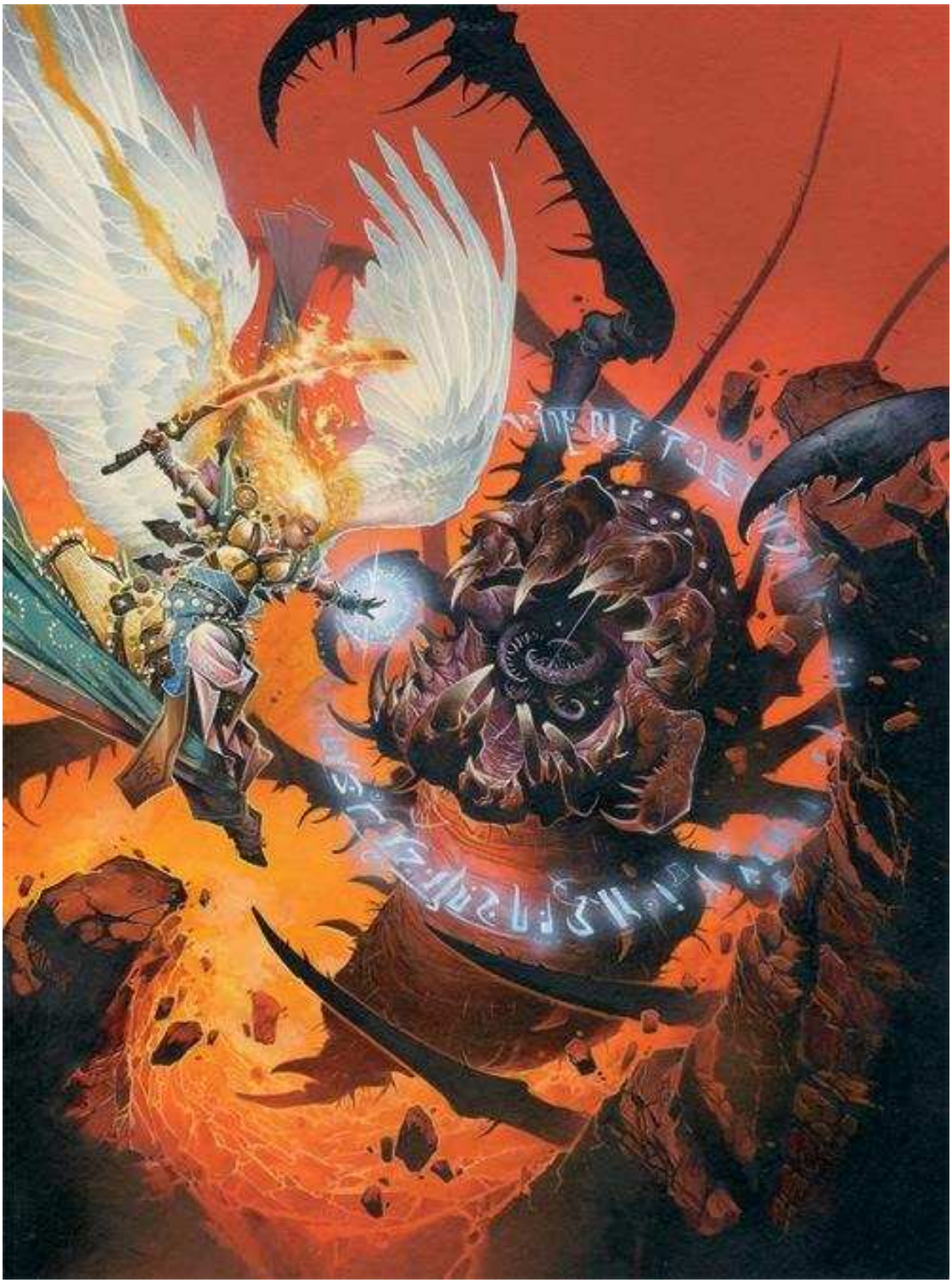
D&D/Pathfinder Gods jumpchain



By ProsecutorGodot with perks and items from Pokebrat's Generic Divinity Jumpchain

Introduction :

D&D/Pathfinder Gods jumpchain

Divine ranking

Location

General perks

Law Perks

Chaos Perks

Good perks

Neutral perks

Evil perks

Items

Companions

Drawbacks

Scenarios

Ending

Notes

Greetings jumper, have you ever wondered what it would feel like to be a god? to have such power at your fingertips and the reverence of countless people?

Well, worry no more for you shall now receive the opportunity to join their rank, more specifically the ranks of the gods as they exist in Dungeons and Dragons as well as Pathfinder.

D&D/Pathfinder Gods jumpchain

Now take this **+ 1000 CP**, you will stay by default in this multiverse for 100 years.

Now choose your path:

Choose your age and gender freely. You can choose to be a Drop-in or have an appropriate history and memories to the kind of god(dess) you are

Free – Deity :

You jumper are now in possession of a spark of divine power and can now call yourself a deity. A deity is a creature of divine power whose domain lies in either the planes, the Astral Sea or Toril. They also possess a hierarchy that you now get to be a part of.

<u>Divine ranking :</u>

Not all gods are created equal and thus have a divine hierarchy according to both their power level and influence, here you can choose to pay upfront to choose your divine ranking though nothing keeps you from rising through the ranks during the jump or after through whatever method you possess or find.

+300CP (+400 CP if Vestige) **Quasi-deity**

Quasi-deities are the weakest types of deities who are closer to mortals with divine characteristics such as immortality.

You are unable to grant spells but if you pay an extra 50 cp you can grant spells to your clerics as a dragon ascendant could. A Vestige would pay 150 CP to remove the disadvantage of being unable to grant cleric spells.

Vestiges are gods considered dead to mortals but whom can still be contacted through the appropriate rituals though your influence would be very limited.

Your cult is closer to a mystery cult with a few dozen members than a proper cult.

+200 CP for **Demigods/Exarchs and Titans**

Demigods and Titans are the second weakest among the deities:

Demigods are the result of the union of a deity and a mortal. Exarchs are equivalent to demigods and are powerful divine champions of the gods.

Titans are the result of the union of two deities, willed into existence by a god or born from their spilled blood.

Regardless of your choice, you are an ageless immortal and a true deity, are immune to mundane damage, polymorph against your will as well as magic damage from a non-epic source and can grant spells to your clerics.

Your worshippers number in the hundreds or thousands.

You receive four divine domains of your choice for free and three portfolios/ areas of concerns for free.

If you wish, you may gain an extra **50 cp** and instead be an existence similar to a daemonic harbinger, nascent demon lord… on the cusp of demigodhood though you would only gain two areas of concern instead of three.

Free **Lesser deity:**

Ranked higher than quasi-deities but still below the other gods are the lesser deities who generally have a number of faithful numberi in the thousands.

Your resistances are even higher than a quasi-deity's, are as immortal as them, you can cast plane shift at-will as often as you want, are completely immune to any attempt to magically imprison or banish you and can choose to appear as

whatever average specimen of a creature you wish. You are of course much more powerful than a quasi-deity could hope to be.

Furthermore, in your divine realm(s)/territories you have claimed you become even stronger and capable of manipulating your realm as you wish.

You possess over 100000 followers.

You gain 6 divine domains of your choice for free.

300 CP **Intermediate deity:**

Above lesser deities stand the intermediate deities with worshippers in the hundreds of thousands and thus capable of great influence on the world as a well as in divine politics.

You gain even greater power than a lesser deity on top of the other abilities granted to lower ranked deities at an appropriate level for your station.

You receive 8 divine domains for free.

600 CP **Greater deity:**

Greater deities are the strongest and most influential gods barring overgods. They generally serve as heads of their own pantheons, possess millions of worshippers and command great respect among their divine peers.

However greater deities tend to be the least interested in their mortal worshippers and are focused on larger matters in the multiverse.

You receive a whopping 10 domains for free.

+Primordial :

D&D/Pathfinder Gods jumpchain

The primordials also known as Dawn Titans are creatures of god-like power and manifest entropy whose domains are the Elemental Chaos and Abeir who made war with the gods at the Dawn of Creation.

They possess domains that are thus aligned with Nature, the Elements…. As opposed to the gods who possess dominion over more artificial domains such as civilization, the forge…

You can thus choose to join their number for free with your divine ranking providing your relative power level and influence.

On the other hand, you could choose to become a deity who originated as a primordial and sided with the gods like Ubtao did.

Post-jump, your deity form and primordial form become alt-forms

Location:

As a god you are able to choose where your primary seat of worship originates though whether or not it conflicts with another deity's seat of worship is left to your discretion. You will by default enter at the starting date of whichever edition you chose.

Roll a 1d12 or choose as you see fit:

1- Continent of Faerûn (Toril) –

The continent where most of the action happen in the world of Toril, you are free to choose where on that continent lies your center of worship.

2- Toril minus Faerûn -

While the biggest players gather on the continent Faerûn on Toril, there exist other continents like Maztica or Kara-Tur who while less well known are also home to cults of just as many deities as Faerûn.

3- **Abeir (Primordial only) –**

The world of Abeir is a mysterious world split between a Dragon empire and a Primordial Empire.

4- **Underdark (Toril) –**

Underneath the surface of Toril lies a gigantic cavern complex home to a huge variety of races such as the Drows,Dwarves,Aboleths,Beholders, Duergar, Illithids or Kuo-toa as well as various artifacts and ruins of great power and danger.

5- **Oerth**

The main planet of the Greyhawk setting, home to great wizards such as the Company of Eight as well as the lich Vecna.

It is also home to the famous temple of Elemental Evil.

6- **Krynn-**

The world of Krynn is the main setting of Dragonlance. It is home to 3 pantheons one good, one balanced and the last one evil each with their own followers.

7- **Eberron**

The world of Eberron is the main planet of the titular Eberron setting. The gods such as the Silver Flame play a major role in the lives of their worshippers.

8- **Golarion**

Also known as The Cage, the main planet of the Pathfinder setting that also happens to serve as the prison of Rovagug destroyer of Gods.
Also, home to the cults of various gods, empyreals and archfiends.

