Stalkers that you find attractive will be willing to have some fun with you before killing you or disposing of you in some other way. Of course, you can turn this perk on or off at will.



Purified Seed (Free/300 CP): Sex has the power to create life, but it can also drive people to madness. After all, humanity is deeply influenced by sexual desires - a drive to connect, often without any intent to create life. It's a force that binds everyone, spiritually and physically. The Old Church was puritanical, viewing sex as sinful, but the Order of Vanessa was different. They saw sex as a way to ward off "evil", using it both as a tool for recruitment and the basis for their purification rituals.

Some of the Order's priests and enforcers received a special blessing from their deity, that is, the ability to purify demonic entities and wicked manifestations with their seed. After all, such monsters don't stay down for long if they're killed by traditional methods, like shooting or stabbing them, as they'll eventually revive, so purifying them is the only known way to stop them permanently.

Even if you have no connection with the Order, you ended up entering in contact with one of the many altars modeled after Vanessa and she granted you this very same blessing. Thanks to it, you're capable of purifying spirits and other beings from any form of spiritual/demonic corruption by literally having sex with them, with the more pleasure (or the more of your sexual fluids) you give them, the more you'll clean them from said corruption. This can also be used to purify and destroy beings made out of demonic power, like the monsters found in this world.

Spirits like the Stalkers can be purified with one or two "sessions" that lead them to orgasm, while others whose corruption is deeper rooted on them will require way more effort from your part. Furthermore, unlike the canon blessing, this perk works normally if you're a woman. However, keep in mind that this power comes from Vanessa, so it'll never work with her.

This perk is free for the duration of this gauntlet/jump, but you need to pay **300 CP** to keep it in future jumps. Post-jump, this perk will lose its demonic aspect.

Welcoming Darkness (100 CP): Despite the erotic element, it's undeniably the Spire has a basic creepy atmosphere with all of these dark, seemingly purposeless rooms and monsters and phantoms that will eventually scare you. If you enjoy this horror aspect then this isn't a problem for you, but if you want to focus on exploration and sexy times, then this is the option for you.
You don't suffer from any kind of fear directly caused by the darkness and creepy atmosphere of the dungeons, allowing you to focus completely on your mission. This also means that staying in the darkness won't reduce your sanity. This perk can be turned on or off at will.

Personal Inventory (100 CP): While you can put small trinkets like the keys in your pockets, how do you plan to carry all the items you collect around the Spire's halls while you fight/purify the monsters and flee from the Stalkers? Fortunately, you have a special ability to lead with this problem. You have access to an inventory-like pocket dimension where you can store up to twenty different items that you can hold with a single hand and easily summon them back to your hand at will. In the case of ranged weapons, you can also store their ammo without limits but you can only summon the needed amount to reload them at once.

A Good Throwing Arm (100 CP): According to a certain demon who possesses several supernatural abilities, there sure is no better magic than a good throwing arm. Regardless if you agree with her or not, just like her, you're great at throwing any sort of objects, from weapons to improvised objects, with excellent accuracy, force, precision, and speed, within your puny human limits. If you were in a more mundane world, you could be a great baseball player. Unfortunately, there is a serious lack of throwing weapons here, as the only one you can easily put your hands on are regular bottles, but, if you were supernaturally strong, even a pipe in your hands could be deadly.

Mental Map (200 CP): With the confusing layout of the dungeons combined with all the rooms looking more or less the same, a good sense of direction is extremely important to navigate through this maze.
Fortunately, this is something you have. You can easily memorize the paths you walked, keeping a sort of mental map of the regions, and identify directions on maps to the point you can literally visualize an arrow marker that shows your location and direction you're looking to in any map once you understand it enough, as well as other markers to indicate the presences of doors, traps, and hideouts.

Master of Crouch Jumping (200 CP): You might be faster than most monsters while running, but it's a good idea to have an advantage over her when it comes to moving through these old halls. You have excellent acrobatic skills that further enhance your mobility, being very good at parkour to the point you could jump from a balcony and fall to the lower floor without getting injured for example.

Embrace the Vices (200 CP): The followers of the Order knew very well that Vanessa was a demon and they still decided to harness her power, not only for selfish purposes but also to bring miracles and blessings to the people. After all, her power is demonic in nature but its potency is real, so it would be foolish to refuse to use it if available. While her power has misled many others, you don't need to worry about this. You're completely immune to any kind of corruption caused by any power or energy you wield, regardless of its nature. You could wield the power of a demon as much as you want and you won't be tainted by it.

Rejuvenating Sex (200 CP): Starting with this one, some of the perks you can acquire here in this section are actually the combination of some of the blessings you could acquire from the altars of Vanessa, but these versions of them aren't derived from her demonic power. By taking this perk, after having sex or participating in any other sexual act, you'll feel like you're filled with energy and more alive, as you'll literally gain temporary infinite physical stamina and regenerate a small portion of your health after reaching orgasm.

A Fucking Pervert (200 CP): You're definitely not quite right in the head, are you? When you're experiencing intense fear or other sanity draining effects, you get more aroused and you gain lust. I believe "scaroused" would be a fitting term. Furthermore, like a true masochist, pain and pleasure are one and the same for you, meaning your lust will also increase when taking damage or feeling any kind of pain in general. Post-jump, this can also be used to generate other kinds of esoteric lust-based energy you have access to. As an added bonus, you can turn this perk on or off at will, but turning it off won't change the fact you're a pervert.



Master of Traps (200 CP): There are a few different types of mundane traps that you can find inside the dungeons, with varied danger levels, ranging from spike traps and bear traps to crushing traps. After seeing so many of them, you could even say you've become a specialist in traps on par with the Slacker. You have a complete understanding of how the inner mechanisms of such mundane traps work, allowing you to build them yourself if you have access to the needed resources. As an added bonus, your familiarity with traps causes you to have almost a sixth sense to sense nearby mundane traps, but keep in mind that traps hidden by any kind of supernatural power are beyond this sense. At least, you don't need to worry about accidentally falling inside one of those dreadful insta-kill holes anymore.

Mental Fortress (200 CP): Your mind is reinforced and ready to deal with whatever the Spire has waiting for you. Regardless if it's due to you being headstrong and already having witnessed many horrible things in your life or not, the sign of death doesn't disturb you and being physically attacked doesn't phase you. Thanks to this, you don't take any psychological damage that would drain your sanity from either cases.



An Eye For Things (200 CP): Savina was born to be a merchant. According to herself, she has an eye for things as she could see value where others saw junk. In her own words, "sometimes you polish off a dirty rock, and, surprise, it's a diamond". You happen to share this very same talent. You're a specialist in determining how much things are worth, being able to precisely sense what are the monetary values of services and objects.
While this has a limitation as the value you'll assign to them will be based on what you know about them, you'll also be able to sense when something has some hidden value or quality. For example, if you find a broken sword abandoned in some cave, you'll determine a far lower value than it's actually worth if you don't know that said rusted sword is actually a legendary weapon, but you'll still have a strong feeling that said sword is very valuable.

Pseudo-Vampire (400 CP): Are you really a human or some sort of vampiric creature instead? Every time you physically attack a living being, be it with your bare hands or using a melee weapon, there's a 50% chance that you'll be able to leech health off of them and regenerate yourself, allowing you to gain half the amount of damage you dealt to them. This will allow you to even regenerate entire limbs and come back from the brink of death if you're lucky and have dealt enough damage. This way, you can tank a lot of attacks if you don't stop attacking your enemies and have enough vitality and strength to keep recovering your health.

