

Graveyard Keeper Gauntlet By Quietlovingman

A long time ago the ancient god created the Sky, the Earth, wheat whiskey, and three priestess sisters to serve Him.

And he liked it so much that he created priests, legionaries, and many other people to serve Him.

The people were fools, they knew nothing and could make nothing. But the Ancient God was generous, and He gave the people homes, food, water, clothes...

And after death, their remains would float across the Ancient Bridge and onto the Land of the Dead.

But like all great stories, love spoiled everything...

You awaken in a simple one room cottage from a dream or vision of being taken from another world, you have been declared the new Graveyard Keeper by a shadowy figure with a red glowing eye. Your memories of the Modern World have been made somewhat hazy, but you know that someone back there loved you, and you them. You have been given three boons while in this world, should you choose you may pay to keep them when you leave.

The World of the Village

The Village and the Town are two of the only known settlements in the world. The world's boundaries are strictly defined and the Valley the Village lies within is more akin to a pocket world than an actual valley. Time passes strangely, crops mature in days, people fail to age. Yet their memory fades far more quickly than it should. Your goal here is to open the portal and rejoin your love before the decade is up. Should you fail to do so within 3,652 days, the next morning the jump will end in failure and you gain no benefit from your time here, other than memories of course.

You don't get points for free here, all of your outside perks, abilities, and Items are locked out for now, restricting you to your Body Mod, (or equivalent) technically if you spend enough time and effort on things perhaps you can unlock all of your old perks and abilities including a few new ones, but feel free to take a few complications to speed things along.



Blessing of the One Eyed God Free/200CP to keep; You are beyond human in several important ways. Should you be completely exhausted and a hair's breadth from death, simply sleeping in your bed for eight hours will fully restore you, no worse for wear. By default, this is the bed in your new home, but any unclaimed bed will do in a pinch. While you will still tire, you can permanently stave off the need for sleep through meditation. Sleeping is faster though, to regain spent energy and heal. You may also gain esoteric benefits from consuming certain otherwise normal foodstuffs.

Tech Tree Free/-200CP[1] All of your preexisting Perks, Powers, and Jump granted skills you haven't trained yourself, have been locked up in a convoluted tech tree, the more powerful and expensive the perk was, the further up the tree. Each branch focuses on different themes, Charisma perks would be in Theology for example, whereas combat perks would be found in Smithing. Unlocking the Tech Tree requires time and effort, and a metaphorical resource that this demesne conveniently provides as harvest-able points. The points come in three flavors:

Red "Hand-crafting skills, and your ability to work with materials."

Green "Knowledge about the nature of things, and of nature itself."

Blue "Spiritual knowledge of the immaterial world."

Doing daily tasks, such as cooking, cutting wood, crafting tools, and such can grant various points. Accrue enough and you will be able to unlock blueprints, skills, perks, and technologies that make things easier on you.

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[1] The Tree itself does not update, nor does it follow you into subsequent jumps, unless you purchase it here. If purchased, you may opt to begin any Jump with that jump's purchase “Locked” and only unlock the various perks and abilities through your own effort in each world. You may also “Lock” any perks or abilities you like in future jumps Purchasing the Tree ensures that crafting, gathering, and even researching will continue to provide points in subsequent worlds, additionally Unlocked Technologies, Recipes and blueprints continue to function in subsequent worlds. Post Jump, the tree will reorganize, and categorize based on the perks and skills as well as the setting to fit more seamlessly with whatever world or system you have available.

Keeping Up With the Corpses. Free/-100cp to keep. There aren't enough hours in the day to manage the amount of work you have to do to restore and rebuild the church, process and bury the bodies, and maintain a farm. Fortunately you have been gifted with an Inventory and crafting system. It's rather like a game. Trees and bushes you fell become logs and sticks; you can interact with objects and open crafting menus that allow you to input materials and energy and receive finished products. You have an inventory with slots that can hold stack-able items. This somehow never overburdens you even if you are carrying thousands of pounds of materials around. Nor is anything you store in your inventory or in physical storage containers ever damaged, nor does it degrade over time. That burger you made on day two; still hot, fresh and juicy on day four hundred fifty eight.