9- **Darklands (Golarion)**

Similarly, to the Underdark of Toril lies a massive cavern complex underneath all the continents of Golarion home to dangerous cults of various archfiends as well as dread Rovagug's.

10- Space (Starfinder)

Advances in technology has allowed mortals to reach into space and invent interstellar travel. The faith of various gods still remains strong as ever even in the depths of space.

11- Exandria

The world of Exandria serves as the setting of the Critical Role iteration of DnD. It is home to deities you might be familiar with from other settings but with a twist. A powerful god devouring abomination is sealed within the planet's moon.

12- Other

If none of the settings shown so far interest you, you may use this option to choose any sort of DND/Pathfinder setting be it from a 3rd party, older canon versions of the game or homebrews.

Of Law and Chaos :

In the multiverse of D&D/Pathfinder cosmic wars are constantly waged between the forces of Law and Chaos, you may thus choose a side or remain Neutral.

Law :

You stand on the side of Law whether in the name of divine Laws for gods, mortals or ineffable cosmic concepts matters not.

Chaos :

D&D/Pathfinder Gods jumpchain

You stand on the side of Chaos whether in the name of Freedom, Entropy or pure chaos matters not.

Neutral :

You stand neutral in the conflict of Law and Chaos.

<u>Of Good, Evil and Neutral :</u>

Outside the wars of Law and Chaos, the forces of Good and Evil battle constantly for the souls of mortals and the multiverse. As such you may side with Good, Evil or remain Neutral.

Good :

You stand on the side of empathy, compassion, altruism and mercy. You oppose mindless destruction, tyranny and various forms of oppression.

Evil :

You may be a dastardly villain or a greedy and ambitious overlord. Regardless, you won't let anyone stand between you and what you desire.

Neutral :

In this conflict, you stand as a watcher, a passerby or a fair judge unmoved by the stakes of the conflict.

<u>General Perks</u> : You receive 2 floating discounts per price tier.

Free - A spark of Divinity:

You are a god and so find your being changed. You are now made of pure divine energy which allows you to live indefinitely and become tangible or intangible at will.

Your manifestation at its weakest is akin to a Greek demigod outrunning the wind, uprooting trees like blades of grass and tossing giant boulders.

You no longer possess any biological needs such as eating,d rinking breathing though you may partake in it for pleasure , have limitless stamina and produce no waste.

Faith sustains you, rising all your abilities and skills to ever greater heights.

Sufficient faith can even catapult you through divine ranks perhaps even multiple ones such as from quasi-deity to Greater Deity if you had enough followers.

A lack of faith would see your faith gained strength diminish over the millennia to its weakest as described above.

Post-jump faith can used as a substitute for all your biological needs and refill all your reservoirs of supernatural energies such as magic, psychic power, spiritual power etc… as well as your stamina.

Free- Beauty of A God:

Your classic beauty perk, you are beautiful, graceful, cute, handsome, sexy according to whatever beauty standard you may have to a divine degree regardless of whatever you are doing even covered blood, dirt and grime.

You do not scar and always heal perfectly unless you don’t want to and the scars you do choose to keep always complement your form in a way that pleases you.

Your hygiene, teeth, gums are always perfect unless you don’t want them to be and you either smell neutral or emit a pleasant smell. This perk can also be used to wash blood,gore and grime off your body.

Furthermore, you can dial your appearance to your maximum beauty, down to an unremarkable level functioning as a stealth field as long you don't draw attention to yourself or appear terrifying to onlookers.

Free - Divine Mind:

As a god you obviously require the mind of one, as such you receive a perfect unlimited memory with perfect storage, indexation and an infinite multitasking ability.

This allows you to keep track of all your followers simultaneously as well as your various plans across the planes.

Your mind is similarly immune to corruption, harm and damage against your will and can handle any sort of knowledge and memetic hazards that would drive a mortal to madness.

Free – Divine senses:

Your senses are enhanced to a literally divine level allowing you to perceive light in all its wavelengths, magic, supernatural energies, souls, illusions, hear your name spoken across planes, see through walls and regardless of distance… Divine illusions may prove harder to notice unless you focus however.

Free – Divine protection :

It may sadden you to learn that some gods discriminate based on factors such as gender, appearance or race. So with this perk you and whoever you extend it to are protected from discrimination based on race,species,gender,sexual orientation etc….

D&D/Pathfinder Gods jumpchain

So, feel free to become a female archdevil in the Pathfinder Hell or join the Seldarine as a Drow deity. From now on, you shall only be judged based on your merits and personality.

Free/25CP- Class :

In the D&D/Pathfinder settings, characters including the avatars of gods have access to classes and now so do you.

In both your avatar and God forms, for free you gain access to the Cleric class at level 20 with the appropriate abilities and feats to signify your ability to channel your divinity.

For 25 CP, you may buy 10 levels either in the same class or in another class of your choosing be it a normal one,prestige,epic….

You may gain another class at level 20 for free if you have a domain to justify it such as a War domain for the Fighter class or a magic domain for the Wizard/Sorcerer/Archmage Class.

For another 25 CP, you may choose to add a specialization like a Kit without losing access to class features.

Free/25 CP- Race:

Gods are known to take forms that their mortal worshippers can relate to.

Choose a race from the D&D/Pathfinder setting and you gain access to it as an altform on top of your divine/primordial abilities with the appropriate abilities,resistances and vulnerabilities granted by that race.

For 25 CP each, you may add another race as an altform you can turn into.

Note that regardless of your choice your relative power level won't be affected so a goblin god will still be equivalent to a dragon god of similar divine ranking.

Optionally, this can either represent the race you were prior to ascending and/or allow you to join a racial pantheon of your choosing possibly as a blood relative. Perhaps Annam All Father of the giants had a child he never knew about or Asgorath the primordial Dragon was split into three parts instead of two halves.

Note: you can also use this perk to become some kind of aberration god like the Great Old One Pantheon, the Outer Gods, the Gods of the Far Realm etc … still with power befitting your divine rank.

Free/25 CP Favored animal:

Many gods have animals that they can use to communicate with their worshippers whether to warn them of danger, show them the way forward or punish them for their transgressions.

Choose 3 animals perhaps with a specific color, you can transform into a giant version of them as an altform,disguise yourself as a mundane version of them indistinguishable barring divine senses and even then they would need to know you relative position to know to look for you, gain their abilities, control them to make them act according to your will, send messages through them, spy through their senses etc…

Your clerics are also capable of summoning them with a template appropriate to your nature such as fiendish, celestial, amphibian.

For an extra 25 CP, you can choose three additional types of animals as your favored animals to gain the same benefits.

After 4 purchases, you may gain as many favored animals as you wish for free.

D&D/Pathfinder Gods jumpchain

Free/50 CP Favored monster:

Some gods rather than use animals sent monsters instead. Rather than communicate they are often used as a means of direct aid to attack enemies or protect the faithful.

For free, choose 3 different D&D/Pathfinder monster such as yeth hounds, shadows or even shadow dragons. You can send such creatures down to the realm to act your will as you see fit with your clerics capable of calling upon them using spells.

For an extra 50 cp per 3 additional monsters, you can choose other monsters to gain the same benefits.

After 4 purchases, you may gain as many favored monsters as you wish for free.

Free/25 CP Favored plant:

Gods are capable of sending omens through the plant kingdom which could be easier for their faithful to get used to rather than their more monstrous servants.

Choose 3 different types of plant such as roses, oaks… you can send that plant to your faithful as an omen whether a mundane one or with strange characteristics such as dripping blood.

For an extra 25 CP each purchase, you can add 3 additional plants to your manifestations.

After 4 purchases, you may gain as many favored plants as you wish for free.

Free/25 CP Favored mineral:

Some gods can send their omens through minerals such as emeralds or silver. For example, finding a high-quality emerald might be a sign of favor while a poor quality one could signify displeasure.

Choose 3 minerals, you can lead your faithful to it, send it as an omen, control its characteristics such as purity, quality …

For an additional 25 CP each purchase, you can add 3 additional minerals to your manifestations.

After 4 purchases, you may gain as favored minerals as you wish for free.

Free/25 CP Favored color:

Gods have colors that they favor and that their clergy emulate.

Choose 3 colors, you can turn objects into those color to serve as a sign for your followers such as an escape route for a follower trying to escape their pursuers.

For 25 CP each purchase, you can choose add 3 additional colors to add to your manifestations.

After 4 purchases, you may gain as many favored colors as you wish for free.

Free/25 CP Miscellaneous manifestation:

Gods have varied manifestations, some too varied to be properly classified.

Choose a manifestation that isn't covered by one of the previous perks such as impenetrable shadows, the sound of laughter coming out of nowhere or even outright possession. You can send this manifestation to your followers with particularly unique ones perhaps even improving the status of the receiver among your faithful.

This can also be used to strike one of your followers dead on the spot if you feel that they have offended you too much.

For 25 CP each, you can add additional miscellaneous manifestations.

After 4 purchases, you may gain as many miscellaneous manifestations as you wish for free.

Free/25 CP Title:

Gods are known to have grandiose titles such as Spider Queen, Dark Deity …. So now you get to join in on that.

For free, you gain three monikers titles that describe your nature and domains with the added benefit that your different titles may be assigned to different identities that can't be tied to you unless you want them to.

You can buy additional titles for 25 CP for every 3 titles you purchase.

Free/50 CP Favored weapon:

All gods are considered to have a favored weapon held particularly close to their faithful.

Choose a weapon type perhaps based on your own favorite weapon such as a sword or specific type of weapon like a curved dagger, unarmed or even natural weapons. You and your faithful find it easier to wield that weapon, master it, deal more damage than should be possible and have a much easier time learning and innovating martial arts and techniques using it than you would otherwise.

For an extra 50 CP each, you can gain these advantages for additional weapon types.

Free/50CP Symbol:

D&D/Pathfinder Gods jumpchain

Gods and their faithful require symbols to adorn their shrines and places of worship.

Choose a symbol, your cult can use it to consecrate weapons and places in your name as well as boost the potency of rituals involving your domains. Furthermore, you can spy on locations where your symbol is drawn and give your symbol specific effects such as driving people mad or calming them.