True Warrior (400 CP): There are many skilled fighters who use their weapons in ways that allow them to get the most out of them. They wield them with skill, strategy, and talent. And you, my friend, are one of them. You're incredibly talented at wielding any kind of mundane melee or ranged weapon, to the point you can proficiently wield a sword even if it's the first time you touch one. You could fight like the Raven if you train, even if you lack his physical condition. Furthermore, your parrying and blocking skills with any weapon are magnificent, allowing you to precisely time your guard to parry attacks most times and to negate all physical damage whilst blocking, unless the enemy's physical strength dwarfs yours.
Lastly, you're quick on your feet, meaning you're good at recovering your balance quicker after being knocked out or being guard broken.



Healing Intimacy (400 CP): Like the Girlfriend, the Stalker who literally represents the sin of lust, you're considerably talented when it comes to pleasuring your sexual partners, as well as being pretty skilled with various different sexual techniques and positions. However, this doesn't stop only in your excellent sexual skill, as sex with you tends to be quite therapeutic for your partners, helping them to overcome their personal questions, problems, and traumas. The deeper your relationship with your partner is and/or the more you pleasure them, the more this therapeutic effect will affect them. For example, it would be necessary to have good sex with the Duchess a handful of times to begin to meaningfully heal her abandonment issues, zero frustration tolerance, trauma from being abandoned by her betrothed, and her obsessive jealousy.

The Power of Blessings (400 CP): Through altars made in her image and the energy of Blessed Shards, Vanessa allowed the members of the Order to harness her power in order to bestow blessings to themselves, likely in exchange of their worship and as a part of her schemes. Similarly, a demon (who might or not be Vanessa) made a deal with the Witch to grant her her pyrokinesis. Like the false goddess and the Witch's demon patron, through a ritual of your choice, you can share your supernatural abilities to other willing individuals as if they were blessings. You can decide how much of your power you share, but keep in mind that you'll temporarily lose access to specific abilities if you grant them to others completely. Fortunately, you can revoke them and receive your power back at any given time. Lastly, if you die, all the people that you bestowed your blessings will lose the portion of your power they received.



The Power of Tinkerbell (400 CP): Ophelia is one of this world's biggest mysteries, but one thing is clear. She's the only human in this world who displayed the ability to wield true magic, independent from Vanessa's demonic power. The origin of her magic is unknown, but, regardless of it, you also possess the ability to use the same magic as her. For now, you only have the knowledge to utilize two spells: a light/magic bolt that can deal quite significant damage to stun even someone like Vanessa for a few seconds and a spell that transfers other people's injuries to yourself, healing them in exchange for your health. You also have a "beginner-level" reserve of magical energy that regenerates slowly, allowing you to cast one or two spells per day. Furthermore, there might be a few extra spells you could learn by studying the countless books in the Spire or by being mentored by Ophelia, but it's up to you to learn.

What's Your Ultimate Sin? (400 CP): None of the wanderers were summoned by the Spire by chance or by accident. If there's one thing this place doesn't do, it's coincidences. They've all committed something worthy of being called an ultimate sin, an act so deeply unforgivable that even death refused to take them cleanly, and the Spire summoned them to suffer here, as a form of punishment. Of course, as you weren't exactly summoned by the Spire, you're an exception to this rule.
However, being exposed to the Spire caused you to develop a curious sensory ability: you're now capable of sensing which is someone's morality and have a general idea of the amount of sins and other evil acts they committed by merely looking at them, as well as detecting which one of the Seven Deadly Sins fits them the most. For example, if you looked at Savina, for some reason, you would sense countless sins coming from her and detect that Pride is the sin that fits her the most.



The Power of the Fiery Wrath (400 CP): In her final moments before being burned alive, the Witch made a pact with an unnamed demon patron (that might or not be Vanessa herself), gaining the power to unleash her fiery wrath upon those who betrayed her in exchange for an unknown price.
Even if you haven't made a deal with the same demonic entity, you've acquired the same power as the Witch, granting you limited pyrokinesis. You're capable of shooting destructive fireballs, but, while you didn't have to sell your own soul, this power isn't costless. Every time you utilize your fiery powers, you'll burn your own health, hurting yourself to attack others. Theoretically, if you want to, you could even burn off all of your life force at once and sacrifice your life in order to release an extremely destructive explosion to bring down your enemies, but this would only be useful if you had access to some way to cheat death.

Truly Blessed (600 CP): Are you blessed by an actual god or something like that? Maybe the deity of the Old Church took a liking to you, but regardless of the actual reason, you're a physical powerhouse, possessing superhuman physical attributes, from strength and endurance to durability and vitality, that surpass any monster in the Spire and even rival the likes of Vanessa herself. You're strong enough to pick up a grown adult with a single hand and throw them meters away with ease. Unfortunately, your absurd physical strength will also cause mundane weapons to lose durability faster and break down more easily. At least, you can use your bare hands to fight if you have no remaining weapons because you've broken all of them.

Cycles of Life and Death (600 CP): Is death the end? Not here in the Spire. Nothing truly dies within these halls, unless it is by the will of the Spire's demon ruler or by the Purification blessing. The monsters that inhabit these halls don't stay dead and simply revive after some time, while the souls of the dead are trapped here, either being disfigured into lesser monsters or rarely warped into new malevolent Stalkers. And you, my friend, are particularly gifted by this rule.

Thanks to the Spire, while you're inside it, you'll teleport back to the Starting Hall and return to life everytime you die, no matter how violent your death was. However, this immortality has a price. In addition to death still being as agonizing and painful as you would expect it to be, your soul will be damaged every time you're revived. Your sanity will begin to fade more and more quickly and your self will begin to slip away, until you're nothing but a shadow of who you once were. If you end up in a vegetative state or if your soul is destroyed after reaching its limit, you'll die once for all and it'll count as a failure in this gauntlet. However, keep in mind that you won't be able to revive if you're killed by Vanessa herself.

Furthermore, like Ophelia and the Raven, you'll also stop aging past your prime and will no longer need any sustenance, aside from oxygen or equivalent.
Post-jump (or if you've taken the **Jump Mode** toggle), as your immortality won't be backed by the Spire but by your Benefactor instead, you'll only revive once per jump (or once per decade, whichever comes sooner). Your soul will still be damaged, but this damage isn't permanent so you can recover from it if you have the means to heal your soul. Furthermore, instead of reappearing in the Starting Hall, you'll teleport back to your Warehouse or another one of your properties if you prefer.



The Demon of the Sin Spire (600 CP): As mentioned above, the goddess who was worshiped by the Order, Vanessa, isn't a divine being but a powerful demon instead, possessing several supernatural abilities that defied explanation. Her true origin is unknown, maybe she was summoned by those who became the first members of the Order from a hellish realm or maybe she was a human native from this land who was converted into a demon somehow. But regardless of her origins, Vanessa was a unique and unparalleled being in this world, that is, until your arrival here.

It turns out that you're not a human being, but rather a demon of the same type as Vanessa, who was summoned here by the remnants of the Order that wanted a new deity but were executed by the Raven before meeting you. As a demonic entity, your appearance is quite human-like, but with a few inhuman features, such as sharp claws, horns, unnaturally colored skin (like Vanessa's pink skin), tail, and glowing eyes for example. You also possess a large set of supernatural abilities, but, as you're a lesser being compared to Vanessa, all of them are still pretty weak.

From the start, you'll be capable of shooting basic projectiles made of pure demonic energy or crystal shards that follow your targets. You're also capable of summoning weak servants made out of shadows, taking the form of small animals, like crows or dogs. You also possess a peak human physical condition, still far weaker than the one granted by the **Truly Blessed** perk. Additionally, you can also inject your power into objects or beings to corrupt and take control over them, but, as you're right now, it would take weeks until you manage to corrupt a simple crow. All of your powers draw from an inner reserve of demonic energy that regenerates overtime.