Perks

Anatomist (-100cp) When performing autopsies, dissections or embalming, you are able to identify more esoteric things about the bodies organs you are working with. Allowing you to remove damaged or decaying flesh more easily without ruining the body. You are also able to use surgical techniques to make a body more presentable, though there is little call for that here in a world without the concept of the open casket funeral. This perk boosts the effectiveness of any surgical procedure you are a part of, whether on the living or the dead.

> **Six Million Shards of Sin** (-100) You must have taken Anatomist and the Saving Soul Scenario to purchase this perk. You aren't just good at surgery, you can extract organs, fluids, fat, even skin and treat them with the refined impurities of the soul. This process can be used to create even more horrific visages, or greatly improve the appearance and effectiveness of the body. You have the Technology, you can rebuild them. Zombies, and even surgical subjects that survive your horrific process will see a twenty percent improvement from their baseline. As you refine this process it might improve further.

For Whom the Bell Tolls (-100cp) Sometimes people need to get your attention. Sometimes you might be nowhere near where they are. But for those in the know, by simply ringing a simple bell, or even playing the sound of a bell ring you will know exactly who needs you and where they are. This only works if they intend to get your attention. Random bell rings will not fill your life should you befriend someone in a foolscap. You may choose who may invoke this ability... and revoke it once per person, per jump.



Re-animator (-100cp) Your Zombie Juice and reanimation table can turn any mostly intact corpse into a semi-living (or at least non-rotting) automaton that will perform simple tasks placed before them indefinitely. In future jumps, you may refine your technique to create more animated constructs, or even zombies capable of learning and speech. They will still do anything you ask of them of course.

Honeyed Tongue (-100cp) You can be quite persuasive. With a little effort you could not only convince the local Mayor to sell you a plot of land. Why, he would even do so in the name of the local homeless man to avoid taxes! Convincing a beggar living out of an oversize pot to use his name to make said purchase would be easy by comparison. While you do need to keep your eyes open for such deals, once an opportunity presents itself, it is simplicity itself to get people in charge to

go along with your schemes... So long as they aren't personally harmed by them. As a strange side benefit, you are also not bothered by bees when harvesting their hives.

Ya Gotta Have Faith! (-200cp) And you do. Your belief in yourself and your abilities is steadfast and unshakable... and fortunately realistic. You have managed to avoid the trap of Hubris. Your assessment of your ability is such that you never believe you can do something you're incapable of, but you can still strive to better your performance with everything you do. Moreover, you are capable of creating a tangible orb of Faith, either your own, or the faith you inspire in others, you can use this faith as a resource to bolster allies, perform feats of craftsmanship with a steady hand, or even give yourself an aura of confidence that is palpable. It may have other uses as well.

Alchemist' Mind (-200cp) While not as direct as telepathy or spells, Alchemy has its mental hazards too. Whether it is poisons, or potions, whenever someone tries to bewitch your mind or ensnare your senses, you find it very easy to resist. Potions to make you suggestible or induce feelings of love or lust simply fall flat. Oh, you may still find the one using them attractive.. but that's just nature, not magic. You are also able to easily remember the details of experiments and ingredient properties and can create new potions with far less experimentation than others require. Even shoddy measurements such as a pinch, dash, or splash of this and that become refined and specific in your mind.

Ghost Whisperer (-200cp) Being dead doesn't make things any easier. Just ask Yoric! Sometimes the dead need a hand moving on, or finding a place to settle down and something to occupy their time. In this world this is especially true as the bridge to the afterlife was destroyed. You have developed a knack for saying and doing just the right thing to calm an angry spirit, and can even recruit them to aid you on your quest. This affinity for afterlife therapy ensures you will always have the opportunity to persuade the restless dead to work with you, or at least not against you.

