

Generic Soul Master Jump

By Nolston

Battle Duel: Soul Master is a Lewd Card Game style Quest started by brop on Fiction.live that spawned several Spin-offs. Because most of these Quests don't last long their individual lore isn't really substantial enough to justify individual Jumps, so I decided to just mash them together and form one Generic Soul Master Jump for all the Jumpers out there.

As this is a Generic Soul Master Jump the plot of this Jump may vary depending on the exact Quest you Jump into, if you Jump into a specific Quest at all. Therefore I will try to keep the plot synopsis simple. The base plot for this Jump is this:

The history is long and ancient, but effectively, Monsters existed and humans used magic to turn them into Cards to win a war.

The Five Branches of this Magic Carding were Alchemy, Conquest, Ordinance, Determinism, and Soul.

Each one derived from one of the five first users of their own branch of magic. The heritage of these branches, derived from those that descended from the first five users, or friends/family that were given knowledge of the magic, have the ability to invoke Soul Duels through Challenge Spells, which each Scion, those of this heritage, has one of each day.

Soul Duels is how Monsters were once carded. Now, it is more commonly used to Card other humans. A Soul Card, the remnants of someone who loses a Soul Duel with themselves as the Ante, is a more powerful card, depending on the value of the person who lost, that can be used as Ante in the place of one's own soul during a Soul Duel.

Each Branch mentioned has their own special authority over the Soul Duels beyond being able to initiate or gift their Challenge Spell to another individual.

Alchemy Scions have dominion over Fusion. They are able to see and create fusions out of most cards.

Conquest Scions can change the Ante from Soul Cards to anything they want.

Ordinance Scions change the game played itself to determine the winner. New rules, altered rules, etc.

Determinism Scions are basically anime card game protagonists. They are very lucky, in both good and bad ways. They are gods at pulling bullshit.

Soul Scions are able to use their Challenge Spells on inanimate objects, animals, etc. Things that are not commonly able to be challenged and get their Soul Card. Also, they can uncard Soul Cards if they are powerful enough.

For an example of a more In-depth version of the lore see the Notes.

+1000 CP

Origins

Choose One

Any Origin can be used as a Drop-In if desired

Soul Scions: Soul Scions are undoubtedly the most powerful type of Scion. Their magic deals with the soul directly—notably, they're the only ones that can uncard a soul card, and even then they require enough energy that tournaments are normally required. They also have the ability to use their Challenge Spells to target nonhumans—animals, inanimate objects, locations, all that.

Alchemy Scions: When Scions are rated (a dangerous proposition, since Conquest Scions always end up getting jealous), Alchemists tend to come second. Their magic is based on fusion and change, and they have the power to Transmute a soul card, changing its basic attributes with the help of a ritual. They can also Extract related cards from a soul card, which is normally used to help broaden an archetype. They're all horrible perverts, as a rule. They also tend to be the most capable at 'corrupting' soul cards—that is, changing their personalities to suit the Alchemist's desires.

Conquest Scions: Their magic is related to bets, strength, and most often, large amounts of money. A Conquest Scion can use the energy of a ritual to literally create something from nothing—this is where the monetary rewards for tournaments tend to come from. Conquest Scions also have the ability to alter what a soul duel is fought for—from being able to challenge someone for a specific soul card, to being able to challenge them for the right to wear a certain symbol or perfume.

Ordinance Scions: They don't get much notice, but their magic is focused on bending the rules of the Great Game. They can create new formats of the game, and in a soul duel, can enforce a rule on the game to change it from a Soul Master game to, say, a wrestling match. This makes them the most simple form of Scion, but oftentimes also the most dangerous—very few Alchemists bother to exercise regularly, after all.

Determinism Scions: They're ignored the most often—their brand of magic is based on luck, so they're not very well respected. Still, a Determinism Scion has the ability to manipulate chance—winning the lottery is no big deal for them. Unfortunately, their magic also tends to come with the most downsides—nobody knows exactly why, but luck works in mysterious ways. Thus, they're often characterized as being unreliable. Many of them spend a lot of time traveling, drawn to new places and experiences.