Furthermore, you’re also capable of transforming into a human form that hides all of your inhuman traits, but also prevents you from using your demonic powers and even reduces your physical attributes to a human-level.

Despite your superhuman physiology and abilities, the trait that makes demons like you truly dangerous is your ability to literally devour souls of the dead and use them as sustenance and energy source. Each soul you consume makes you more powerful, without limits but with diminishing returns after a certain point. You can simply kill someone and eat their soul, but doing so won't satisfy and empower you as much as it could. The more anguish and negative emotions a soul has, the more delicious and empowering the soul will be to you, so you could give your victims hope and confidence just to make the eventual betrayal hurt more.

You would probably need to consume hundreds or even thousands of souls until you reach the same level as Vanessa. For example, Vanessa is capable of casually releasing destructive energy waves, creating several crystal shards, summon shadow servants that are replicas of the Stalkers, and corrupt the entire Spire, as well as having superhuman physical attributes.

Lastly, one last piece of advice, keep in mind that it's not because you're the same kind of being as Vanessa that she’ll treat you any differently. She'll want to kill you and eat your soul anyway.

-Items-

You get a 50% discount for each tier of items (100, 200, 300, 400, and 600 CP respectively), with discounted 100 CP items being free. You may use a discount for a higher price item on a lower price item, such as taking two 100 CP items at a discount instead of discounting a 400 CP item for example.
Every item is fiat-backed.



The Altar of Greed (Free): In the Starting Hall and at the entrance to each dungeon, you'll be able to find many altars built by the Order and modeled after Vanessa. The priests of the cult utilized such altars to harness the power of their goddess and now you can do the same. There are two usages for the altars available for you. The first one is to unlock and acquire Vanessa's blessings by offering Blessed Shards to the altar. Blessed Shards are rare and valuable items that can be acquired by defeating Stalkers, very rarely found in golden chests, or even bought from Savina but she charges a fortune for them.

The second and most interesting usage is to level up your skills, or as I prefer to call them, your stats. You'll have access to eight stats that, in a manner similar to many game-like systems, can be really increased directly by "paying" gold coins to the altar, with prices increasing after each upgrade.

These eight stats are: **Vitality** (boosts your health), **Mind** (enhances your sanity and reduces how quickly it drains), **Strength** (directly enhances your physical strength, improving melee damage and weapon scaling), **Stamina** (increases your physical stamina pool), **Agility** (increases your speed and makes you sprint faster), **Libido** (increases your lust meter and lets you cum faster if you want to, being useful when you need to purify a monster as quickly as possible before another one attack you), **Infusion** (amplifies the effects of consumables), and **Handling** (slows weapon degradation, allowing to conserve your weapons while wielding). If you also have **The Power of Tinkerbell** perk, you'll get access to a ninth stat, **Magic**, which allows you to directly increase your magical reserves. All of your stats start at level 1, as this represents your base attributes before receiving the altar's power.

Post-jump, you'll keep your enhancements and the blessings you acquired, with them becoming fiat-backed and losing any connection with Vanessa, and you'll also receive a single altar to keep in your Warehouse. However, this altar will be merely a souvenir and will have no supernatural properties.

The Map (Free/+100 CP): Let's start with the basics. You receive a self-updating map that shows the complete layout of whichever dungeon floor you're currently in, showing even a few details of each room's architecture that can help you identify which types of rooms they are, as well as points of interest like traps and hiding spots. Additionally, the map is initially covered in dark fog, which clears as you explore, helping you track where you've been and find every item on the floor. Alternatively, for **+100 CP** instead, you won't receive your free map and will need to learn each floor's layout by yourself, but, if you have a **Mental Map**, this might still be a good idea for you.

The Compass (Free/200 CP): How do you already have it? Ophelia should be the one to give it to you. Anyways, what you have in your hands is a special compass that will help direct you to where you need to go. The red pin always marks north, whilst the blue pin marks a specific location of your choice, like an exit room or the Spire itself if you're outside it. This desired location must be somewhere you have at least a general idea that it exists and where it is, so you can't set it to be where a specific object is hidden. This location can't be somewhere hidden by a supernatural power either. Additionally, if a third, flashing pin appears, run the opposite direction as it'll show the position of the nearest Stalker. This item is free for the duration of this gauntlet/jump, but you need to pay **200 CP** to keep it in future jumps.



The Ultimate Light Source (100 CP): Although most areas of the Spire have minimal lighting, darkness will be a significant factor in certain dungeons, especially the third one. For these situations, you can utilize a makeshift torch, useful for lighting the immediate area but not very good at range, or, preferably, a flashlight. However, no light source is better than one you can acquire here in this section.
You receive the ultimate tool to light your way in the dark, taking the form of a torch fused with a flashlight and acting as if it was both at once. As an added bonus, unlike any other light source, this one lasts forever, with its flame never going out and its battery never running out. If lost or destroyed, a replacement will appear in your Warehouse in the next month.

A Lot of Bottles (100 CP): You receive a cardboard box filled with thirty old glass bottles, ready to be thrown at your enemies and allies alike. The intended purpose of these bottles is to make a lot of noise in order to attract enemies away from where you are or need to pass, but, honestly, there are very few situations where this would actually be useful. On the other hand, these bottles are far more effective when it comes to annoying your own allies and making them mad at you. If you want a challenge, you could try to defeat a Stalker with a bottle, but you'll gain nothing doing this. Lastly, the box will be refilled daily.

C. Pill Bottle (100 CP): A C. Pill is a powerful medication capable of restoring mental clarity and stability, reducing the risk of critical failures caused by low sanity. For most normal people, such consumables are essential for maintaining composure and focus in the face of overwhelming horrors found in the Spire. Regardless if you need them or not, you receive a bottle containing around twenty C. Pills. The pills are replenished daily and they aren't addictive, but they aren't recommended to treat more severe mental issues.

Genuine, Real Gold (100 CP): The Spire is situated in a land forgotten by time and in a dimension different from the variations of Earth you're used with. As such, the local currency is actually golden coins, made of genuinely pure gold, which can be found in the environment or even retrieved from defeated enemies.
Here, in this world, you can use this money to buy stuff from Savina or level up your stats at an Altar. By taking this item, you receive 25.000 in golden coins, more than enough money to buy a shotgun from someone as stingy as Savina. If you melt all of these coins, you could utilize the gold to build an entire human-sized statue with it. In future worlds, you could also sell all that gold for a considerable fortune. If lost, molten, or spent, these golden coins will be replenished at the start of the next jump or after a decade, whichever comes sooner.



Pouch of Holding (100 CP): Do you have any idea how heavy 25.000 golden coins are? Or how much volume they occupy when they're not part of a game mechanic? Fortunately, these are problems you don't need to worry about. You managed to put your hands in a small pouch that seems to share the same kind of spatial distortion that makes the Spire's interior space to be considerably larger than its outside dimensions, effectively making the storage space of this pouch to be virtually infinite, but there's a catch. The pouch's interior space might be virtually infinite, but you can only store money and other small objects that count as some form of currency. Furthermore, while inside it, any money stored inside the pouch will be in stasis and effectively weightless.

Long-Lasting Adrenaline (200 CP): You receive a special syringe containing a single dosage of adrenaline, a quick, life-saving boost that floods your system with energy when injected, effectively giving you a temporary, virtually infinite boost to physical stamina. Unlike the adrenaline shots you can acquire in the Spire that lasts for less than a minute, yours is special, lasting up to ten minutes and bringing no health problems due to overuse. The syringe's content replenishes itself over time, taking around two hours to refill completely. Just don't try to take more than one dosage of adrenaline at once if you don't want to suffer an overdose and a possible heart attack.