> **Soul Whisperer** (-100cp) May only be taken if you have also taken the **Soul Saving Scenario** and **Ghost Whisperer.** The act of healing souls and sending them to the afterlife has drawn the attention of other earthbound spirits. Your actions have earned you a bit of respect and a willingness to help. So much so that you can ask those earthly spirits to complete any task that would require a bit of time and effort on your part, and they will be able to complete it as if you did it yourself. This only works for tasks that are physical and constructive in nature.

Sins of the Flesh (-400cp) (Discounted with Anatomist) It may sound trite, but in this world sins, as defined by the "Ancient God" accrue in the organs of the body affecting the quality of the existence of the spirit in the afterlife. In some cases this results in so-called Dark Organs that truly cause problems should they be buried with the corpse. With this perk, you are able to see such sins and identify dark organs and can more easily remove such, before either interring or burning the remains. In other settings, this would allow you to do a deep autopsy to accurately determine cause of death (with the science to back your claims!) as well as determine things about the lifestyle of the corpse that would impress Dr. Watson himself. Your skill at organ transplants is also vastly increased.

Zombie Mining Upgrade (-400cp) Should you unlock the ability to have your Zombies Mine for you they may mine Iron Ore and Coal with possibly small chances to get silver and gold. Quarrying allows them to generate Granite and White Marble respectively. With This Upgrade, you may create a new "Mine" or "Quarry" by having a pallet of ore, or stone and with a bit of building effort and a little faith courtesy of the Ancient God, a new spot will be created for a Zombie to work in perpetuity. In future Jumps you can have Zombies mining any mineral or stone you have a sizable amount of. From

Alabaster to Travertine, from Orchalium to Naquadah. You may create your new mines either in the world, or in a warehouse attachment specifically for mining should you have one.

Babysitting the Aristocracy (-400cp)Your skills in diplomacy, leadership, and deception may or may not be what they once were, but you can ride herd on a group of squabbling ex-nobles like nobody's business. Why soon under your care, even the most entitled and lazy will find themselves motivated to improve their life skills and not just their station in life. After a few weeks of occasional effort on your part, they will be capable of surviving and even thriving without your care, or the care of a bevy of butlers, though they still may not want to. This skill translates to those not of the Aristocracy as well, you can motivate, inspire, and teach anyone with a bit of effort.

Backup Plan (Free/-600cp) Due to the intervention of a mysterious and powerful being in this world, you are semi-immortal. You can die, (and likely will) but will immediately reappear in your home as though nothing happened. Depending on the nature of your death, your remains may need to be dealt with. You aren't the only immortal around, though the method of immortality the others have is likely different. You get this for “free” during your stay here so you may not commit suicide to escape the local ROB and end the jump. For 600CP you gain this perk in subsequent worlds and the choice to leave a body or not. So long as a version of you, be it a clone, a time travel duplicate, a mirror verse twin, or any of the many multi-presence powers and abilities exist in the same universe and time line as the one in which you die, you will resurrect in a designated safe haven with full continuity of consciousness. This will not protect you from conceptual weapons that end the concept of you, or destroy that which it strikes the avatar of.

Items

Hearthstone (-100cp) This innocuous, smooth stone fits easily in the palm of your hand and has a blue painted rune carved into its center. By holding the stone and focusing for a moment you can be teleported to one of several predetermined locations. In this world the locations are the Lighthouse, Quarry, Camp, Fort, Inn, Tavern, and Home. In future worlds you may select a Home and up to six locations to teleport between and attune the Hearthstone to each location by bringing it there and focusing for a moment. The stone needs about fifteen seconds to recharge between uses. If lost, stolen or destroyed a new one appears in your home the next day. Post jump, the stone appears in your Warehouse instead.