Merchants: Merchants aren't Scions—not really. They do have magic, though—their magic is exchange, sales, all manner of trade. They keep the mundane parts of Soul Master running. Every card shop in the world has at least one Merchant involved in it somehow. It's not the most glamorous, but it does make them filthy rich. They're not Scions—they can't partake in rituals, and they don't have Challenge spells. They lack a Scion's built in defenses, and many have to make deals with Scions to avoid being targeted, displaying their symbol in a window or on a sign.

Age, Gender, & Location

Age is 13+1D8 and Gender is the same as your last Jump, you may pay 50cp to change one to whatever you want or 100cp to change both. Location is anywhere in America since all Soul Master Quests don't really specify a location, you start in a normal middle-class house with your family.

Unless you are a Drop-In, in which case you start in a small apartment by yourself, possibly as an emancipated minor, with nothing but an ID, some basic furnishings, and a small stipend you receive from the government every month for you to live on.

If you take the Spin-off Drawback, your starting location is the same city as the MC from the desired Quest.

Starting Deck

Your starting deck will (obviously) be the deck you will start his Jump with, pick one Tribe and one Archetype for that Tribe, this Archetype can be anything you want so long as it is all one theme and fits in one of the five Tribes. The five Tribes are Terra Hero, Wild Tribe, Machines, Dark, & Justice Incarnate.

The Terra Heroes are your fantasy wizards and knights. It's a straight forward tribe that avoids too much complexity, even among its various archetypes.

Wild Tribe are where you will find beasts, wildmen, & bugs, there's actually quite a bit variety in how they can play despite how straightforward they are.

Machines typically follow a military theme with robot decks, they've got the most focus on beating down foes with superior forces.

Dark types are the spooky ones, you've got your witches, horrors, demons and the like. For a Dark player, everything is a resource and that's their power.

Justice Incarnate decks involve masked heroes, magical girls, and great vehicles to help stop your foes! They start off as basic characters but can jump into action through powering up!

You don't have to stick to a single tribe, you can mix and match all you want. This may prove tricky though since the Tribes do have great support, but certain cards can change other cards from one type to another or even let them have both.

Perks

100cp Perks are Free for their Origin, other Perks are Discounted by 50% for their Origin

General Perks

Soul Challenge (Free and Restricted to all Scions)

Once per day you may challenge anybody to a Soul Duel as long as the other person has a soul. You may gift your daily charge of the Soul Challenge to another person if you wish. Both you and the person you're challenging must wager a soul, be it your own or someone else's that they own. The person you challenge will get a Soul Master deck thematically appropriate to them if they don't have one already, and be given knowledge of the rules of Soul Master.

During this Jump a Judge will appear to officiate all Soul Challenges, after this Jump a simulacrum will take his place. After this Jump you may not take somebody's soul if they are far more powerful than you since you don't have the support of the Great Game, unless you can somehow figure out how to recreate it in future Jumps. With just the Perks from this Jump you wouldn't be able to take and card the soul of the god Zeus for example.

Sex & Card Games (Free or 100 CP)

Something you'll see a lot of during your time here, card games & sex, so how about I help you along with that by giving you some basic skill and knowledge in both? Just to make sure you don't suffer from any less than fun side effects, I'll even provide immunity to STDs & the ability to decide if you are fertile or not. 100cp to keep the immunity to STDs & fertility toggle.

World of Beauties (Free or 100 CP)

This world is packed with people who are all good looking in their own way, it would be very unfortunate if you were the only average or even ugly looking person around. So I'm going to do you a favor and make you a solid 7 out of 10 on the beauty scale. For 100cp this upgrades to a 10 out of 10 and allows you to apply this beauty to people in future Jumps.