For 50 CP each, you can add additional symbols and effects to your repertoire.

Free/100 CP Alignment:

All sapient beings bar overgods possess an alignment along the lawful – chaotic and good-neutral-evil axis.

You can freely choose what your alignment is and can hide it from all detection except divine ones. Furthermore, you will find that your faithful will slowly but surely change in alignment to be closer to yours if they aren't already of the same alignment as you.

For 100 CP, you are beyond alignment and thus can change what your alignment is at will at no risk to your mind/spirit, are immune to effects that would change your alignment if you don't want them to and all methods of detecting alignment including divine ones will show the result that you want it to show.

Free/100 Cp- Divine Domain:

As a god, you have to be the god of something as such you will receive a number of domains according to your divine rank though you can receive more by paying a 100 CP per extra domain. A divine domain allows you to create, manipulate and destroy expressions of your domain as well as embodying your domain.

Furthermore, all your efforts,magics, abilities,skills, powers, perks etc… relating to your domains are magnified and become much easier to master,innovate and use.

You can always sense events relating to your domains regardless of what planes it happens on.

These senses even extend far into the past allowing you to investigate events centuries or perhaps even millenias after they happened.

You draw strength from phenomenons related to your domains such as War if you are a War god, acts of thievery if you are a god of Thieves etc…

If you also bought the Race perk above, you gain the related domain at a discount so if you bought, for example the Lizardfolk race you can buy the Scalykind domain at a 50 CP discount.

Free/50 CP- Divine portfolio:

Gods may have held the same domains but what they differ in is their portfolio.

A portfolio is the specific expression/area of interest of the domain that the deity controls and can also be an ethnicity or geographical region that they hold dominion over:

For example, Ubtao holds the domain of Scalykind with the portfolio of Dinosaurs while Semuanya also holds the domain of Scalykind with the portfolio of Lizardfolks.

You gain as many portfolios as you have domains and can buy more portfolios at 50 CP each.

Portfolios do not limit the powers of your domain(s) but grant you much greater power within that specific expression/area than otherwise.

D&D/Pathfinder Gods jumpchain

50 CP- Proxy (requires at least Demigod status):

Sometimes gods need to leave their realm either on urgent business or simply to wander the planes.

As leaving their realm unattended would leave it open to attack, they gift a portion of their power to a favored servitor to empower them and rule in their name during said god's absence.

You become capable of sharing your divine power with your servitors raising even the weakest of them to the status of demigods at the very least.

Normally this would drastically weaken you but since you are paying CP for it, you won't be weakened and can take the invested power back with but a thought if your proxy proves unworthy of their position.

100 CP the Mortal and Divine perspective:

It is known that power can get to the head of many so with this perk you are assured that no amount of power will change you nor will anything be capable of manipulating/corrupting your body, mind and soul unless you allow it.

Furthermore, you will always be able to relate to mortals if you want to and plan according to both a mortal and divine perspective.

Free/ 100 CP Acts of faith:

What counts as an act of worship to you? is it simply prayer, animal sacrifice, blood sacrifice, human sacrifice, donations to your cult or dropping tribute in territories you hold dominion over such as the sea if you have the sea domain?

Regardless you receive 3 methods through which your faithful may channel their faith to you.

You may purchase 3 additional methods for 100 CP, this can be bought multiple times.

Free/100 CP- Avatar Creation:

Gods can't afford to deal with matters regarding the prime material plane personnally but can send an avatar in their stead.

For Free, you can now create mortal avatars in your image with whatever altform you have access to. They possess any class you have bought.

You can have more than one avatar at a time.

For an extra 100 CP, you can grant them different forms and abilities depending on their role such as a battle avatar like Bhaal's Slayer avatar or one with a silver tongue to act as your diplomat.

These avatars can either be empty husks that you can control at will, sapient beings in their own right or unaware of your relationship as their creator.

Regardless they shall remain forever loyal to you and your cause.

You could also use this to allow you to use a mortal body/vessel as your avatar. They won't suffer deleterious effects due to you possessing them unless you want to.

Free/100 CP Aspect:

Gods are known to take aliases or separate aspects of themselves to gather more worshippers for themselves or to infiltrate pantheons.

For free, you gain three aliases/aspects that you can send into other realms, can be autonomous or always under your control.

They tend to have similar domains to your own but in lesser numbers to reflect their weaker power in comparison to yours.

Furthermore, if you usurp the domains and portfolio of another god you may choose to use their identity as an aspect much like Shar did to the god Ibrandul.

Regardless, all worship directed at your aspects go to you and they are guaranteed to remain loyal to you as they are extensions of yourself.

For a 100 CP each purchase, you gain 3 extra aspects.

100 CP- Divine magic:

You were already capable of granting magic to your clerics but what if there was more to it?

For each domain that you possess you shall gain powerful divine magic based on it (a domain of storm gives divine storm magic, a domain of ice divine ice magic etc) that you can through training and research create new spells, improve them and teach it to your followers.

Furthermore, you can teach your followers rituals based on your domains that although taking more time to cast than spells are much more powerful than them and become exponentially so the more faithful are involved in the ritual.

200 CP- Fanatical followers:

How do the evil gods who harshly punish failure and oppress their followers still manage to have thriving cults?

Perhaps they have this perk which makes your followers unfailingly loyal to your cause unto death. Please be worthy of their faith in you.

200 CP- Divine Truth:

D&D/Pathfinder Gods jumpchain

What kind of god is limited by the barrier of language none I dare say.

You gain the ability to speak, read and write in any language that exists within a setting which updates accordingly in future jumps.

Furthermore, gods who spread knowledge need to be believed in the first place as such when you speak the truth everyone who hear it will know it is the truth.

200 CP- Divine Lover:

Passionate trysts among the gods aren't unknown but tend to spiral into tragedy more often than not but not with this perk.

Aside from divine skills in all matters of romance and sealing the deal so to speak, you and your lovers shall always remain as faithful as you are to each other forming a vast web of relationships all the more robust for it, with the love that you share never weakening and only growing with time thus making your bonds all the stronger.

200 CP- Divine progeny:

Children between mortals and gods tend to be quasi-deities but not in your case.

When you are involved even the weakest mortal stock will yield demigods paragons of their species who will be loyal to you as their parent. Please treat them well.

200 CP- Divine Laws:

As a god you are capable of making decrees that will be obeyed by your faithful.

You also possess all the knowledge of rules needed to set up and to guide your cult as you deem fit.

D&D/Pathfinder Gods jumpchain

200 CP- Divine Power Protection:

If there is anything to be learned about divinity in the Forgotten realms it's that divine power is oddly fluid and that gods may easily be cast down by their more powerful peers. However, with this perk, you are protected from such things.

From now on, none of your items,powers,magics,divine domains,portfolios etc…. as well as your divinity may be turned against you,stolen,weakened,removed,erased etc… in any way unless you allow it. Furthermore, no attempt at binding you will suceed unless you allow it nor can you be cast down into avatar form even by an angry overgod.

200 CP: Artifact Creation:

Many gods are known to gift their favored mortals with powerful artifacts that they obviously have a hand in making, perhaps you can join on that.

You can now craft artifacts of divine potency that can only be wielded by people you approve of.

They can be imbued with magical abilities that are all the stronger and easier to make the closer they are to your domains.

200 CP: Divine Boon :

Gods are capable of granting advantages to mortals beyond the magic provided to the clerics.

These boons are varied such as immunity to a certain type of damage like fire or poison, luck in their domains such as trade or even invulnerability to mundane weapons and now you too can grant such boons to your faithful.

200 CP: Divine Harmony:

The Naga goddess Shekinester having swallowed her fellow naga God Ssharstrune expelled his remains for fear of being corrupted by his domains.

This is something that you no longer have to fear as from now on your domains, portfolios, magics, abilities, equipments etc anything that would be considered yours can no longer harm and/or corrupt you against your will.

This also grants you complete control of your perks, abilities and items such that you can set their power anywhere from 0 to 100% and turn off and on secondary effects from them such as inflicting curses or unhealable wounds for example.

200 CP- Divine Fusion

The Elven goddess Angharradh consort to Correlon Larethian is commonly believed to be a combination of three other elven goddesses (Sehanine Moonbow, Aerdrie Faenya, and Hanali Celanil) formed when Lolth rebelled and was exiled.

Similar to her, you possess the ability to fuse with other beings provided they consent or are weakened enough that they can't resist.

In doing so, you form into a new deity with you at the helm (unless you relinquish that position) though possessing power and domains related to the components of the fusion but much stronger than simply adding your powers together.

You and the components are capable of separating and fusing again at will.

200 CP/300CP- Divine Remaking:

The Lawful Neutral God of Sun, Order, Law and Time Amaunator once nearly disappeared due to a lack of faith. As such while he lay dying in the Astral

Plane, he remade himself into Lathander the Lawful Good God of the Sun and athletics among other portfolios which revitalized his worship.

You too are capable of a similar feat as you are capable of changing your powers, domains, portfolios, race up to your very nature to something else though your overall power level will remain largely the same as before.

For an extra 100 CP, more than simply remaking yourself, you find that you not only slowly grow over time but through training, effort and great feats are able to both grow your domains and portfolios in power and scope/versatility as well as gain new domains and portfolios with ones closely related to your current domains and portfolios being the easiest to develop.

400 CP- Martial Deity:

Most gods are no strangers to warfare but some of them are distinguished by their strength and martial skill. You stand among their number.

First, you possess peerless mastery of both armed and unarmed combat with the physical abilities to match whether melee or ranged weapons or magic/psionics applied to warfare you stand among the best of the divine such that you could feasibly fight off or even defeat dozens of yours peers in your divine rank.

This mastery also extends to the fields of war tactics, strategy and logistics with the charisma to lead your fellow deities to war.

Second, you know how to use your domains, magic, powers, skills, environment etc… everything at your disposal to fight and cause harm, perhaps your healing causes bones to heal improperly or your faerie fire suddenly burns with the intensity of an actual fire.