Portable Hiding Box (200 CP): At times, you'll face enemies that are too powerful to confront directly. When a fight isn't in your favor, the smartest choice is often to avoid conflict altogether. If you're spotted or close to being discovered and simply running away isn’t an option, the best strategy is to find a place to hide. Scattered throughout the dungeons, you'll come across various hiding spots, like lockers, closets, or other human-sized containers. These hiding spots are perfect for slipping out of sight and evading enemies, as long as you're not seen while entering them. However, they might be perfect for such cases, but they aren’t everywhere, as the proximity of a hiding spot seems to be inversely proportional to how much you need it.
If you also have this problem, then this is the option for you. You receive a special portable cardboard box, which you can easily hide inside it (as long as you aren’t bigger than an adult human). The box has a mildly anti-memetic effect, which causes those hostile against you to not notice it as long as it’s out of their way, so even those with enhanced senses won’t detect your presence. Unfortunately, this effect lasts for just a single minute before wearing out and it takes thirty minutes for it to recharge.

Lust Potion Supply (200 CP): To purify a monster, you'll need to have a certain amount of lust, so, while you’ll recover over time, it's natural that you might not have enough lust to deal with some troublesome enemies at some point. In situations like these, there’s still an option, in the form of lust potions. A lust potion is a small tincture of a pink liquid said to enhance one's own sexual desire, basically being an aphrodisiac that doesn’t provoke any harmful effect over time. As you’ll probably need a lot of lust to purify a lot of monsters, then this might be useful for you.
By taking this item, you receive a box containing twenty lust potions, which are replenished daily if lost or used.



Melee Arsenal (200 CP): You can find a variety of weapons to defend yourself against the many threats present in the dungeons. By taking this item, you receive an arsenal containing each one of the melee weapons that you can acquire here. These weapons are: a **Shiv** (Savina's personal makeshift knife crafted from scraps and cloth, being blunt and not very reliable but it's better than nothing), a **Lead Pipe** (a blunt, makeshift weapon that is as crude as it is effective), a **Fire Axe** (a heavy, sharp. slow and lethal tool built for breathing through barriers), and, last but not least, a **Katana** (the best melee weapon available here, being sharp, fast, and deadly). If any of these weapons is lost or destroyed, you’ll receive a replacement the next day.

Ranged Arsenal (300 CP): The human civilization in the Spire's dimension is at best as developed as medieval Europe, so, isn't it weird for a fire axe or pipes to be found in the dungeons? This isn't even the most obvious anachronisms present here, as you can also find literal firearms and ammo. Maybe this is proof that the Spire also summons objects from other worlds (or at least creates replicas based on them) but this doesn't matter now.
What matters now is that, by taking this item, you receive an arsenal containing each one of the ranged weapons that you can acquire here. These weapons are: a **Mauser Pistol** (a durable, dependable piece of history, known for its accuracy and range and for being perfect for skilled shooters), a **Lever Action Rifle** (a classic rifle known for its smooth action and reliability despite being slow to reload, being a favorite for marksmen due to firing powerful rounds with precision), a **Submachine Gun** (more precisely an old M1A1 Thompson Submachine Gun with fast fire-rate but low damage), and, finally, a **Shotgun** (with two barrels, ensuring maximum damage at short range). You also receive around 200 rounds for each one of these weapons. The ammo is replenished weekly and, if any of these weapons is lost or destroyed, you'll receive a replacement the next day.

Reusable Repair Kit (300 CP): All equipment items found in the Spire have limited durability, which decreases with use. Once an item's durability is fully depleted, it'll obviously break.
Fortunately, there's a way to prevent this. In certain rare chests, you can find precious repair kits, toolboxes made specifically for on-the-fly repairing of equipment. A single repair kit is capable of fully repairing any of your weapons and equipment as long as they aren't completely broken, regardless if it's a simple pipe or a shotgun. The only problem is that each kit can only be used once.
Fortunately, you managed to put your hands on a genuine treasure: a reusable repair kit. Unlike other repair kits, this one can repair any of your weapons and tools and then it'll become usable again after a week. In this world, it isn't that useful, but it'll reveal its true worth in future worlds. Post-jump, this special toolbox will be able to generate all the needed resources and tools to fully repair any equipment you purchased using CP, regardless of how complex, esoteric and/or advanced it is.

Life Drink (300 CP): The health drinks are among the most useful, life-saving consumables you can find here. A health drink is a mysterious, bitter liquid that restores a portion of your vitality. It may not taste great, but it'll keep you going when you're on the brink.
What you receive here isn't a simple supply of health drinks, but an unique, special health drink that was enhanced to become capable of healing all physical injuries of whoever consumes it. It can't be used to regenerate entire limbs, but it can recover inner organs and heal any wounds without leaving scars behind, allowing you to return to full health as long as you manage to drink it before dying. This life drink refills overtime, taking a whole week to be completely replenished.

Skeleton Key (400 CP): In order to open the metal and golden chests, you'll need to utilize silver and golden keys respectively. Each key can only be used once as they'll always break inside the chest's lock. It's not difficult to find these keys and you can even buy them from Savina, but you won't need to keep looking for keys every time you find a locked chest. You received an indestructible dark key with a green shard in its bow. This key is capable of opening any mundane key lock, reshaping itself to fit it, as long as said lock isn't protected by an electrical mechanism or supernatural power. This means that this key is capable of opening any chests you encounter, but, if you've taken the **Locked Dungeons** drawback, it won't work in the locked exit doors. If lost or destroyed, you'll receive a replacement key the next month.



Blessed Fragment (400 CP): The Blessed Shards are among some of the greatest mysterious found here. They're green, glowing crystals said to be the shards of a rock that fell from the sky a long time ago. They can be utilized in the Altars of the Order to harness Vanessa's power in the form of the blessings, but the priests of the Old Church also used them in their artifacts. This implies that the shards came from another world before the Order took over the Spire. Currently, Blessed Shards can be acquired by defeating Stalkers, very rarely found in golden chests, or even bought from Savina for a lot of gold.

However, while you explored the surroundings of the Spire, you managed to find a greater fragment of the rock that fell from the sky. This fragment is charged with a considerable amount of an otherworldly energy that is ready to be absorbed by anyone that holds it. This otherworldly energy can serve as a replacement for any magical/demonic/holy energy to fuel abilities, rituals, spells, and artifacts.

You can even use it for yourself if you have, **The Power of Tinkerbell**, or **The Demon of the Sin Spire** perks. If you use this fragment to fuel the light bolt spell, it would have enough energy for a massive attack capable of exploding a city block. Once all of its energy is consumed, the fragment will lose its light and you'll only receive a replacement at the start of the next jump (or after a decade, whichever comes sooner).



Personal Dungeon (600 CP): In summary, a dungeon is a specific region within the Spire that has become the territory of a specific Stalker, who warped it into an environment familiar to her, as well as filling it with creatures born from her fears, desires, and hatred. For example, the Duchess warped her dungeon into a twisted replica of the mansion she lived in and the Witch transformed her dungeon into a replica of the prison she was trapped in before her death.

Normally, warping a physical structure this way takes a considerably powerful being and the Stalkers likely were only capable of doing so thanks to the Spire's demon ruler, Vanessa. Yet, during your arrival here, an unclaimed region within the Spire resonated with you and became bound to you. This region split off from the rest of the Spire and became a true dungeon in an independent pocket dimension, with its gate appearing in a Warehouse attachment.

While you won't have access to it during your stay here (unless you take **Jump Mode**), you're now officially the master of your dungeon. This dungeon is as big as the fifth dungeon and you'll be able to choose which is its theme. It'll also have traps scattered through it, but they'll be under your control. Unlike the other dungeons, yours is considerably more stable due to not being connected to the rest of the Spire, so its layout will be fixed and won't change every time you enter it.