Forked Stick of Pointiness (-100cp) This finely crafted Frog Gig is a great tool for spearing hard to reach frogs hopping through the swamps. In fact whenever you take this tool out for a walk in swamps, mires, or along bodies of water, you are almost guaranteed to come across scores of easily caught frogs. Enough to not only live on, but to sell the meat to others, should you have a viable buyer. Despite its origins, the meat of the frogs you catch does not always taste like chicken, in fact some of the larger frogs seem to be quite beefy!

Bucket of Blood (-100cp) This simple wooden bucket is filled with Type-O blood, or the equivalent “Universal Donor" blood preferred by Hematophages in whatever world you happen to be in. It is sterile, disease free, young, virgin, non-clotting until used, and can actually be used with the correct apparatus to perform transfusions should you so desire. The bucket contains two gallons of blood, and refills if left upright for one hour. Strangely you cannot clone a person from the cells in the blood. Attempts, magical or scientific, simply create puddles.

Funerary Industrial Complex (-200cp) There are several places in this world where you can place zombies to mine ore, cut wood, or quarry stone and marble. No matter how much the Zombies work at this the resources they are gathering are never depleted. Now you have a similar zone in your Warehouse. The Funerary Industrial Complex houses copies of each of the mines, quarries, and great trees that provide unlimited resources. You may even be able to expand upon it.

Talking Skull (-200cp) What is the most iconic thing about faux medieval settings? Why taverns of course! And now you too can build your own ramshackle den of sin and iniquity. But what's more useful, is that the “Talking Skull” will follow you into other worlds, adapting to blend in to the setting but always keeping a certain rustic charm. You will be able to host festivals, concerts, open mic comedy club nights, and even gambling all without running afoul of local permit issues or drawing unwanted attention. The income provided to you as the owner will always be about the equivalent of an upper middle class wage without additional effort on your part, should you improve the place, or host spectacular events, that will increase of course.

Archaeological Time Machine (-400cp) This spherical steampunk looking device houses a plush chair and a viewing screen as well as a slot to place artifacts. Placing an artifact in the device will allow the user to view significant events in the lives of those that handled it when it was new. Scenes thus shown can be queued up later or even downloaded into just about any video playing format... somehow. Guaranteed not to cause an Apocalypse or insert a second brain into your head!



The Village (-600cp) The Ancient god has decided to allow you to attach the Village to your Warehouse. This includes everything from the Quarry to the Lighthouse, from the Swamp to the Fortress. The Villagers are not companions, and will not leave the Village/Warehouse to aid you if it would put them in danger. Recruiting them to go out and pursue their hobbies in a Jump setting might happen, but as followers rather than companions they cannot take perks or get points. Any background they have will need to be crafted by you. Should they somehow be injured or killed in a Jump, they will reappear in their homes in the Village as normal, but will be even less likely to leave than before. However, any industry you have built up will continue producing indefinitely, and you may freely repair, upgrade, and modernize the amenities now that you are no longer bound to the rules of the Ancient God.

The Ice Chest of Plenty (-600cp) This large Ice Chest is the size and shape of a Hope chest by default, however it resizes to fit into whatever room you store it in. It preserves and keeps the perfect temperature of whatever meat or vegetables you place inside it. When you first open it you will find finely wrapped cuts of meat, in butcher paper with royal stamps indicating their provenance. The meat is a combination, beef cuts, pork cuts, mutton cuts, of a variety that appeals to your tastes or needs. Each time the chest is opened, any foodstuff taken out will have been replaced unless its spot has been filled by a new item by you. This food is real, nutritious, delicious, and able to be used however you like. You may need to open and close the lid a few times, but you could use this chest to feed an army if you needed to. The chest sadly cannot duplicate drinks, potions, or finished prepared foods.

Companions

Companions other than your true love may not enter this world. The ancient god forbids it...for now. Your companions may not have Drawbacks in this world.