Card Game Strategy (200 CP)

If you want to win at Soul Master you're going to need to be smart, so how about I give you a leg up on the competition with this Perk? For the low price of 200 CP I'll give you an increase in strategic skill along with the ability to more accurately predict your opponent's actions. While these benefits are prevalent in all aspects of your life, they are especially apparent when it comes to card games.

Deck Building (200 CP)

Even if you have great skill at card games, you're going to need a great deck if you want to go far. With this Perk you will gain increased skill at building strong and synergistic competitive decks. To help you build your decks you will also gain increased luck with finding any cards you want and/or need, even if you didn't know they existed before you found them.

Master of Soul Master (600 CP)

It would be a shame if you couldn't enjoy your cards after leaving this Jump, so take this Perk which allows you to generate a field around yourself so you can summon and use Soul Master cards as if they were in a Soul Duel or Soul Gamer Club. The starting passive size of this field is only about the size of a standard house (or 1,600 square feet) but it can be increased with training or you can manually increase its size by pouring more energy into it. It also boosts your power and skill with your magic to make you like unto a demigod, not quite the level of the five first scions, but not far off. This will also make you a master at the Soul Master game.

Soul Scion

Scion of the Soul (Free and Restricted to Soul Scions)

As a Soul Scion you are able to use your Challenge Spells on things that can not normally be challenged, such as animals and inanimate objects, and get their Soul Card. You can also Uncard Soul Cards if you are powerful enough.

Understanding the Soul (100 CP)

If you're going to be playing with people's souls you're going to need to understand what you're doing, or you may end up breaking something you can't fix. So with this Perk I will grant you a basic but higher understanding of what a soul is and how they work.

Soul Sense (200 CP)

To facilitate your work you are going to need to see and sense on a deeper level. So now you have developed your magic to see and sense the souls around you if you concentrate along with the strength of their soul. With training and experience you may expand both the range and depth of what you can sense from souls, such as race, what they're feeling, and any unique qualities they may have.

Soul Manipulation (400 CP)

Through hard work and experience you now have the skill, knowledge, and power to work on the soul in various ways. You can use this on Soul Cards to increase their power and even grant them new abilities. However, increasing the strength of the soul requires you to utilize the potential found in the souls which is brought to the surface through training and experience.

Your knowledge and experience has also taught you how to resist and fight off having your own soul manipulated. Be aware every soul has the ability to resist manipulation to some extent, the more will, power, and knowledge your target has on the matter, the harder it will be to work your magic on them.

Become a Card! (600 CP)

You have reached the skill with soul magic expected of a Soul Scion of great experience and skill. You can now capture the soul of anyone or anything into a Soul Card so long as you own it or defeat it in battle, thus weakening your target's will and power, and finally overpower any resistance your target may present. You will need to have comparable or higher power to the target for this to work. You may also Uncard anything if you wish.

Alchemy Scion

Scion of Alchemy (Free and Restricted to Alchemy Scions)

As an Alchemy Scion you have dominion over fusion, as such you can see and create fusions out of most cards, though you won't know the finished product until you try it.

Perverted Alchemy (100 CP)

Alchemy Scions are known for being the most perverted people you will ever meet and this is the reason why. Anything you fuse will do so in the most perverted way possible, for example fusing a woman and an beast will result in the beast fucking the woman, once the beast is finished they will glow and disappear with the fused being taking their place.

Fusion Insight (200 CP)

Through much study and first-hand experience you have developed insight into how fusion works and the results. This grants you the ability to look at any two things and see how a fusion of them would work and give you a good idea of what the result would be along with its power and abilities, though the specifics still escape you.

De-fusion (400 CP)

You may de-fuse anything you own into its individual parts, this may be used to make new Archetypes. You may force de-fusion on a target as long as you put in enough energy to overpower them. For example, if you were to make a Titan with its Pilot from Titanfall into a Soul Card, you could defuse them into individual Archetypes like Mecha and Mech Pilot.