Additionally, you can choose for gates to this dungeon to also appear in your other properties too. Lastly, you can change your dungeon's theme once per jump or decade, whichever comes sooner, but its layout will remain the same and it'll retain any modifications done to it.

The Old Church (600 CP): The Old Church was the dominant power in this region before they were overthrew by the Order of Vanessa, but, while the church's knights were defeated by the common folk and demonic-empowered enforcers of the Order, it's undeniable that their priests likely held some mystical powers too. After all, the priests carried pendants with Blessed Shards and they were responsible for building the Spire. The Order and Vanessa merely took control over it later.

While exploring the woods before arriving in the Spire, you found an abandoned two-story building, a church built by the former religion of this land, as a sort of prototype for what the Spire would be. While seemingly mundane, this church was built through supernatural means with the purpose of warding off evil, so, as a result, no demonic being (or being empowered by some true demonic power) can enter the building without your explicit permission. Even the likes of Vanessa or actual demon gods would find themselves powerless to break this church’s barrier, meaning it’s probably the last safe bastion here in this land. If Ophelia knew about this place’s existence, she wouldn't have sent many wanderers to die in the Spire thinking that it was a safe place.

Your church will be located somewhere of your choice in any future world you visit, with it following you along your Chain and retaining any modifications done to it.

-Companions-



Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

-Special Companions-

Some of the canon characters are special, some of them being worthy of more than just 50 CP or maybe having their own special traits or requirements. You need to convince them to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

In the cases of the Stalkers, they'll only join you once you defeat and purify them.





Ophelia (100 CP): One of the last remaining kind souls in this cursed dimension and the girl who is wandering close to where you'll arrive in this world. Otherwise known as Princess Ophelia, she's a royal who has existed within the land of the Spire for a long time, aiding those who become trapped here. Believing she is helping them, she usually sends the lost wanderers to the Spire for safety, completely unaware that she is actually sending them to their deaths or worse. Currently, Ophelia lives in solitude in a cabin and rarely opens herself to others emotionally, haunted by fear of the Raven, who is still hunting her and thus preventing her from entering the tower.

Furthermore, either due to some innate quirk, her royal blood, or even the Blessed Shard in her necklace, Ophelia has the power to wield magic, being capable of firing light bolts and transferring the injuries of others to herself. Unfortunately, she's too weak to confront the Spire's true ruler directly alone.

Fortunately, after meeting you, she finally gathered courage to move on and face her demons. Maybe she saw you as a last hope to defeat Vanessa or you inspired her to fight somehow, but, regardless of the exact reason, Ophelia decided to follow you along your Chain as your Companion.




The Witch (100 CP): The malevolent spirit with glowing eyes and a robe ablaze. She's the Stalker who inhabits the first dungeon, the **Catacombs**, representing the sin of Wrath. Once a humble healer, she was accused of witchcraft by the very people she sought to help. She was condemned to burn and her first reaction was to fall in despair. However, her despair eventually turned to rage and hatred. She began to hate those who accused her, those who sentenced her, and those who would execute her. In what would be her final moments in the pyre, her hatred attracted the attention of someone, a demonic entity.

She struck a pact with this demon, gaining the power to unleash her fiery wrath upon those who betrayed her. Though she was eventually hunted down and slain by soldiers after leaving a trail of burned ruins, her vengeful spirit was summoned to this land and became trapped within the Spire, forever seeking new victims to burn. Since then, the only thing she knows is rage and hatred.

If you manage to defeat and purify her, the Witch will finally feel something other than her wrath. You'll be able to take her as a Companion, with her being restored to life while keeping all of her supernatural traits and abilities. The same will happen with the other Stalkers if you take them as Companions.






The Duchess (100 CP): How the mighty have fallen. She's the Stalker who inhabits the second dungeon, the **Manor**, representing the sin of Envy. She was once a noblewoman of high standing, being the daughter of a duke, doted upon endlessly by her father. After losing her betrothed - a prince - to a peasant woman, she became consumed by jealousy.

She turned to her spite towards the lower classes, convinced the commoners conspired to ruin her reputation. Her cruelty grew unchecked, resulting in the deaths of many people. Her onslaught only ended when the common folk fought back and took her down with her complacent family, bringing an end to her reign.

But death wasn't enough to quell her jealous rage. After being summoned by the Spire, her spirit remains within her dungeon, the Manor, endlessly searching for the prince who betrayed her. Judging by her behavior and personality, she very probably usually kills other women she encounters while she treats men as if they were "her prince", until she eventually decides they deserve to die too to not leave her.

Once you purify her, you'll be able to take her as a Companion, as she now believes you're her "promised prince" who will stay with her forever, even if you're a woman. It'll probably take a lot of therapy to treat her obsessive envy and jealousy, but she's on the right path with your help.






The Slacker (100 CP): The lazy girl whose own hubris landed her in a situation she found troublesome, but at least she wears panties. She's the Stalker who inhabits the third dungeon, the **Old House**, representing the sin of Sloth. Once a college student with potential who grew disillusioned with the modern world, the Slacker found everything exhausting and withdrew into a life of isolation, throwing her future away and wasting away doing nothing with her life. When her peers surpassed her, she didn't care at first, but they started pestering her about her failures. To get back at them, she began pulling pranks utilizing traps. What started as harmless fun soon turned more twisted and malicious, each one bolder than the last. When one of her pranks took a life, she felt nothing. From then on, she decided that anyone that disturbed her peace deserved the same fate. She met her end at the hand of the justice, being killed by law enforcement.

But the Spire had other plans for her and brought her to this cursed dimension. She awoke in the Spire as a materialized spirit and considered it the perfect place to rest, that is, until some bothersome people began to appear. She decided to make sure her quiet isn't disturbed again, by killing any wanderer that invaded her dungeon.

Normally, purifying her and freeing her from the Spire would make her find peace and quiet in the end of her existence, but you inspired her to make a minimum effort to face life once again, with her deciding to follow you along your Chain as your Companion. By the way, she doesn't need glasses as a Stalker, but she'll keep wearing them anyway.






The Girlfriend (100 CP): According to the Raven, one of the Spire's most twisted entities, which says a lot about her. She's the Stalker who inhabits the fourth dungeon, the **Lust Dungeon** (or as I call it, the Love Hotel), logically representing the sin of Lust. Back in her world, she was a career criminal, driven mostly by an unquenchable desire for chaos, often leaving carnage in her wake. In addition to all the murders and heists, the Girlfriend also used to cycle through lovers without remorse, chasing excitement over affection.

After all, love and sex were just another game to her, and she always played to win. Eventually, she was cornered during a heist, so she chose to go out guns blazing. When she awoke in the Spire after her death, she soon found herself reborn as a restless spirit, still searching for a "darling" to share her chaos with.

Once you purify her, you'll be able to take her as a Companion, as she decided that this was so much fun and that you should be her darling. After all, just imagine how much chaos she could cause and how much lustful fun she could have in the many future worlds you're going to visit.






The Mangler (100 CP): From all the Stalkers present here, she's the only one described as a truly malevolent spirit by the Raven himself. She's the Stalker who inhabits the fifth and final dungeon, the **Slaughterhouse**, representing the sin of Gluttony. Unlike all other Stalkers, she was summoned to the Spire, not as a spirit but as a living human, alongside a small group of survivors. In her original world, she was Beatrice, a disgraced doctor. Using her intellect, she worked with another researcher, Rupert, in an attempt to uncover the Spire's secrets. Beatrice wanted to communicate with the monsters, even if Rupert warned her against it. Over time, her curiosity turned to fascination and her fascination turned to obsession, as she was taken over by a hunger for knowledge.