Your True Love (Free - Limit One) Select a preexisting companion, or create one. This companion is now considered your true love, whether that be Eros, Filial, or Agape is up to the two of you. They will now be able to import for free into any Jump that allows Imports, otherwise they can Drop In with a viable background. In a setting where companions get points to spend, they always get at least 600, and get discounts on whatever background option you picked in addition to any discounts for their selected origin. For the purposes of this Jump, They do not enter the World until you successfully activate the Portal and reunite with them. Should you fail to activate the portal before ten years pass in this world, your companion will not be your True Love and gains no benefits from this.

Gerry (-100cp) Gerry the talking skull, your 'guide' in this world, at least at first, may be willing to come with you to other worlds, but only if you help him remember his past first. His status as a cursed undead can only be changed should he leave this world. Upon joining you, in subsequent worlds he may gain the form of whatever race or being he is imported as, but he will also retain the ability to become an animated talking skull, human or otherwise depending on the race he is imported as.





The General Secretary of the Executive Committee of the Party of the Donkeys' Proletariat! (-100) This talking donkey might not be quite as affable as Shrek's companion, but he is hardworking and something of a visionary, if naive. Winning his trust will require helping him with his revolutionary ideas, but your efforts will be rewarded with a companion that will be happy to help spread his ideals to any who will listen. Strangely enough, post jump should you give him five carrots, no matter his form, he will cause a freshly dead body to appear in an owned location of your choice. This body, while perfectly normal by the standards of the world you find yourself in, will be a complete John or Jane Doe and have no means of being identified.

Drawbacks No Limit, but be careful, there is only so much adversity one person can take!

Type O. 100cp You possess the one blood type that Vampire's need to feed off of. A, and B, make them break out in hives!

Bee Allergy 100cp Sadly, there are no Epi-Pens in this world. But there are a lot of bees! You have a severe allergic reaction to bee stings. What's more, not even your Honeyed Tongue, should you have one, will keep you from being stung! You quickly develop anaphylaxis and will perish in minutes if not aided. A health potion may do the trick, but you won't be able to harvest Honey, or Beeswax safely without some special ability or equipment.

No Hearth Stone 100cp No fast travel for you. The Teleport stone and scrolls are not available here, have fun walking. If you purchased one via CP, well now it's in your Warehouse and won't work until after you complete the Jump.

Restless Dead 100cp Every time you inter a poor quality (red or green skull rating) corpse in your graveyard there is a chance that their spirit will become wrathful and cause havoc on the churchyard itself. Lightning strikes, minor quakes, damage to the graves and fence. All of which you are responsible for repairing. So you may want to spend some extra time ensuring they can rest easy. In fact, it might be better to just… cremate those corpses if you can.

Familiar Faces 100cp If it wasn't bad enough living in a world where people don't always stay dead, even when they revive, they still leave corpses, and you are going to be seeing a few familiar faces on your examination table. Maybe even your own.

Squeamish 200cp You can't stand to be around dead bodies, much less autopsy them! How are you going to manage embalming and interring corpses now! Forcing yourself to deal with the dead has serious effects on your health. You will have difficulty sleeping, less energy, (by half!) and your stress levels make it more likely you will make mistakes doing simple tasks.

Weight of Sin 200cp (May be taken more than once) Apparently you were a man of vice in the modern world before coming here. You will find that the nature of this purgatory weighs on you. Each day is dedicated to a specific sin, and you will be sorely tempted to succumb. Not eating a little extra on gluttony day for example, but gorging yourself sick, allowing the daily sins to take over and prevent you from getting anything done. That portal isn't going to fix itself, you know. This drawback may be taken once for each sin. Pride, Lust, Gluttony, Envy, Wrath, Sloth. With each additional purchase you find it harder to resist wasting the day indulging rather than being productive. No you can't take it for greed you greedy bastard.

Scent of Cloves 200cp Shortly after arriving a mysterious woman sprayed you with a perfume that smelled of cloves... no matter what you try, the scent just isn't going away. Now you can't shake the feeling you're being watched, but that's crazy right?