Third, your attacks can break through invincibility and immunities in order to bring death to the deathless.

Anything that you kill shall stay dead regardless of whatever cloning, avatar, immortality or self-reviving tricks they may possess.

Finally, as long as no opponent among a group can defeat you, you will be capable of defeating them regardless of how many opponents are gathered.

This updates every jump making you a fighter and military leader of similar level for the setting but never making you weaker.

400 CP Miracle of Divinity :

Using faith or whatever divine energy you have; you can accomplish feats that mortals can scarcely conceive of.

These miracles however take a proportional cost in energy the larger the intended effect is intended to be though it would barely take a thought to achieve effects that are related to your domains/portfolios.

400 CP Divine curse :

Gods aren't only capable of miracles but also of dire curses if their ire is roused.

You can mark offenders with a mark that will be plain to see by your faithful and cause them to deal increased damage to the offenders as well as curse offenders with curses relating to the domain ranging from minor inconveniences all the way to lethal misfortune.

For an animal domain, think of animals dislike the accursed individual for minor all the way to being marked for death; With stealth failing against monsters with the beast subtype at the same time as a steadily increasing stream of beast monsters hound them constantly.

D&D/Pathfinder Gods jumpchain

400 CP - Eternal :

You are no longer reliant on faith to power your abilities but can still benefit from it. Any growth in power,skill etc… whether through faith or some other means become permanent, your skills and abilities never grow rusty nor do you become weaker if you are lacking faith.

All your divine,faith etc… based abilities can now be linked to grow with your other attributes such as magic,psionics, soul, mind and body.

Furthermore, you become extremely resilient to all forms of harm and even if you were to fall your faithful, your followers and companions would find you extremely receptive to all manners of resurrection rituals that both you and them know.

This resurection can however only be done once per jump/ century whichever comes first.

400 CP- Creator God :

Gods are well known as the origins of many species of creatures across the planes.

You can create lifeforms from nothing, convert a creature into another type of creature and in general transform and enhance life as you see fit though you can’t create/enhance something beyond your own power with this perk alone.

Your children, creations and creatures augmented and/or created are fiat backed to be loyal to you.

600 CP Paragon:

Even among the gods, you stand as a paragon of their kind. Everything about you from your strength to your magic, intelligence and the strength and

versatility of your domains are enhanced beyond what should be possible for someone of your divine rank.

All your perks, powers, abilities from this document or others are boosted twice over in both power and versatility their drawbacks are lessened and removed overtime and there is no longer any limit to your growth. You are capable of growing and expanding upon everything about you from mind, body,soul , magic, perks,divinity etc… without end.

This also removes diminishing returns allowing you to always grow stronger without requiring more experience to level up as you grow stronger and/or more skilled.

This additionally means that your domains,abilities ,magics etc.. ; have more weight behind them which allows them to pierce through immunities against all logics thus allowing you to burn a fire elemental, make a construct bleed.

Post-jump this extends to all your altforms.

This perk is a **Capstone booster**

600 CP Divine Ascension:

Among the most coveted secrets of the multiverse are the secrets of ascension to godhood. This divine lore is now yours.

You know all the rituals that can ascend a mortal to godhood as well as various rituals to steal and add the domains and portfolios of rival deities to your own or that of others up to forcing them to live as mortals. These rituals can be done with brute force but are much easier to use when the recipient consents.

Post-jump, this lore updates with whatever equivalent to godhood exists in the setting. Perhaps instead of magic, it’s a psychic ascension as a sentient meme

or uploading your mind into an AI regardless the rituals shall always grant cosmic power and influence.

Capstone Boosted- The Akashic scholar

You are now the single wisest and most knowledgeable being in the setting. You know rituals to do pretty much anything you could wish for given time and resources; they might even allow you to one day create your own multiverse.

Furthermore, you gain an omniscience in the form of the Akashic library a mental plane you can access at will that contain all thoughts, feelings and information past, present and future as well as that of parallel multiverses. All you have to do is think about a piece of information you wish to know and you will receive your answer.

This lore as well as the library updates for each setting you go to.

You gain access to the divine domains of Knowledge, Fate, Magic and Spells for free.

600 CP Ancient power:

The most ancient gods tend to be the wisest and strongest among them due to their seniority so why not become one of them.

Your knowledge and wisdom are such that you are considered among the wisest and most knowledgeable beings of the setting and will continue to be so in future worlds. Your mind contains knowledge forgotten by all but the most erudite and ancient beings with more than a few forbidden and dangerous secrets that are known only to yourself.

This also provides a significant boost in the potency of your progeny such that the child of two lesser deities including you would result in a lesser deity instead of a demigod.

Furthermore, you find that time does nothing to dull your skills and powers and instead simply refine them endlessly so that the you of tomorrow is always superior to the you of yesterday.

Finally, in future jumps you can choose to be among the oldest of your kind with all the respect and reverence such a position deserves.

Capstone Boosted – Primogenitor

You are now the oldest specimen of your kind with the knowledge, power and skill to fight and win against the most dangerous opponents of the Dawn War. This status and memories carry over to whatever species you become in the future and you still grow stronger and more skilled as time passes.

This massively boosts the effects of the previous perks.

Optionally, using this perk you could declare yourself the patron god and progenitor of an entire mortal race such as elves, dragons, humans....

You gain access to the domains of Knowledge, Magic, Fertility and Creation for Free.

All the following perks may be shared on an temporarily or permanently on an individual basis with your faithful

<u>Law perks:</u>

100 CP- Scion of laws

You can’t be lawful without first knowing what laws are, as such with this perk now and going forward you shall always know all the laws of the setting

whether they be the laws of mortals, gods or even the laws governing reality such as gravity.

Furthermore, this lends to you a demeanor that tells everyone that you are a person that follows the laws and endears you to lawful creatures.

Needless to say, this makes you one hell of a lawyer.

200 CP- Clockwork savant:

Law is a matter of rules, regulations and structure giving birth to order. So what could be more ordered than technology?

You are a savant in all forms of technology and magitech though with a specialty in the clockwork technology of Mechanus and Axis.

You find it easy to reverse engineer technology, improve upon it and innovate new technologies.

This could even after centuries of research allow you to create your own plane of Law similar to Mechanus and Axis.

400 CP- Thousandfold calculations:

Through grasping variables can chaos be tamed and predictions made.

Your intelligence and planning abilities have become transcendent allowing you to take into account every variable and piece of information you are aware of to make plans with endless contigencies to bring about any goal.

This is the kind of ability that would allow you to stand at the top of a regime of backstabbing fiends for millions of years, always managing to keep at bay any threat whether internal or external to your regime.

Furthermore, whatever regime you find itself a part of becomes more stable and robust overtime with not even apocalypses of divine proportion destabilizing your divine order.

Keep in mind you can only make plans if you have enough data to use.

This also makes you a divinely skilled lawmaker and ruler.

600 CP- Paragon of Law : Order

You have become the foremost exemplary of law across the planes much like Primus. All magics, domains, portfolios, skills and abilities with a connection to law, structure, technology and order are boosted in magnitude and ease of use and you find them much easier to master and innovate.

You can design intricate systems such as the various mechanical contraptions around Mechanus and Axis, you could even create an artefact like the spawning stone in Limbo that brought order to its chaos.

You can create servants of perfect Law and Order fiat backed to be loyal to your cause.

Chaos finds itself stymied by your presence like the childish lie it is with your abilities dealing extreme damage to creatures of chaos such as demons, slaads and proteans.

You gain the divine domains of Law/Order, Community and Planning for free.

Finally, sensing pure law emanating from you other beings of law that aren't under the control of other paragons of law will pledge allegiance to your cause.

This perk boosts all the perks in this perk tree.

Capstone Boosted- Embodiment of Law – Order Incarnate

You have gone beyond becoming a paragon of Law and have become Order Incarnate.

On top of massively increasing the benefits of the earlier perk you are capable of creating and enacting your very own laws on reality thus having them become a fact of the universe.

Only creatures stronger than you could hope to go against them and even then they would be massively weakened and need to constantly use their abilities to resist them.

This also allows you to set up boundaries and manipulate boundaries that can't be crossed unless you allow it.

Furthermore, you can even alter the laws of the universe to your leisure such as manipulating gravity or how quickly time passes even stopping it.

This allows you to manipulate and regulate the natural decay of all things.

Beings of chaos are harmed by your mere presence not to mention what your attacks might do to them. You may even convert them into beings of pure law loyal to you instead.

Finally, beings of law in this world and future ones will automatically defer to you.

You gain access to the domains of Rune/Glyph,Magic,Artifice and Void.

Chaos perks :

100 CP- Unpredictable :

One of the foremost characteristics of the forces of chaos are both their unpredictability and creativity.

On top of a hefty boost to your creativity, imagination and ability to innovate you will find yourself unable to be predicted through any means whether mundane, magical, divine or even fate itself.

This lends you a demeanor that makes chaotic creatures more prone to treating you well.

200 CP- Unstoppable :

Chaos refuses to be constrained and now so shall you.

First, You are now immune to any attempt to control or dominate your thoughts and actions including through fate.

Second, you can no longer be sealed or imprisoned through any means, always managing to break your shackles and/or escape your prison with only divine ones able to pose a slight challenge. Your escape would still be a matter of when and not of if.

Finally, none of your powers, abilities, magics,domains ,portfolios,skills, equipments etc may be sealed or negated unless you willingly allow it.

400 CP- System of a breakdown:

Chaos refuses to bow down to any system aside from itself and now neither will you.

First, your willpower and determination become functionally infinite refusing to bow down before any adversity though you still know when you are struggling in vain and can thus cut your losses.

Second, you have great charisma with the oppressed and freedom fighters as well as great planning abilities to overthrow oppressive systems of government like dictatorships and all manners of tyrannical rulers.

Finally, you find it easy to undermine whatever systems,structures, defenses and wards your opponents put into place with all your efforts greatly magnified when dealing with any sorts of wards, barriers ,structures and civilizations in general.