She was eventually claimed by the Spire's demonic influence, while the rest of her group died. Reborn as a powerful and malevolent spirit known only as Mangler, she now roams its halls, driven by a twisted fascination with pain and transformation, likely still experimenting with her victims.

If you manage to defeat and purify her, you'll be able to take her as a Companion, with the Mangler deciding that there is too much more knowledge to acquire in the future worlds you'll go to. Just one last curiosity, according to Rupert's final note, the Mangler has the face of Beatrice, but not the spark that made her "her" and not her voice. She doesn't even use her glasses anymore, unlike the Slacker. The Mangler isn't Beatrice anymore.






Savina (Can’t be purchased): The girl who inhabits the Spire’s Starting Hall. Back in her original world, she was just a small-town girl, born and raised out in the sticks, growing up in an orphanage most of the time. She ran away a lot, got into trouble even more. She was a scrapper. Eventually, she had to turn to some questionable methods to earn a living. Not selling her body or anything like that, but she acted as a pick-pocket for some time. This way, she learned the value of money young.

By the time she was 18, Savina would already have made a bit of a name for herself as a merchant, using to sell all kinds of oddities. Those times were rough and she didn’t earn a lot of money. Whatever she earned went to feeding herself, her poor donkey, and her guards. However, one day, Savina was calmly sleeping in her bed and then she simply woke up in the Spire, for seemingly no reason.

Now, here in the Spire, she can be a friendly, if somewhat stingy and greedy, ally of yours who can be visited throughout your journey. But the way she’s willing to help you is by letting you “buy stuff” from her with the golden coins you can find here.

Unfortunately, for some reason, even though she's the best girl and the one who always greets you with a smile when you return from a dungeon, you can't take Savina as a Companion. I wonder why…

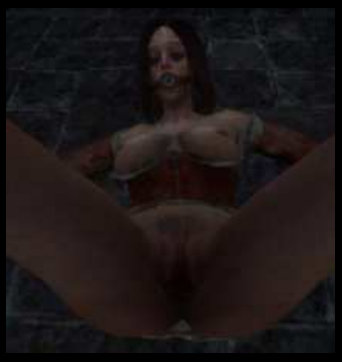


-Bestiary-

As mentioned earlier, the Stalkers warp their dungeons into environments familiar to them, as well as filling it with twisted creatures that are demonic manifestations of their fears, desires, memories, and hatred. This is the origin of the large cast of female monsters you'll face. In general, these monsters wander endlessly in the dungeons they're born in, driven by nothing but instinct, which makes sense considering they're simply manifestations of demonic power and thus aren't actual living beings with consciousnesses. However, if you got an interesting taste and were charmed by some of them, then this section is for you.

Below, you can take some of the monsters found here as your followers, or even Companions if you want to. Unlike their “sisters”, these ones will have developed actual consciousness and independence from the Spire, as well as possessing human-like intelligence (with each one of them possessing their own unique and random personality) and even their own souls.

If you haven’t taken the **Jump Mode** toggle, instead of them starting the gauntlet together with you, you’ll find them wandering around the dungeons, waiting for you. They might look like all other creatures of the Spire but I doubt you’ll mistake them with the other mindless monsters.



Witness (50 CP): A Witness is a type of monster that can be encountered throughout the entire Spire. She resembles a woman with her eyes stitched shut and a single eyeball lodged in her mouth. Her arms are elongated, ending in sharp claws. She moves slowly and, while her reach is extended, she usually doesn’t pose a significant threat unless ignored. You can choose which dungeon your Witness follower will be located in, with this determining which outfit she will have.



Leg Amalgam (50 CP): A Leg Amalgam is an enemy that can be found in various dungeons throughout the Spire, especially the Catacombs. As her name implies, she appears as two sets of legs stacked atop one another (and yes, she has two genitalia). She’s agile and dangerous, known for her unpredictable attack patterns. In combat, underprepared opponents will find her difficult to handle, but she has relatively low health, capable of surviving only a few shotgun blasts. As she has difficulty expressing herself due to her lack of face and arms, there’s a risk you could confuse your Leg Amalgam follower with others, so pay attention to the one who will calmly come after you instead of jumping to attack you.



Butcherette (50 CP): The Butcherette is an enemy found in the Catacombs and the Slaughterhouse. She’s tall and heavily built, being tough but slow and predictable.
She wears nothing but a stained apron and her head is completely concealed beneath a burlap sack. Her weapon of choice is a simple butcher's cleaver, the sort one might find in any kitchen, with each swing carrying a heavy hit. Another detail about her that is difficult to miss is the fact that her posterior is on full display.



Automaid (50 CP): The Automaid is an enemy that appears mainly in the Manor, as their kind’s creation stems from the Duchess’ distrust of women not born of noble origin, having been modeled after the toys the Duchess kept as a child. An Automaid is essentially a life-sized doll, graceful in posture, dressed in the remnants of a maid's uniform.
Her flesh is porcelain and her movements are mechanical, attacking using the large, crescent-shaped blades she wields. While she’s quite fragile, her most dangerous move is a spinning attack that allows her to cover a wide area like an entire corridor, dealing damage throughout its duration. Furthermore, when she isn't busy being a killing machine, the Automaid is quite skilled when it comes to the domestic chores typical of any human maid.



Stone Virgin (50 CP): Also known as simply the Statues, the Stone Virgins appear mainly in the Manor. At first, a Stone Virgin looks like a simple statue made of carved stone, modelled after a woman posed in graceful stillness, but this is a mistake. Despite her motionless posture for as long as she’s observed, as soon as she’s out of sight, she becomes able to move with surprisingly speed and flexibility thanks to the flesh-like softness her stone body possesses. Unlike the others of her kind, your Stone Virgin follower will also be forced to remain when she’s observed by the Spire’s monsters, so she’ll only be able to sneak attack others.



Lost (50 CP): A Lost is a rare enemy that can be found in almost any dungeon. She’s essentially the floating head of a woman with a haunting expression of perpetual horror etched across her face. She’s small and fast, but also has low health, making her a minor threat overall. Your Lost follower would be an excellent scout to map the dungeons and locate threats. And yes, your Lost follower will be able to speak normally and make other expressions.



Wraith (50 CP): Definitely one of the most beautiful monsters you can find here. A Wraith is a type of energy that appears in the Old House. She's a spirit that relentlessly pursues her targets, being capable of becoming intangible to phase through walls and other inanimate obstacles. While she has a large health pool, her attacks are slow and limited in range, as her main advantage lies in her ability to catch her enemies off guard, often appearing unexpectedly from unseen angles. Unfortunately, the only objects she can make intangible with her are her own clothing, so she can't help you pick up items from other rooms or bring other beings with her.



Smiler (50 CP): If your type of woman is someone who likes to wear school uniforms and has a beautiful smile, then she's the one for you. A Smile is an enemy that appears from the third dungeon onwards, appearing as a woman with a permanent smile carved across her face, her blank eyes hidden beneath a sharply cut fringe bob. When she gets close to an enemy, she can emit a high-pitched laugh that disorients anyone within laughing distance, making it difficult to react or aim, as well as causing psychological damage. This makes your Smiler follower dangerous to both you and your enemies, but, at least, the Smiler can speak and laugh normally if she wants to. Furthermore, she doesn't need to stop to breathe while she's laughing… or doing other things with her mouth.



Twisted (50 CP): One of the monsters with the most attractive figures, if you don't mind her face. A Twisted is a type of enemy found in the Lust Dungeon and in the Slaughterhouse. She resembles a woman with a distorted, warped face, which looks like molten clay with no discernible eyes or mouth. Her primary threat comes from her ranged attack rather than close combat. After all, the Twisteds are unique among all of Spire's lesser creatures due to the fact she can wield firearms with surprising skill and precision. Your Twisted follower won't have her own firearm and infinite ammo, so you're going to need to supply her with them. I don't think she can fight with melee weapons though.