Fusion Solution (600 CP)

You can fuse anyone or anything together that you are the sole owner of, the power required increases the more targets, the more complex, the more powerful, and the more people and objects the target has been fused with before. Anything fused will be stronger than the sum of its parts. By paying at least twice the amount of power on a compatible fusion, you can make any fusion permanent. This may be used to make new Archetypes, such as making a beastman Archetype by permanently fusing a beast and a man together.

Conquest Scion

Scion of Conquest (Free and Restricted to Conquest Scions)

As a Scion of Conquest you can change the ante of a Soul Duel from Soul Cards to anything you want.

In the Zone (100 CP)

A true conqueror must always be at the top of his game, so from now on whenever you enter a battle or competition your mind will sharply focus, you will always fight at the top of your game and your performance will never suffer from fear, doubt, or pain.

Right of Conquest (200 CP)

What's the point of winning ancient artifacts, powers, and abilities from others if you can't use them because you aren't the chosen one, or pure of heart, or whatever? Well thanks to the knowledge of Conquest magic you now have, you can enforce the right of conquest on any duel or competition you take part in, so the winner is now considered the rightful and worthy owner of anything they win. Be warned though that your opponent may also benefit from the right of conquest.

Winner's Grand Prize (400 CP)

A true conqueror deserves their prize, there is no point to winning if you gain nothing. So now through your study into conquest magic you can use your and any other competitor's energy to enact a ritual that generates the prize for winning any duel or competition even if it didn't exist before. The competitors need not know they are helping to generate the energy or even the existence of the ritual as the energy for it comes from the energy that is naturally created when the will and power of people's souls clash.

If a tournament has a ten thousand dollar prize then this ritual will ensure you get it even if it has to make it from nothing. However the grander the prize the more energy you must generate to force its existence and therefore the more grand a competition must be to create that energy.

Spoils of War (600 CP)

Through your mastery of conquest magic you can now force a change of the stakes of any duel or competition you take part in. However true conquest means your opponent must have at least a chance of beating you, otherwise you're just a thief. The ante for these duels or competitions must be at least somewhat equal but can be used to take non-physical or abstract things such as names, power, or abilities.

Ordinance Scion

Scion of Ordinance (Free and Restricted to Ordinance Scions)

As a Scion of Ordinance you can change the game played in a Soul Duel to determine the winner, adding new rules, changing rules, etc.

Rules Lawyer (100 CP)

To change the rules you've got to know the rules, so with this Perk I'll give you the knowledge and understanding of the rules of anything you see, take part in, or look into.

Rule Maker (200 CP)

As a wielder of rule magic, any rules you make are now enforced passively by your magic, to disobey your rules someone would have to either be more powerful than you or have a strong will. You may only declare rules on people you have power or authority over. The strength of your rules is dependent on your relative authority over the target.

Rule Bender (400 CP)

Your knowledge of rules and magic, along with your skill at manipulating both are great indeed. This knowledge and skill allows you to bend, but not break, the rules of reality as they relate to you. You can influence the rules around you to soften or harden them in a small area around you. The effect is constant as long as power is supplied, but the power required will quickly add up and increase based on how much you influence the rules from their natural state, so this can be quite draining if done for too long. You're basically a discount version of Neo from the Matrix.

Changer of Rules (600 CP)

Your mastery of rules and magic related to them gives you the ability to change the rules of reality or any system you have knowledge and awareness of, as long as you have enough power. The amount of power required to do this is immense and only increases based on the complexity of the system, the extent of the changes, and how deep the rules you are trying to change are. If someone or something resists your manipulation you are going to have to use more energy to force them/it to accept any changes you make. You are now truly The One.

Determinism Scion

Scion of Determinism (Free and Restricted to Determinism Scions)

As a Scion of Determinism you are basically an anime card game protagonist with all the luck you have, both good and bad.

Lucky Traveler (100 CP)

Determinism Scions are known to travel around, drawn to adventures around the world to see new sights and try new things. However travel can be both dangerous and expensive, you need a combination of skill and luck to travel the world in safety and comfort, skill and luck that you now have. With this perk you are not only more lucky in general but have gained survival skills for both the wild and civilization. You know how to survive anywhere, what is naturally safe to eat, which places you should avoid, and how to comfortably sleep anywhere.