600 CP- Paragon of Chaos : Entropy

You have become the foremost paragon of Chaos on the planes much like a primordial of pure Chaos. All magics, domains, portfolios, skills and abilities with a connection to chaos,luck, entropy and destruction are boosted in magnitude and ease of use and you find them much easier to master and innovate.

You can tear down any sort of mechanical creature, constructs,structures or materials with contemptuous ease, your presence exuding such chaotic energy that the improbable becomes likely and bizarre events such as time loops, sudden portals and various chaotic events happen around you always to your advantage or with a neutral result to you and your allies at worst.

You can manipulate and create raw chaos stuff in enormous quantities and entropy a substance that can serve as raw building materials for anything or any creature you might think of or be used as a highly dangerous weapon unmaking anything it makes contact with.

You can create servants of pure Chaos and Entropy fiat backed to be loyal to your cause.

Law finds itself stymied by your presence with your abilities dealing extreme damage to creatures of Law such as modrons, inevitables and devils.

Finally, sensing pure chaos and entropy emanating from you, other beings of Chaos and entropy that aren't under the control of other paragons of chaos and entropy will pledge allegiance to your cause.

This perk boosts all the perks in this perk tree.

You gain access to the domains of Chaos or Luck, Destruction and Entropy for free.

Capstone Boosted- Embodiment of Chaos: Chaos Incarnate

You have gone beyond becoming a paragon of Chaos and have become Chaos Incarnate.

On top of massively increasing the benefits of the earlier perk you become capable of destroying the very laws of reality with the resulting events always managing to benefit you and your allies.

Only creatures stronger than you could hope to go against your destruction and even then, they would be massively weakened and need to constantly use their abilities to resist them.

You are capable of transforming any creature into any kind of creature you can think of, whether as a promotion of demotion is up to you.

It is all the easier if the receiving party is willing.

Beings of Law are harmed by your mere presence not to mention what your attacks might do to them. You may even convert them into beings of pure chaos and entropy loyal to you instead.

Finally, beings of chaos and entropy in this world and future ones will automatically defer to you.

You gain access to the domains of Freedom, Liberation, Trickery and Change.

Neutral perks: (Double discounts if True Neutral, a double discounted 200 CP perk becomes Free):

100 CP- Outsider perspective:

You can at will take an objective view of the situation around you and the information you have removing any bias or preconceived notion to assess the situation objectively.

This allows you to act as a fair judge in matter and helps find solutions that do not favor either party.

You may be called to arbitrate for people who are having a disagreement as long as you don't overly favor a party and will be favored by creatures of Balance like psychopomps and Aeons.

Note that this doesn't change your feelings but simply allows you to objectively assess information.

200 CP- Divine eyes of Judgement:

When trying to judge someone or something you may find that people or the situation at hand tries to deceive you but no more.

Your eyes can at will pierce through lies, illusions, disguises and read people's sins regardless of whatever method may be used to try and deceive you.

All your efforts for the sake of maintaining a Balance are magnified in both power and scope.

Furthermore, you are always aware of the state of whatever balance you are invested in such as the balance between the living and the dead or the balance between the forces of Law and Chaos.

400 CP- System Designer and Administrator:

Neutral deities tend to be the ones in charge of the most vital cosmic processes such as Arcane Magic, the Judgement and sorting of the Dead to their rightful reward or punishment up to the very cycle of souls that maintains the multiverse.

First, you are granted endless patience, a perfect work ethic and all the knowledge you would need to know to both oversee those systems as well as repair whatever issue may arise like the Weave of Magic malfunctionning during the Spellplague.

Second, you become capable of designing eternally efficient metaphysical and magical systems like the cycle of souls, the Weave of Magic… This same knowledge can allow you to fix flaws in such systems and even upgrade them.

Finally, you will always be the first pick among your divine peers for such exalted positions as ruler of the Afterlife, god(dess) of Magic etc….

Your abilities update in future settings with similar knowledge and abilities regarding whatever systems of magic,afterlife/afterlives,metaphysical etc… may exist in the setting as well as how to design,manage,upgrade and maintain them.

600 CP- Paragon of Balance : Judge

You have become the foremost paragon of Balance similar to Lord Ao though you aren't an Overgod with just this perk. All magics, domains, portfolios, skills and abilities with a connection to Balance,Fate,Death and Judgements are boosted in magnitude and ease of use and you find them much easier to master and innovate.

You can create and repair any kind of metaphysical and/or magical system you wish to with a guarantee that it shall run smoothly as a natural part of the Multiverse.

You also gain a sixth sense that informs you of deliberate sabotaging attempts of your systems by your enemies.

You can create zone of Neutrality where no violence is permitted thus allowing you to setup courts of judgement that will be respected by all regardless of their power.

You can create servants of Balance like psychopomps and Aeons fiat backed to be loyal to your cause.

Conflicts die out in your presence with anyone raising a hand against you taking much more damage from all your magics, domains, portfolios, skills, abilities, powers etc …

Finally, sensing the Balance emanating from you other beings of Balance that aren't under the control of other paragons of Balance will pledge allegiance to your cause.

This perk boosts all the perks in this perk tree.

You gain access to the domains of Balance, Death or Magic and Fate for free.

Capstone Boosted- Embodiment Of Balance- Arbiter

You have gone beyond becoming a paragon of Balance and have become Balance Incarnate.

On top of massively increasing the benefits of the earlier perk you become capable of denying creatures that have offended you their powers and skills leaving them powerless.

Only creatures stronger than you could hope to go against your destruction and even then, they would be massively weakened and need to constantly use their abilities to resist them.

You can reinforce all forms of balance and natural orders making them proof against all forms of outside tampering divine or otherwise and are capable of perfecting any kind of Balance making it both Timeless and Eternal.

Creatures with hostile intent are harmed by your mere presence not to mention what your attacks might do to them.

You may even convert them into beings of Balance loyal to you instead.

Finally, beings of Balance in this world and future ones will automatically defer to you.

You gain access to the domains of Creation, Knowledge, Infinity, Truth and Void for free.

Good perks :

100 CP- Heart of compassion

Some gods are known for their great benevolence and insight and soon you shall join their ranks.

First, you gain a limitless amount of empathy and compassion on top of whatever always virtues you consider would make you a paragon of morality and good.

This makes you a paragon of ethics and morality with a guarantee that you won’t turn dogmatic and inflexible because of it unless you want to.

This inner purity is plain to see for people with the appropriate senses.

Secondly, you gain impeccable insight into other creatures' and people's character and intentions.

This would allow you to know who among them is genuine in their desire for atonement and who is trying to take advantage you.

Finally, your innate kindness makes other good creatures relate to you more than they would otherwise.

200 CP- Holy purifier

Notorious among the good gods are the ones capable of healing and purification but even among them you are peerless.

First, your healing capabilities are enhanced to a peerless divine level, no injury is too dire to be treated, no disease or poisons are incurable and no curse can resist you.

You are even capable of healing and resurrecting long forgotten beings even the ones whose soul has been destroyed or vanished.

Injuries, poisons, diseases and curses of a divine source may be harder to heal but none of them may resist you for long.

Second, your ability to purify and ward people, creatures and places is simply peerless. No corruption, no mind control may resist your purifying powers and even entities much stronger than you would have trouble breaching your wards.

Finally, your ability to heal and purify can be used to harm and destroy fiends and undead but since you are paying CP for it you may also use them to heal even creatures that should be anathema to such powers such as fiends,

undead, negative energy beings or creatures that shouldn't be affected such as constructs.

This updates in future jumps, making you a healer and purifier of equivalent skill and power never weakening you.

400 CP- Everyone's Hero

Some gods stand as beacons of hope to the innocent and virtuous in times of strife.

First, you never give in to despair no matter what thus granting you endless willpower.

You also serve as an inspiration a beacon of hope to all good creatures and/or creatures that aren't opposed to your alignment.

Second, you can charge all your equipment,magics,domains,portfolios, abilities,skills, etc with holy energy making them deal tremendous damage against evil creatures such as fiends and in general magnifying all your efforts against them.

Third, you receive a form of protection (plot armor) from destiny itself allowing you to stumble upon and thwart the schemes of creatures and people you would be opposed to, have ridiculous luck in finding artifacts of great power that will always be useful to your quest/goals and won't suffer an undignified death either accidental or overwhelmed by numbers.

Only an epic showdown with the divine level Big Bad could ever hope to lay you low.

Finally, you qualify for every prophecy in this and future jumps allowing you to benefit from inheritances, artifacts limited to only a select few and can choose

to replace or exist alongside any character that a prophecy was originally about.

600 CP- Paragon of Good : Hero God

You have become the foremost paragon of Good, the divine archetype of Heroism itself. All magics, domains, portfolios, skills and abilities with a connection to Good,Justice, Virtue and Protection/Purification are boosted in magnitude and ease of use and you find them much easier to master and innovate.

You are never too late to save the day. Always managing to arrive on time to guard and protect the innocent.

You benefit from a strange form of growth and resilience that as long as your willpower holds you will find yourself growing and surpassing foes that vastly eclipsed you a few moments ago.

No foe is beyond you, that is not to say it shall be easy but their immunities become resistances while resistances are pierced, your attacks bring death to deathless and invincible allowing you to always have the possibility of victory as long as you deal the fatal blow.

Moreover, if you will it, creatures that you kill won't be resurrected regardless of whatever self-revival tricks they possess, this can also include all records and memories of them so that not even their followers may ever know their vile dogma ever again.

If you are feeling merciful you may simply seal them away, imprison them or exile them for all eternity or until you deem fit to release while erasing every record and memory of them.

You also gain incredible charisma and beauty such that even among your fellow gods you would be considered among the fairest. This makes it extremely easy to convince all but the most heartless of beings to repent and atone for their crimes.

You can manipulate and create raw holy energy and virtue a substance that can serve as raw building materials for creating holy artifacts and creatures, consecrate areas or be used as a highly dangerous weapon scouring from existence whatever it makes contact with.

You however can perfectly control your abilities such that you could destroy a fiend without harming the host it possesses or the people they were holding hostage.

You can create servants of pure Good and Virtue fiat backed to be loyal to your cause.