Bound (50 CP): The Bound are enemies that are tied with the Leg Amalgams when it comes to being weird. A Bound appears as a woman trapped in a black leather straitjacket. However, beneath the zipper on her head is a large maw lined with sharp teeth. Honestly, there's a considerable chance that the straitjacket is actually part of her physiology and she has no arms beneath it. When attacked, she enters a rage state, becoming more agile as her mouth opens. She can sprint, leap, and bite aggressively, as well as being incredibly durable. As an independent being, your Bound follower is capable of freely opening and closing her jaw, without needing to be attacked first.



Banshee (50 CP): A Banshee is a type of enemy that appears only in the Slaughterhouse. She's essentially a ghostly figure with her skeletal forms visible beneath her translucent body. Her eyes burn with an unnatural blue light, leaving behind faint light trails as she moves. She's also fast and agile, relying on projectile attacks like ghostly fireballs. The Banshee also tends to act quite animalistic, but your Banshee follower will still have human-level intelligence. And yes, you'll be able to see whatever is inside of her body.



Creeper (100 CP): The Creeper is a unique monster whose territory is the cave system outside the Spire, being one of the most mysterious beings here. She's a macabre, highly aggressive, weirdly hot monster, possessing traits like pale skin, elongated limbs, considerably big hands, wide eyes, a creepy smile, sagging breasts, and a completely bald head. Unlike all other monsters in the Spire, she wasn't created from any of the Stalkers' traumas or problems, but she's likely one of those shadowy creatures that received extra power from Vanessa and became completely physical, resulting in her also being considerably stronger than all lesser creatures but still weaker than the Stalkers. Normally, there would be only a single Creeper, but, by taking this option, there will be a second Creeper in the caves, who will be your follower. Even if she's your follower, she's still undeniably creepy in an uncanny way.

-Main Scenario-

Incompatible with **Jump Mode**



Ascend

Abandon all hope, ye who enter the Spire. Or maybe not? After all, there's one last hope for all the wanderers trapped in this cursed dimension. At the very top of the Spire, in the so-called Floor of Communion, there's a final gate that serves as a portal that will teleport whoever enters it back to their homeworld, freeing them from this cursed dimension or, in your case, allowing you to escape this world and continue your Chain.

However, the access to this floor is currently locked behind a big door in the Starting Hall, which is completely sealed by an esoteric mechanism connected to the Stalkers.

In order to open this door and get access to the Spire's top floor, you'll need to defeat and purify each one of the true bodies of the five Stalkers (or six if you've taken **The Pale Widow** drawback). The true body of each Stalker is located inside a room in her respective dungeon's entrance.

As mentioned earlier, each dungeon contains 10 floors (or 20 floors if you have taken the **Expanded Dungeons** drawback), and the last floor always has a single specific orb (or demonic core). These orbs must be inserted into the corresponding gargoyle heads at the entrance of the dungeon to unlock that room. You'll need to go through each dungeon multiple times to obtain enough orbs to open the room (as the Witch's room requires two Wrath Orbs found in the Catacombs and the Mangler's room requires four Gluttony Orbs found in the Slaughterhouse for example).



Additionally, while you're still here, Ophelia will also have some quests for you. There's a Pendant lost somewhere in the dungeons and, as she can't enter the Spire without being hunted by the Raven, Ophelia will need your help to pick it up for her.
With the Pendant in hand, she'll need two more key ingredients for what she has in mind: first, one of each type of demonic core, and, second, your sexual fluids, as you have the Purification blessing. By the way, unless you're a jerk, Ophelia will likely be willing to help you "produce the purifying fluids" if you ask her.

Only after you defeat all Stalkers that you'll get access to the Floor of Communion, but, even so, there are two final challenges. The first one is the Alabaster Raven, who will attack you as soon as you return to the Starting Hall after defeating the final Stalker. The second and final challenge is none other than the true ruler of the Spire, the demoness Vanessa herself.

Unfortunately, at this point you'll discover the dark truth behind Vanessa's true identity: the demon who controls the Spire and all creatures within it is actually Savina, your friendly but stingy "ally". She disguised herself as the "Savina" to give you confidence and hope, all in order to ensure that the betrayal and feelings of anguish will be all the more delicious when she decides to eat your soul. After all, she's a sadistic, playful and malevolent demon. She's the last enemy you must defeat to escape this prison. However, keep in mind that you can't purify Vanessa and she can't be killed by conventional means in the Spire.



From this point onwards, there are three routes you can choose to follow:

- The first path is the simplest. After defeating Vanessa, you must simply turn your back to her, ignoring her complaints as you can't purify or kill her, and simply go through the final gate that will open after your victory;

- The second path requires you to complete all of Ophelia's requests. By combining the extracted power of the cores and your "purifying fluids", Ophelia will be able to modify the Pendant in order to empower its holy properties. After defeating and weakening Vanessa, she'll become vulnerable, so Ophelia (or you, if you have **The Power of Tinkerbell** perk) will be capable of destroying her once for all by casting the light magic through it to attack the demoness. Of course, once Vanessa realizes she's in real danger, she'll probably harness more power from the Spire to try to fight again, so get ready for this;

- The third and last path is to defeat Vanessa and, once she realizes you aren't just a puny human who is only useful as food or as a servant, you'll need to convince her to abandon the Spire and follow you along your Chain, as an actual ally this time. It's up to you to decide how you'll convince a malevolent, powerful demon to abandon her domain, where she's very comfortable, to join you. This is arguably the most difficult route of this scenario.

Regardless of which path you choose, this scenario counts as finished the instant you complete your goal go through the final portal in the Floor of Communion. Your stay here will reach its end as soon as you complete this scenario, with no time limit of how much time it might take. Good luck, you'll need it.



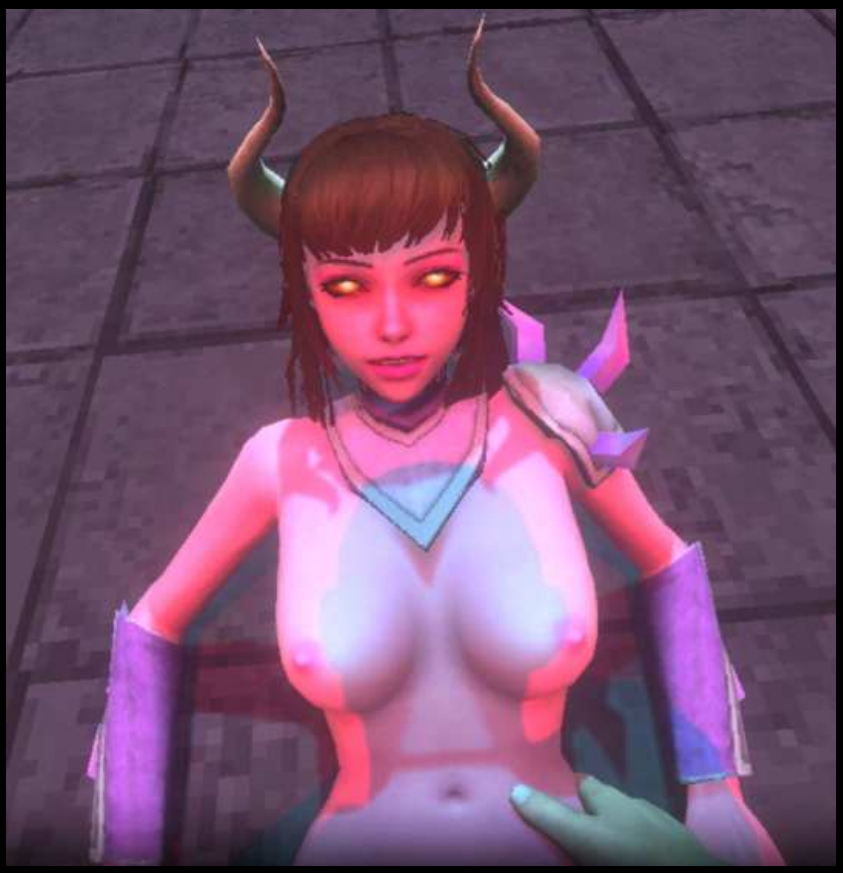
-Reward: As you finally escape alive and well from this cursed dimension, it'll be time for you to collect your rewards, however, what you receive depends on which route you have decided to follow. Regardless of which goal you fulfilled, your first reward is a copy of the **Sin Spire** itself.