Not a Wizard 200cp You find yourself arriving too early, or just too late far too often. There are six Townsfolk who only visit the Village one day a week for a few hours each time. You find that meeting with them is more difficult than it should be. You will always get just the thing you need to give them, or find out they have just the thing you need just after they leave the village. Of course that means waiting six more days for them to come again... Hopefully next week you'll be on time.

Tramps and Thieves 200cp You may be the new Graveyard Keeper, but that doesn't mean you're welcome in the village, much like the Baron just to the northeast of the village, you are treated with suspicion, and will always be the first suspect should something go amiss.

Bull and Bear 200cp When you're selling, prices are always down; when you're buying, prices are always up. You just can't catch a break. At least those burial certificates always sell for the same amount.

By the Sweat of your Brow 400cp You are the Graveyard Keeper, not Dr. Frankenstein. Sadly, that means you will need to mine, quarry, chop, and garden all on your own. No matter what Technologies you unlock, what potions you find, what undead you speak with, you will never have any zombie minions of your own for the duration of this jump. Post Jump, your ability to create and use mindless undead will be restored with any and all perks and technologies you acquired here working as described.

Winter is coming 400cp Normally, the seasons do not change no matter how long you spend here, but now the cycle of Winter is coming to kill off your garden and cover the land with snow. Good luck burying corpses and growing crops in frozen ground, hopefully you stockpiled food. There are six days a week, three hundred sixty days a year, Winter lasts for ninety days and will be coming in one hundred and eighty. Better be prepared.

Scenarios- You can only pick one.

The Town. +600cp You aren't in the Village. Should you take this, this is the only drawback you can take. You find yourself in one of the most depressing versions of a late medieval Town you have ever heard of. All of the misery of London with none of the charm. Nor can you leave the town. Very soon you will be arrested and will be sentenced to spend a decade in Prison. While you may toil away breaking blocks or other useless labor, you will not accrue points or have access to the Tech Tree while imprisoned. Should you die in Prison you will revive in your cell, unless the Graveyard keeper happens to Die at the same time. (There is a five percent chance of this happening.) Then the Jump Ends. If you manage to escape Prison, you may attempt to disguise yourself and hide in the Town but the Inquisition will be looking for you. While not imprisoned, you may earn points and attempt to unlock your abilities and skills, but you may find doing so harder in a town than in a rustic village.

Success means being free at the end of the ten year duration of the Jump. You did not open the portal, you have no True Love, but any other purchases you made are yours to keep. Should you still be in Prison at the end of the decade, the Gauntlet ends in failure.



Soul Saving Scenario

At some point in your time here, a strange man will smuggle himself into your Mortuary disguised as a corpse. He will tell a tale of sin and woe, and secrets. Should you aid Euric in his quest to purge himself of his sins you will, in the process unlock a rather intriguing collection of apparatus. Should you manage to purge him of all Pride, Wrath, Gluttony, Sloth, Lust, and Envy the collection of Soul Purifying Equipment will follow you when you leave.

- **The Soul Extractor** may only be used on a relatively fresh corpse. Too long and the soul moves on. The Resulting glowing blue crystal orb will have imperfections that need to be healed. These imperfections

were once healed through the mystical bridge that connected this world to the Land of the Dead but that was destroyed long ago. Who knows what effects having all those spirits trapped in the earth has had.