Evil finds itself stymied by your presence with your abilities dealing extreme damage to creatures of Evil such as demons, devils and yugoloths/daemons.

Finally, sensing pure good and virtue emanating from you other beings of Good and Virtue that aren't under the control of other paragons of good and virtue will pledge allegiance to your cause.

This perk boosts all the perks in this perk tree.

You gain access to the domains of Good,Justice and Healing.

Capstone Boosted- Embodiment Of Virtue- Savior

You have gone beyond becoming a paragon of Good and have become Good Incarnate.

On top of massively increasing the benefits of the earlier perk you become capable of purifying and consecrating entire planes of existence banishing their evil and leaving a pure pristine land of good much like Mount Celestia or Elysium.

Only creatures stronger than you could hope to survive your holy powers and even then, they would be massively weakened and need to constantly use their abilities to resist them.

Furthermore, your beauty and charisma already divine reach transcendental levels such that you could befriend/ woo and/or redeem even the vilest of villains.

Evil creatures are harmed by your mere presence not to mention what your attacks might do to them. You may even redeem them into beings of Good loyal to you instead.

Finally, beings of Good and Virtue in this world and future ones will automatically defer to you.

You gain access to the domains of Healing,Sun,Moon and Beauty/Love for free.

Evil Perks:

100 CP- A fearsome glare:

That's what people will say of you.

You can at will change your demeanor in a way that puts people on edge and intimidates people and creatures weaker than you with even the ones stronger than you acting cautiously around you.

Secondly, you possess a mental dial that controls your morality. It goes from fully compassionate and empathic to completely apathetic.

This protects you from the guilt and PTSD you may suffer as a consequence of your actions even when you are back to fully empathetic you will still be able to sleep peacefully with your actions.

Finally, all this lends you a demeanor that makes miscreants and criminals treat you with fear and respect as a model to aspire to.

Note that this in no way modifies your morality but simply allows you to sleep comfortably with the actions that you took willingly.

200 CP- A true corrupter

Evil gods are well known for their ability to corrupt items, places and creatures including their divine peers to their cause or impose specific effects upon them and now you can join in on that.

First, you gain the ability to corrupt artifacts,items, places and creatures to your cause. This improves to a divine level all your abilities,powers,domains etc… related to corruption and controlling others.

Even worse for your victims your corruption can't be resisted, spreads even faster the more they resist. It may even spread to whovever tried to purify your corruption if you allow it

Second, you gain a beyond perfect affinity for monsters, undead, fiends and evil creatures as well as knowledge allowing you to create them, transform others into them and bind them at a mere fraction of the cost.

Finally, you have little trouble recruiting to your cause among the monstrous and fiendish with all your recruits becoming loyal to you and your cause.

The knowledge and abilities update in future jumps making you a corrupter creator, transformer and binder of evil entities of similar power and skill never weakening.

400 CP- A Tempter, trickster and a thief :

Many evil deities are known for their ability to tempt people into their service as well as tricking and stealing from their divine peers.

First, you receive your charisma and speechcraft is enhanced to a peerless divine level alongside literally eons of experience in the arts of propaganda and temptation. You could even talk the Lord of Nessus into making a deal that is blatantly in your favor.

Second, your sleight of hands, tricks and illusion abilities, powers,domains etc… have also reached a peerless divine level such that a coalition of god could be tricked into thinking they slew you while you were on another plane entirely.

Third, your stealth and ability to infiltrate is increased such that you can't be detected through any means when you don't want to and no vault can keep you in or out regardless of who is guarding it and what defenses it may have. Furthermore, you become capable of stealing even the divine domains and portfolios of your fellow gods.

It may take the form of you stealing them like a physical item representative of their power or slaying them personally to add all their divine domains and powers to yourself.

Furthermore, you are highly skilled at insidiously usurping the cults of other gods such that you may very well steal all their powers and followers before they even realize what happened, you may then use their body/identity as

another aspect/alias of yourself including any aspect they had themselves of course.

Finally, much like the god Cyric you can say goodbye to the consequences of your actions as even if you are caught red-handed, you might get a slap on the wrist but it's much better than being banished like other deities would have been.

600 CP- Paragon of Evil: Fiend God

You have become the foremost paragon of Evil, the divine archetype of Evil itself. All magics, domains, portfolios, skills and abilities with a connection to Evil,Corruption, Destruction and Sin are boosted in magnitude and ease of use and you find them much easier to master and innovate.

Your attacks,abilities,powers,magics,domains,portfolios,etc... become impossible to defend against as they strike on every level simultaneously mind,body and soul.

Worse than that, your attacks can at will damage the sanity and willpower of your foes wracking them with despair and madness causing them to lash out blindly against their allies or even devote themselves to you if they run out of willpower/sanity to resist you.

You can manipulate and create raw unholy energy and Sin, a substance that can serve as raw building materials for creating unholy artifacts and creatures, unhallow areas or be used as a highly dangerous weapon scouring from existence whatever it makes contact with.

If you are feeling merciful it is also an extremely effective energy to corrupt creatures, artifacts and places to your cause.

You can create servants of pure Evil and Sin fiat backed to be loyal to your cause.

Good finds itself stymied by your presence with your abilities dealing extreme damage to creatures of Good such as angels, archons and agathions.

Finally, sensing pure Evil and Sin emanating from you other beings of Evil and Sin that aren't under the control of other paragons of Evil and Sin will pledge allegiance to your cause.

This perk boost all the perks in this perk tree.

You gain access to the domains of Evil, Corruption and Destruction for free

Capstone Boosted- Embodiment Of Destruction – The Beast

You have gone beyond becoming a paragon of Evil and have become Evil Incarnate.

On top of massively increasing the benefits of the earlier perk you become capable of destroying, corrupting and unhallowing entire planes of existence twisting them into desolate wastelands bereft of hope like Hades or infinite layers of depravity like the Abyss for example.

Only creatures stronger than you could hope to survive your evil powers and even then, they would be massively weakened and need to constantly use their abilities to resist them.

All your destructive abilities,powers,magics,domains,portfolios,etc gain a massive increase in potency such that they bypass all defenses and immunities and that your destructive capabilities always remain your greatest attribute though you may fully control the extent of your destruction.

You radiate at-will an aura of destruction that can bring ruin to entire planes of existence to say nothing of what it can do to creatures.

You bring death to the deathless and the invincible with your abilities piercing through their immunities and defenses as if they were mere paper.

Second, your capabilities are increased to such that it would take a massive coalition of gods among the strongest of the multiverse to defeat you.

This updates in future jumps never weakening you so that you are always among the strongest entities of the setting at the start of the jump and would grow to become the most powerful with ease.

Third, you are now truly immortal and unkillable beyond death though barring other perks you remain vulnerable to being sealed and banished by the cooperation of a truly staggering number of powerful divine beings.

Fourth, in this and future worlds there shall always be a method and prophecy known only to yourself, your companions, followers and faithful of how you might bring about the end of the setting.

Good creatures are harmed by your mere presence not to mention what your attacks might do to them. You may even corrupt them into beings of Evil loyal to you instead.

Finally, beings of Evil,Madness,Ruin,Destruction and Sin in this world and future ones will automatically defer to you.

You gain the Domains of Chaos, Weather, War and Madness as well as the portfolio of Ruin, Insanity,Disaster/Catastrophe and Eternal Darkness for Free.

Items: All items may be bought as many times as you wish.

General Items: You gain two discounts per price tier

D&D/Pathfinder Gods jumpchain

Free/100CP/200CP Starting Wealth:

For free you receive one million gold pieces to help setup your cult.

For 100 CP, this wealth would make you the richest being in the entire multiverse but would still be a finite amount.

For 200 CP, this wealth is functionally infinite.

The wealth you receive updates to always remain appropriate for all future jumps and locations and is guaranteed to be both untraceable and not crash the economy if you don't want it to.

Free/100 : Divine Realm

Aside from gods that prefer a life of wandering all gods possess a divine realm perhaps shared with their pantheon though always with a personal abode of their own.

You may freely choose what kind of divine realm you possess as well as various parameters such as the presence or absence of a daylight cycle, environmental effects etc….

Your realm may be located on any plane you wish to as long as it shares at least part of your alignment, you wouldn't see an evil god make their abode on Mount Celestia after all. It serves as both your seat of power as well as the afterlife of your worshippers.

Furthermore, this realm shall grow larger as you grow in power and influence with additional effects according to your divine ranking. It also grows in size overtime and through appropriate rituals that you know now how to devise and setup.

As a demigod, this is simply a realm for you and your faithful that can't be accessed regardless of the method unless you allow it.

As a lesser deity, your realm actively makes you stronger while you are in it increasing all your powers and abilities an entire order of magnitude.

As an intermediate deity or higher, you gain the ability to freely alter various parameters of your realm such as raising or sinking islands, strengthen or weaken certain magics, portals that lead to other realms/planes of existence… etc. You could easily create your own servants in such a realm.

Finally, as a greater deity you could even change parameters such gravity and time within your realm.

For an extra 100 CP each, you may buy additional realms to place in other locations throughout planes with the same advantages as above.

For an extra 100 CP, you gain a « realm » centered around yourself that moves as you do and grants the same advantages above, you may freely toggle it on or off as visiting another deity's realm while it is active may be taken as hostile action.

In future jumps, you may attach your divine realm(s) to your warehouse, whatever property you own or place it in whatever plane of existence you wish to.

You may import realm(s) you own into this item.

Free- Tribute:

Gods receive tribute from their faithful so from now on in a location of your choice.

It could be your warehouse, divine realm or any property you own, you will receive whatever your faithful offers to you as tribute such as wealth,food, drink, live sacrifices,souls etc … perfectly ordered in a manner of your choosing.

Free- Divine Aesthetics :

As gods are well known for having favorite colors, animals, minerals and such you now gain the ability to alter the cosmetic appearance of your warehouse, items and properties in whatever manner you choose.

It is always guaranteed to complement your items, properties and appearance as well as making it obvious that you are their owner.

Free- Jumper symbol:

You gain the ability to mark whatever item and/or properties you own with your divine symbol.