Your Spire will be free from Vanessa's corruption and the Old Church's influence, but, on the other hand, it'll lose most of its supernatural properties as a result. Your Spire's interior will still be bigger than it's on the outside as well as capable of housing all the dungeons with their strange layout, but its physical structure will become fixed to the last layout it had when you finished this scenario. It'll also stop creating monsters, summoning wanderers, and trapping souls within its halls. If you have purchased the **Personal Dungeon** item, you can integrate your dungeon with your Spire. Furthermore, your Spire will be located somewhere of your choice in any future world you visit, with it following you along your Chain and retaining any modifications done to it.

If you have simply escaped this realm after defeating Vanessa, you'll acquire a greater authority over your Sin Spire, elevating you to a pseudo-Stalker status as the new **Spire's Ruler**. While inside your Spire, you'll become capable of detecting anyone inside it, allowing you to pinpoint their position within the tower's layout. If you've taken any followers in the **Bestiary** section, you'll be capable of creating mindless monsters of the same kinds as your followers to fill your Spire. If you haven't taken any followers, then you'll be restricted to only summoning weak shadowy monsters. Regardless of this, these monsters will be unable to exist outside the Spire and will dissolve into shadows if they exit the tower. Additionally, post-Spark, your Spire will recover its capability to summon deceased sinners from any world you've ever visited in your chain or by using your planeswalking power, either resurrecting them or trapping their souls within its halls.

If you have destroyed Vanessa once for all, you'll be able to keep the **Blessed Pendant** for free. This Pendant was once a very important item to the Old Church, as its priests carried pendants similar to this one, but, thanks to the power of the Blessed Shard on it and the enchantment made by Ophelia, this pendant became a considerably powerful artifact, capable of granting a holy attribute to any magical spell cast through it, allowing them to bypass the supernatural protection of demons and similar beings. Furthermore, if you've managed to keep the princess alive and escaped from this land together with her, **Princess Ophelia** will decide to follow you along your Chain, becoming your Companion for free.

Lastly, if you have convinced the demoness to join you after defeating her instead, then **Vanessa** will follow you along your Chain, effectively letting you take her as your Companion for free. She'll be at her peak, far more powerful than when you defeated her, as she'll recover all the demonic power she utilized to control the Spire. As a bonus, Vanessa won't need to consume souls to sustain herself, but she'll still want to keep eating them simply because she likes the taste. And yes, Vanessa has the needed skills to be a good merchant/businesswoman if she wanted to. Good luck leading with her. I hope you're prepared.





-Ending-

Go Home: Return to your home, with everything you gained until now.

~~Stay Here:~~ No, I won't give this option to you this time

Move On: Go to the next jump and continue your adventure.

-Notes-

1. This is my fourth attempt of making a NSFW jump;
2. Basically, each dungeon only has a single orb in its last floor, but, each time you enter it, the dungeon will recreate itself and a new orb will be generated;
3. The **Physical Juggernaut** perk is basically what would happen if you cheat and get an absurd amount of gold to spend in your skills. It's not like I did this while I was playing;
4. The Stalkers you take as Companions will be restored to life, while keeping their supernatural properties. The Stalkers you don't take as Companions will simply move on to an afterlife after you purify them;
5. While the only "humans" that appear in the game are Savina, Ophelia, and the Raven, it's implied there are other people roaming outside the Spire;
6. If I understood the lore correctly, the portals that summoned the wanderers are the result of Vanessa using the Spire's capacity to reach other dimensions (as it was originally meant to "reach the heavens") in order to bring new victims after she killed everyone in the region. However, she doesn't control over it as the Spire seems to choose people that committed some ultimate sin in order to punish, so it might be a remnant of the Old Church's influence in the tower's supernatural nature;
7. The land around the Spire seems to be locked in an eternal night due to Vanessa's accursed influence. Defeating her once for all will probably cause the days and nights to return to normal;
8. There is a greater world outside the region where the Spire is located that you can explore if you want to in **Jump Mode**;
9. Consumables are single-use items that provide immediate benefits, such as healing or repairing equipment. There are five different types of consumables in the Spire, each with an unique use;
10. The Stalkers' projections found in the dungeons are invincible by game mechanics, but, as you won't be limited by such mechanics, you theoretically could find a way to utilize supernatural abilities to break their protective barriers and destroy them. Destroying a Stalker's projection might not cause real damage to her true body, but it'll definitely weaken her;
11. If you take the **Jump Mode** toggle and doesn't find some way to stop Vanessa (or take too long to complete the **Main Scenario**), there's a real chance that some new wanderers will be summoned by the Spire;
12. Savina is likely lying about meeting the previous three wanderers, as Rupert not even once mentions her in any of his notes. She probably only appeared to the main character because he was completely alone unlike the previous wanderers, so she needed to take the role as the one giving him hope and then eventually betraying him;
13. Considering Rupert's notes and the Stalkers' backstory, it's heavily implied that all the wanderers (including the main character) were summoned by the Spire after their deaths, some as just spirits (like most Stalkers) while others

were revived (like the main character and the previous trio of wanderers). Despite this, the land of the Spire very likely isn't an afterlife as there are native living people;

14. Despite the Stalkers being spirits, their projections and true bodies are solid. The Wraiths are also spirits, but, while they're solid to other living beings, they can also become intangible to phase walls;
15. **The Ultimate Light Source** item is inspired by a glitch that causes the flashlight model to appear fused with the torch;
16. If you don't believe me when I say the Wraith is the most beautiful monster in the game (excluding the Stalkers), just look at her:

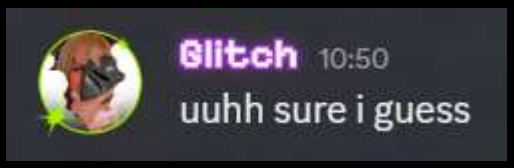


17. The Automaids are in second place when it comes to beauty in my opinion:



18. As mentioned early, the five Stalkers officially represent five out of the Seven Deadly Sins. However, the other two remaining sins (Greed and Pride) are unofficially represented respectively by the Raven (who was a thief and maybe even a corrupt noble as he knew Ophelia when he was human) and by Vanessa herself;

19. About **The Old Church** item, its protective effect only works on actual demons, as many demons in many different settings aren't true demonic beings. Demons in Frieren's universe are just monsters, Devils in the CSM's universe are embodiments of fear, Demons in the Kimetsu no Yaiba's world are essentially biological-based vampires, and the many Oni species are (usually) a variant of ogres;
20. The group image in the **Companions** section was made by Glitch and posted in the Krasue Game Discord server. I received their permission to utilize it;



21. Unless mentioned otherwise, if any of your items are lost, destroyed, stolen, or depleted, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
22. **Drawbacks** are removed after the end of the gauntlet/jump;

-History-

V 1.0: Released

KRASUE