- **The Soul Healer** does just that, it uses prepared organic foci to filter the soul energies dividing it into pure and impure. The Pure soul energy can be sent on to the afterlife, or kept in a Soul Container if you so choose. The impurities manifest as sin shards. They can be used as a component in many alchemical transformations. While the original setup cleanses six of the seven deadly sins, in subsequent jumps it can be modified to include more, or fewer options and other concepts of sin and impurity.
- **The Soul Container** looks rather like a Ghost Trap. That's because it is. Placing a Damaged, or Healed soul inside will prevent its decay and dissolution. The Soul is not meant to exist in crystalline form outside the body after all. This container can hold any spiritual creature as well as preventing any spiritual emanations from anything inside. With study you could create additional equipment that shields from spiritual interference and pressure both from without and within.
- **The Soul Portal** device opens a one way portal to the default afterlife of the setting. Only purified and healed souls can cross the barrier. In other worlds you may tune this setting to point to a specific afterlife instead.
- **Healing a Living Soul** - This process requires quite a bit of symbolic and sympathetic alchemical magic. If done incorrectly it could go quite wrong. Regardless, even if it is done correctly it is extremely likely that having their sins purified, their very soul cleansed will have a strange affect on a person's personality. It might even be a step on the path to cultivation?

Outcomes

The Portal is open, Your True Love has joined you!

Choose Wisely:

End the Jump Now

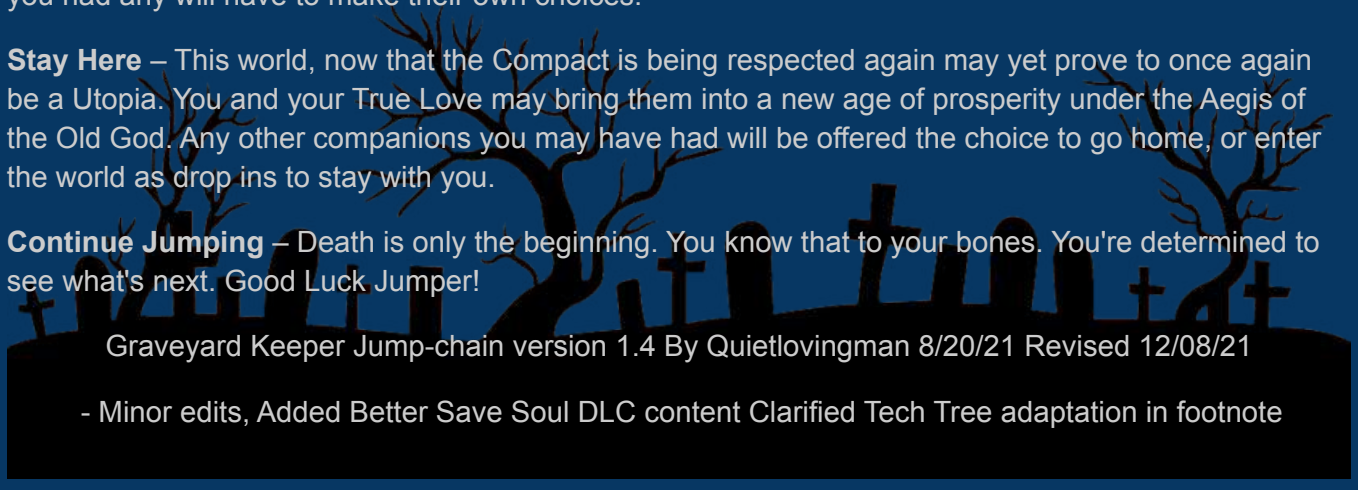
Allow the Jump to Continue through the Decade

The Jump has ended. What do you do?

Go Home – Return to your world of origin, Your True Love will return with you, your other companions if you had any will have to make their own choices.

Stay Here – This world, now that the Compact is being respected again may yet prove to once again be a Utopia. You and your True Love may bring them into a new age of prosperity under the Aegis of the Old God. Any other companions you may have had will be offered the choice to go home, or enter the world as drop ins to stay with you.

Continue Jumping – Death is only the beginning. You know that to your bones. You're determined to see what's next. Good Luck Jumper!



Graveyard Keeper Jump-chain version 1.4 By Quietlovingman 8/20/21 Revised 12/08/21

- Minor edits, Added Better Save Soul DLC content Clarified Tech Tree adaptation in footnote