Chance Encounters (200 CP)

A person who travels around is going to meet a lot of people, learn many things, and hear lots of rumors. If this person is lucky, some of these chance encounters with the people you meet and things you learn can save your life or get you out of trouble. You are now blessed with good fortune in meeting people, making good first impressions on those people, and learning of information and rumors that can and will help you out in your times of need.

Luck of the Draw (400 CP)

Your studies into determinism magic have given you not only greater luck in all things, but a kind of insurance that you will always get what you need, when you need it. This is not infallible as there are times when no amount of luck can save you and this can't make something from nothing, but should you need to draw the right card to win or a lucky break to win or escape you can be assured that you will have your chance, though it is up to you to recognize these chances and make them work.

Do be cautious however as luck is a fickle thing and swings both ways, your bad luck will get you into trouble just as much as good luck will get you out.

Loved by Lady Luck (600 CP)

Your mastery of determinism magic allows you to manipulate probability and fortune for yourself and others. Do be aware however that the more extreme the manipulation or the higher class of being the more power this requires and some beings are immune to having their fortunes changed. Your magic also makes you immune to things that force an absolute resolution such as fate and destiny.

Merchants

Employee of the Month (100 CP)

If you're going to be a successful salesperson then you're going to need some charisma and people skills. This perk gives you enough of both that you could sell ice to an eskimo as well as schmooze anybody and not have them notice.

The Great Sly Fox (200 CP)

You won't get far in the world of business without some cunning, a silver tongue, and the ability to make a good plan for the future. Luckily for you, you have all three of these qualities in high amounts. Not only can you charm a nun out of her habit, but you possess enough intelligence and cunning that you could craft schemes even Hannibal Lecter or James Moriarty would appreciate.

"Legitimate Businessman" (400 CP)

The next step up is to know how to run your own business, which thanks to your hard work and study, you do. You even went the extra mile in mastering the art of the deal, and learning how to make, find, and exploit loopholes in any contract. For some reason, deals you make with people can favor you over them and people will accept them anyway so long as the deal is not grossly unfair.

Master of Contracts (600 CP)

The Scions may have their five great magics, but you have learned the greatest magic of them all, you can make magic binding contracts that force both sides to uphold their end of the bargain. Now that might not sound impressive, but the contracts you make can be used to take non-physical and abstract things, things such as the very magics the Scions are so proud of.

Companions

Soul Cards (Free)

You may take anybody you turn into a Soul Card and is still a Soul Card by the end of the Jump along with you as Followers for free. They will keep the form & powers they gained from being a Soul Card while also being as autonomous as a human and able to be Imported in future Jumps to become Companions.

Companion Import (50 CP per or 300 CP for 8)

Import one companion for 50 CP or a group of 8 companions for 300 CP, each companion gets an Origin and Starting Deck for free along with 600 CP for Perks. Imported Companions may not take Drawbacks.

Companion Creation (50 CP per)

For the low price of 50 CP you may make a new companion, you decide on their Origin, Starting Deck, and what Perks they spend their 600 CP on. Created Companions may not take Drawbacks.

Companion Export (50 CP per)

For 50 CP per person you may take anyone you want with you on your Jumpchain journeys.

Drawbacks

There is a limit of 1000 CP you can gain from Drawbacks.

Spin-off (+0 CP)

You may choose one specific Soul Master Quest or Spin-off to Jump into, this may change the exact lore of the setting but the basics will remain the same. The only Soul Master Quest you may not go to is Card-games Upon Mars by judasunchained as that Quest has deep & unique enough setting and lore to require a Jump dedicated to it.