This allows you to spy upon it, cast spells and abilities through them etc…. Furthermore, you gain an infinite number of symbols you can gift to your faithful so that they may consecrate their possessions and locations in your name.

Free- The Legend of Jumper :

In this and future jumps you can choose to have your adventures and deeds be inserted as parts of the ancient legends and mythologies of the setting without affecting it noticeably.

These legends won't be traced back to you unless you allow others to notice the similarities between the mythical figure and the larger-than-life entity that entered their lives recently.

Free/50CP: Jumper's book of prayers

The holy texts that serve as a guide for your faithful though this by itself wouldn't be interesting as such your holy texts can help convert people and creatures to your faith and can be used to boost actions, magics,rituals etc… related to your nature and domains when used by your faithful.

For 50 CP each, you may add additional effects to your holy texts such as curing madness, actively harming enemies of your faith etc…

50 CP Divine Drinks

The drinks of gods are beyond anything that mortals can hope to brew such that a single drop could ruin any other drinks for them.

You gain endlessly refilling barrels full of a divinely potent drinks, guaranteed to not cause harm through overindulgence and may instead cure whatever injury, disease or ailment affects whover drink it.

50 CP Divine Food

Same as above but instead of drinks it is food with similar effects.

100 CP Potions and various brews

An endless supply of all the various kinds of potions, poisons and various alchemical brews you can find in the setting.

Updates every jump with similar items that may exist within that setting.

100 CP Tree of Immortality

Immortality has been the wish and goal of many mortals, a wish that you may easily grant.

You gain a tree that constantly produces fruits that when eaten grant immortality of the ageless variety.

Their skills, muscles and mental faculties will never weaken and atrophy through time.

For creatures who are already immortal, this is merely delicious fruits.

100 CP Various Magic Artifacts

There are many magical items and artifacts throughout the planes, with this purchase you gain access to an inventory of magic items of all types from the most common to the rarest, as long as these artifacts aren't divine in nature you may find it here.

Any lost, stolen or broken item is replaced in a day for the most common, after a month for the rarest.

In future jumps, this updates to contain whatever magical items may exist within the setting while still keeping the previous inventory.

200 CP Divine Armor and Shield

Sometimes, gods go to war and battle. This unbreakable armor and shield are guaranteed to always fit whatever form you take, scales with you and your resistances/immunities as grow stronger and will redirect all damage you would take to itself.

You may import similar items into this item.

It contains a part of your own divine essence and could help resurect you were you to be slain. It is linked to your soul and can be summoned and desummoned at will.

This armor and shield are unbreakable and scale with you as you grow stronger.

200/+100 CP Divine Weapons

Gods are as well known for the power they hold over their domains as they are for their divine weapons.

You receive an unbreakable divine weapon of your choice, it can be any kind of weapon whether that be a sword, scythe, hammer, spear, bow…. That perfectly complements your powers, domains, portfolios fighting styles…. such that you will always be stronger wielding it than without it.

It can even absorb other weapons gaining their forms and powers that you can transform it into. You may import another weapon you own into this item.

For an extra 100 CP each, you may buy additional divine weapons or add up to three special qualities and/or magical effects each purchase to it such as granting you control over a specific subtype of creature, summoning waves of flames….

You may import similar items into this item.

It contains a part of your own divine essence and could help resurect you were you to be slain. It is linked to your soul and can be summoned and desummoned at will.

The weapon(s) is/are unbreakable and scale(s) with you as you grow stronger.

200 CP- Divine Instruments

A set of all kinds of instruments that produce music capable of charming and pacifying creatures as well as cast Bard spells beyond what someone would be capable of, scaling with their skill level.

Also comes with various types of Bard, Skalds, performer outfits etc… perfect for travelling incognito.

400 CP – Divine Mines

There exist many ores and crystals with incredible magical or psionic abilities throughout the planes and it would be a shame to leave them all behind.

You gain an endless mine filled with all the various types of ores, crystals, minerals etc.… that exist throughout the planes with a chest at the entrance containing all the ores, crystals etc that you have already mined that refills overtime.

Don't worry whatever you mine will slowly find itself refilled such that you will never fear running out of ore veins or crystal clusters.

In future jumps, this updates with all the various types of ores,crystals,minerals etc that exist within the setting while keeping the ores, crystals and minerals of past settings.

400 CP- Divine Garden:

Throughout this multiverse exist an incredible number of plants and fungi with incredible magical properties and uses from simple decoration to uses in alchemy, medicine or even traps and guards to your realm.

This is a garden of your own design containing all the conditions and environment to grow all plants and fungi you could ever want to grow. It is already filled with all the various plants of both this jump and your past jumps.

The plants and fungi regrow and/or reappear overtime when harvested.

For the intelligent ones, they are fiat-backed to be loyal to you and can be turned into companions or followers at your discretion.

D&D/Pathfinder Gods jumpchain

400 CP- Land of Divine Beasts

Throughout this multiverse exist an incredible number of beasts and monsters with incredible magical properties and uses from simple vermin to incredible beasts worthy of acting as guards to your realm.

This is a land of your own design containing all the conditions and environment to raise and maintain populations of every beast and monster you could ever want. It is already filled with all the various beasts and monsters of both this jump and your past jumps.

The beasts and monsters repopulate and/or reappear overtime when removed or slain.

For the intelligent ones, they are fiat-backed to be loyal to you and can be turned into companions or followers at your discretion.

400 CP- Divine Ruins:

The multiverse is ancient beyond reckoning and as such you can expect to find ruins of not only mortal civilizations but also of divine beings like archfiends and even entire pantheons.

This is a ruin that you can access from your warehouse or any of your properties. It contains the ruins of all civilizations, divine entities and entire pantheons that disappeared all the way to the beginning of the setting including past jumps.

It is an incredible source of knowledge, magic, wealth, powerful artifacts and perhaps even secrets to incredible power but it can also be dangerous as you would expect dungeons full of traps, guardians and perhaps even monsters.

If you find intelligent creatures, you may try to convince them to become followers or companions.

This item will keep gathering more ruins in future jumps.

400 CP- Divine Forging Hammer

To be a proper god of craftsmanship you of course need your tools.

This tool that doesn't necessarily have to be a hammer greatly enhances any act related to crafting or repairing in some way such that even a novice could create masterworks with it.

It is guaranteed to always suit your hands and build and can even be used to repair and enhance whatever you strike it with by using your divine and/or supernatural energies.

400 CP- Divine Spellbook

You have come into possession of the Divine Spellbook the single greatest repository of Arcane Knowledge in the planes.

This endlessly expanding book contains all spells,magical knowledge,magitech, magical bestiary and flora as well as rituals regardless of how unique and secret they are.

It updates constantly as new spells and rituals are invented. Furthermore, this book also contains methods by which you may train and improve all your spells and magical abilities without any limit as well as that of others.

This of course updates in future jumps with all the local rituals, magics, magitechnology, magical beasts and flora.

400CP- Divine records of psionics

You are now the owner of the divine record of psionic.

It's an endless record of all psionic abilities, psionic technology and creatures that exist within the setting.

It is constantly updating as new breeds of creatures gain psionic abilities and more psionic abilities are discovered.

Furthermore, the book serves as a guide on both inducing and cultivating psionics allowing you to endlessly improve your psychic abilities and that of others.

This of course updates in future jumps with all the local psionic abilities, technology and psychic creatures.

400 CP- Divine art of War:

You receive the Divine art of War.

This is a book containing all martial arts both armed and unarmed, mundane and mystical, ki abilities, ki items and ki creatures that exist within the setting.

It constantly updates as new martial arts, ki abilities, ki items and ki creatures are created.

It can serve as a guide for increasing your martial proficiency and training your ki abilities and that of others without any limit.

This book also contains all war tactics and strategies ever devised and will continue to update in future worlds for the arts of war, martial arts and ki.

400 CP- Godly record of technology and the forge:

You are now the owner of the Godly record of technology and the forge.

A work recording all forms of technologies ever invented be they mundane, magical,psionic etc… in the setting as well as all types of constructs and mechanical creatures.

It constantly updates as new technologies are invented and new constructs/mechanical beings created.

This updates in future worlds so that it always remains a repository of the same level as described earlier.

400 CP- Book of the Elements

You receive the Book of the Elementals.

It's an updating record of all elemental abilities of the multiverse as well as steps you can take to gain and train in them.

It also serves as a record of all elemental creatures, deities, artifacts and items as well as how to find them, how to destroy elemental artifacts and items as well as various spells and rituals of Elements including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

400 CP- Book of Radiance and Oblivion

You receive the Book of Radiance and Oblivion.

It's an updating record of the origin of Souls and Life of the multiverse, their final fate as well as steps you can take to both create and destroy Life and Souls.

It also serves as a record of all Positive energy and Negative energy aligned creatures, deities, artifacts and items as well as how to find them, how to destroy Positive and Negative artifacts and items as well as various spells and rituals of Positive and Negative Energy including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

600 CP- River of the planes:

The river Styx and the river Oceanus are two rivers that flow through the lower and upper planes respectively. They thus represent an extremely attractive opportunity to travel through the planes without relying on portals either in the name of adventure or trading for example.

You receive a river of your own design. You can set its start and end (or rather where it ends before looping to its beginning for such is the nature of the planes) as long as the planes share an alignment.

You could thus for example use it to copy the river Styx or Oceanus by setting its beginning and end in the lower/upper planes or have it flow only through chaotic, neutral or lawful planes for example.

You can also choose what kind of fluid the river is composed of as well as the kind of creatures that dwell within and around the river.

The denizens are all loyal to you and you can even design your own subtype of entities to ferry people across the river similar to the marraenoloths or thanadaemon (death daemons) who will of course happily give you whatever profit they make through their trade.

The river cannot be accessed or left without your consent.

600 CP- Cosmic Tree

The World Tree Yggdrassil is a massive tree reaching throughout the planes from the Lower to the Upper Planes and plane of Shadow as well as Sigil and the Material Plane, particularly those where the Norse Pantheon is worshipped.

Similarly, you too possess a World Tree of your own design that can reach anywhere in the multiverse through its branches, its roots as well as portals it connects to.