Debt (+100 CP)

Whether it's from hospital bills or gambling debts, you and your family if you have one are now up to your eyeballs in debt, hope you have a way to make a lot of money

No Deck (+100 CP)

What kind of loser doesn't play Soul Master? You apparently, whether it's because your parents won't let you or a lack of interest on your part you start this Jump without a deck of your own. Hope you've got some way to get some cards or you're going to miss out on all the fun.

Enemy (+200 CP)

You now have a powerful and skilled Scion as an enemy, roll a D5 and check the position they are listed in the Origins section to find out what kind of Scion they are. This enemy will use all their power and resources to hunt you down and card you, so be careful because a Soul Duel can be a great equalizer. There is no low they will not sink to and no tactic they will not use in order to get to you.

Card Vampire (+200 CP)

Your heart calls to the game, a part of your soul is tied into Soul Games. If you don't regularly get involved in Soul Games either as a player or an observer you will gradually wither away, getting weaker and weaker until you are confined to a hospital and eventually die. There is no cure for this.

Family of Enemies (+400 CP)

You have made an enemy of an entire family of Scions, this family is 1D4+4 members in size. roll a D5 and check the position they are listed in the Origins section to find out what kind of Scion family they are. This family will use all their power, skill, and resources to card you, or kill you if they can't card you. There is no low they will not sink to & no tactic they will not use in order to get to you.

Carded (+400 CP)

You have been turned into a Soul Card in the possession of a Scion, roll a D5 and check the position they are listed in the Origins section to find out what kind of Scion has possession of you. Your Tribe and Archetype are the same as what you picked for your Starting Deck. You need to either convince or force your owner to turn you back into a human before the end of the Jump or it's game over for you.

No Cheating! (+600 CP)

You know all those Items, Perks, and powers you have gained from your previous Jumps? Don't you think they give you an unfair advantage? So how about I make you a deal, I'll give you this fat stack of 600 CP in exchange for you losing access to your Warehouse, Perks, Items, and powers you had. You'll still have your Body Mod and that should be more than enough, right? What could possibly go wrong.

Ancient Times (+600 CP)

You are now in the time of the Meisters and must deal with them and the monsters currently ruling the world, on the one hand this is a great opportunity to take some powerful monsters and abilities for yourself. On the other hand you are living in a time where the world is ruled by monsters and can end up the target of some very powerful enemies. Be careful who finds out about how...unique you are.

Ending

So you managed to survive this place, well I hope you had fun and got everything you wanted.

By the way, this Jump has an extra lose condition, if you are a Soul Card by the end of the Jump it counts as a Chain Failure and you are getting sent home.

Move On

Stay Here

Go Home

Notes

The description for the Plot, Merchants, and Scions was copied from the Hope Ending Demonic Ordained: Nihilistic Ideal Soul Master Quest Setting Lore section, I used it because it has the most setting details of any Soul Master Quest. The description for the Decks was taken from the Battle Duel: SOUL Master Quest, the Primers for Soul Master the Card Game section, also see the Primer for more details on the Rules and Tribes of Soul Master.

Since Soul Master is mainly a lewd quest and this is a collection of them, the actual power of the cards and even the Scions magic is inconsistent and debatable, so when in doubt, fanwank it.

For the Favored by Lady Luck perk, when I say “higher being” I mean it takes more magic to change the luck of a being the higher up that being is in the worlds cosmology. When I say some people can’t have their fortunes changed, for example, you can’t change the luck of a person cursed with bad luck unless you get rid of the curse or a person blessed with great fortune unless you get rid of their blessing.

There is no Item section because there aren’t really any interesting items or artifacts in any of the Soul Masters Quests.

For an in-depth version of lore, here is the Setting Lore for Hope Ending Demonic Ordained: Nihilistic Ideal Soul Master:

Soul Master, the card game, has existed for millennia—though, obviously, not in its modern form. The origins of it, however, are more arcane than most would ever dare to dream. Separate histories have been kept by all Scions, and even Merchants, and very few of them are able to agree on how the world came to exist.

The thing they can all agree on is that the world existed at some point, and there were people on it. There were also monsters. The greatest of these was Tiamat, the mother of all monsters—every beast in the world can trace its lineage back to her, from the mightiest horrors to the humblest mice. Some fringe groups go even further, describing Tiamat as the mother of all life, but those are frowned upon for placing too much importance on the Great Darkness. In those days, humans were gathered into only a few small cities—the children of Tiamat enhanced with unnatural power, wickedness and with a taste for weak humans. They fought back as well as they could, but ultimately their strength was no match for that of the monsters.

In the bastion-city of Uruk, five great sages met in a desperate attempt to ensure the survival of humanity. They came upon a plan to use Tiamat's magics against her—her children utilized arcane methods of hunting, some able to hide in other dimensions until prey came near before striking. Through the sacrifice of noble Abzu, a child of Tiamat who abandoned his baser instincts and worked with the humans, these five sages were able to create a web of magic that spanned across the entire world. This magic would force combat to be between two people's souls, not their physical bodies, and rely on their minds, something humans were much better at using than monsters were.

This magic, of course, was the Great Spell that created Soul Master. The five sages were the Masters—Ereshkigal, Meister of Soul, Inanna, Meister of Alchemy, Ninursu, Meister of Conquest, An, Meister of Ordinance, and Enki, Meister of Determinism. They took the secrets of the game and the power they had gained to their trusted advisors, family, and friends, and gifted pieces of their power to them. Those so gifted became the first Scions, those with the power to wield Challenge Spells and shape the soul to their whims.

It did not take long for the Masters and their Scions to turn the tides against Tiamat and her children, returning the world to their control. They spread rapidly throughout the world—Egypt, the Indus River, et cetera. They captured all the monsters they could find into Soul Cards, but quickly ran out of evil to vanquish.

That's when they began to turn on each other. Each Scion dynasty blames their own enemy, of course, but many point their fingers at Marduk, ancestor of the Merchants. He arose roughly a few centuries after the Great Spell and the making of Soul Master, leading his own tribe of

disenfranchised warriors, and used the Meisters' game against them, capturing the soul of Ninursu. Once he proved it was possible to capture the soul of Meister, it was not long before all of them were imprisoned, and they remain that way to this day. Wherever they are, clearly their descendants do not bear much loyalty to them, or think them better off carded.

Now, some may ask what caused Scions to stop ruling openly, and the reinvention of Soul Master as a consumer product. The first question can be answered quite simply—a family of Minoan Scions known to possess a shard of Tiamat's soul in the form of a card—as well as several other powerful souls—dwelling on the island of Crete, suffered a terrible disaster when the population of normal people they ruled attempted to perform a ritual, and the Soul Realm merged with reality, creating a strange twisted zone of metaphor and card-life. It took near a century to fix, even with all the major Scion families on the continent working together, and afterwards they agreed to withdraw from ruling publicly—the fabric of reality could be at stake, after all. Though Soul Master the card game wouldn't exist for centuries yet, this agreement still holds today.

All credit goes to brop for coming up with Soul Master, glasses for the basic setting lore I used, numbus26 for the Origins description & in-depth version of the lore, and the many other Soul Master Spin-offs & Jump makers for the inspiration to make this Jump.

Hope Ending Demonic Ordained: Nihilistic Ideal Soul Master Setting Lore

<https://fiction.live/stories/Hope-Ending-Demonic-Ordained-Nihilistic-Ideal-Soul-Master/gSweQNy aH6KskxnWs/Setting-Lore/hph87xytSBj32Hf7G>

Primers for Soul Master the Card Game

<https://fiction.live/stories/Battle-Duel-SOUL-MASTER/3Yw9ntZF45J7W2Aii/Primers-for-Soul-Ma ster-the-Card-Game/YwyXkqAuuseFRKcXf>

Big list of Soul Master Quests

<https://fiction.live/stories/Card-games-Upon-Mars-A-Soul-Master-Story-/Lq24g9xLuyfThqhsT/threads/Soul-Master-General/S8Cf3kWedzfCqGHMa>