It is especially easy for you to place passages to the tree where worship of you and/or your pantheon is particularly strong.

The inhabitants that can be designed at your discretion are all fiat-backed to be loyal to you.

Optionally, the tree also comes with complementary mythical divine creatures similar to the Norse Nidhogg and Ratatoskr.

The tree can only be accessed by those you give permission to.

600 CP- **Multiversal Weave (Discounted with Magic domain or similar)**

Mystra and Nethys both rule and maintain the weave of magic while the goddess Shar tried to usurp Mystra's weave through the creation of her own Shadowweave.

Similarly, you possess your own weave of magic or force you are capable of wielding. It could be arcane magic, shadow magic or something more esoteric like some sort of quantum energy.

Regardless, this weave of your own design can be used to grant your followers the ability to wield supernatural abilities like magic or more occult abilities as well as evolve them into forms more powerful and better suited to wield them.

This weave can't be suppressed or stolen without your consent and is guaranteed to not fall apart catastrophically if you ever somehow lose your divinity.

600 CP- Divine Forge

You have come into possession of the Divine Forge.

This forge contains all tools you would ever need for whatever craft you wish to practice; it enhances all crafting done within it an entire order of magnitude that you would be capable of outside it.

It also allows you to summon copies of tools and weapons that you have stored within it.

Furthermore, the forge also contains all materials you would ever need to forge from the most common to the rarest and including conceptual/metaphysical materials such as the essence of the moon, the sound of freedom etc…. though you can't take any material outside of the forge.

600CP- Portals to the Multiverse

This here is a portal hub to all planes of existence within the setting that you can place either within your divine realm or in any of your properties.

The portals are under your complete control such that only people you approve of can use them and so they can't be used to invade your realm.

Post-jump you can attach the portal Hub to your Warehouse or in any of your properties.

600CP- Jumper's Soul Forge

Much like Moradin's own soul forge you now possess your own soul forge.

This forge allows you to create the souls of races that worship you and breathe life into them.

You can then send them down to whatever world exists in the setting to be born as individuals of that race allowing you to expand your influence across the planes.

This forge also grants you the ability to reshape lifeforms into other lifeforms you know of.

600 CP- A slice of the Inner Planes (Discounted Primordials)

You receive a part of the Inner Planes, that can be from any elemental plane such as Air,Water,Fire,Earth,Metal,Wood a paraelemental one such as smoke etc… as long as it doesn't contain the territory of any deity that you haven't taken as a companion.

It contains all the natural resources,ruins and secrets you would expect out of the plane that refills overtime as well as a stable population of creatures, inhabitants etc… that are loyal to you.

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attack it to your Warehouse or any of your properties.It retains any upgrade you make to it.

D&D/Pathfinder Gods jumpchain

600 CP- A Demiplane :

You receive a demiplane either one of your own design or a canon one like the demiplane of Mirrors or the demiplane of Dread.

It contains all the natural resources, ruins and secrets you would expect out of the demiplane that refills overtime as well as a stable population of creatures, inhabitants etc… that are loyal to you.

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional demiplanes at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties.It retains any upgrade you make to it.

600 CP- A Slice of Radiance/Void :

You receive a part of either the Positive Energy plane or the Negative energy as long as it doesn't contain the territory of any deity that you haven't taken as a companion.

It contains all the natural resources,ruins and secrets you would expect out of the plane that refills overtime as well as a stable population of creatures, inhabitants etc… that are loyal to you.

The positive energy plane is the source of souls within the multiverse though they remain blank when outside of a living creature.

There is no better place to study and learn about the source of all Life and Souls in the multiverse. It is also chock full of positive energy that can heal any injury no matter how dire.

The Negative energy plane is as its name implies saturated in negative energy that is inimical to life.

It is however the energy that powers the undead and can thus serve as a great stronghold for intelligent undead like Liches and Vampires as well as necromancers since it provides great possibilities for necromancy.

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties.It retains any upgrade you make to it.

800 CP- Endless library

You receive a copy of the Endless library also known as the Akashic records. The Akashic records is a plane only you and those you approve of can access at will that contains all thoughts, feelings and information past, present and future as well as that of parallel multiverses.

It contains all books, records etc… both mundane and magical including all the lost and destroyed ones from this jump and past ones.

This library updates accordingly each setting you go to.

The books within can’t harm or corrupt you and those you approve of in any way.

800 CP The Infinite Staircase :

You have come into posession ofthe Infinite Staircase also known as the Celestial Staircase or Celestial Stairway.

It is a staircase that links the Prime Material and the planes and is also said to lead to any place and time in the history of the Multiverse and all jumps post-spark.

It is guarded by Lilendi that are loyal to you, only you and people that you approve of are capable of using it.

800CP Your Plane

This is a plane that you are the absolute ruler of, feel free to choose various parameters such as how planar alignments, gravity works, how quickly time passes, environments, the type of creatures that inhabit it etc….

The size of the plane will expand as you grow in strength and/or influence though you can add your properties, dimensions and places you conquer as additional layers to it.

Post-jump, you can either keep it as a separate dimension, attach it to your warehouse/properties or fuse it with other properties,dimensions,planes etc… that you own at your leisure.

1000 CP- The Quintessential Stone :

This is something big Jumper. You have come into possession of the quintessential stone an artifact said in the Windsong Testament of Pathfinder to have arrived at the same time as the survivor of the past multiverse.

But what can it do for you I hear you asking?

First, as its name and backstory imply it is an indestructible artifact capable of surviving the end of the multiverse as well as passing through the endless void.

Second, it generates at a steady rate pure unaligned quintessence the very substance that serves as the basis of all matter,energy and soul in the entire multiverse.

You can shape and alter it to create any lifeform and material you could ever think of including creating your very own gods and planes of existence.

Finally, this item can safeguard you as well as your companions,followers and faithful etc…. from the cataclysms as dangerous as the End Times for the entire setting.This allows you to ride out the waves and arrive in the next iteration of the multiverse or deposit you in a realm/dimension that you own at your choosing.

As you are paying CP for it, this protection shall also extend to all your items, realms and various properties.

Law items :

100 CP- Tools of the Inventor

You receive all the various unbreakable tools you could ever need to create, repair and maintain structures and realms as grand as Axis and Mechanus.

Also included are various tools that allow you to perfectly synchronize and calibrate anything you can think of as befits a keeper of Law such as yourself.

200 CP- Rod of Law

You receive the Rod of Law, just like the divine weapon but specifically abilities powers, skills, domains, portfolios, magics etc related to Law,Structure,Technology and Order. It doesn’t necessarily have to be a rod andcan be any weapon.

On top of that it can even imprison/banish creatures of chaos even ones as strong as a primordial of pure chaos and entropy. Unlike the canon Rod of Law, your is guaranteed not to shatter like the Wind Duke's Rod did.

This weapon that is unbreakable and scales with you as you grow stronger also deals increased damage to Chaotic creatures.

400 CP- Book of Law

You receive the Book of Law, an updating record of all Laws of the multiverse both magic,divine and mundane as well as how to uphold and stabilize them. It can also serve as a guide to create your own Laws whether mundane,magical or Divine.

It also serves as a record of all lawful creatures, deities artifacts and items as well as how to find them,how to destroy chaotic artifacts and items as well as various spells and rituals of Law including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

This item stacks with the **Rod of Law** for an even bigger enhancement to abilities,powers,magics,domains,portfolios etc… relating to Law.

600 CP- A Slice of Mechanus/Axis

You receive a part of a Lawful plane as long as it doesn't tend towards extremities, you could use this item to buy a part of Ysgard or Arcadia but not to buy a part of Mount Celestia.

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties. It retains any upgrade you make to it.

800 CP- Shard of Law

You receive the Shard of Law, a primordial shard of pure Law.

It allows you to make laws,creatures and objects unalterable barring your will, enhances all workings of Law.

It is capable of fusing with you for a massive power boost easily the equal of **Paragon of Law** if you don't have it or beyond it if you already had the perk.

It can also be used to create an infinite number of lawful creatures.

With this shard you could even tame chaotic realms like Limbo and the Maelstrom with even a small piece capable of ordering it like the Spawning Stone in Limbo.

This shard always qualifies for all component needed for Lawful spells,rituals and abilities without consuming the shard.

You can use the shard to introduce the concept of Law to planes and multiverses devoid of it as well as create your own laws that will be accepted as a natural part of reality.

It can be used to create a realm that will grow into a lawful realm similar to the Axis/Mechanus without consuming the shard.

Finally, this shard makes whoever is holding it the leader of any Lawful creature that they meet though they are slightly harder to control if they aren't Lawful Neutral.

Chaos items :

100 CP- Chaotic quintessence

Also known as Warpglass in Pathfinder, this material made of chaotic quintessence can be used to forge magical weapons and artifacts but is too unstable to be used to forge shields or armors but since you are paying CP yours can be used to forge them.

You also receive a guide that teaches you how to handle and forge such a chaotic material.

Updates in future jumps with recipes and informatio for other similar chaotic materials such as forging daemon weapons and armors in Warhammer.

Refills after a day if you ever run out.

200 CP- Cane of the Maelstrom/Chaos

You receive the Cane of the Maelstrom/Chaos it is similar to the **Rod of Law** but for Chaos instead. This weapon that doesn't have to be a cane and can be any weapon you wish.

It can be used to enhance all workings of Chaos, Creation, Destruction,Entropy and Illusion.

Furthermore, the cane bypasses all forms of defenses and immunities and is capable of casting illusions of its own.

If your illusions either from the cane or your own abilities aren't disbelieved, they become entirely real.

This weapon also makes the Laws around it more fluid allowing for potentially strange and impossible events to happen though guaranteed not to be against the holder's interests.

Finally, this weapon that is unbreakable and scales with you as you grow stronger deals increased damage to lawful creatures and can only be used by people you approve of.

400 CP- Book of Chaos

You receive the Book of Chaos, an updating record of all possibilities of the multiverse as well as steps you can take to achieve them. It also serves as a record of all chaotic creatures, deities, artifacts and items as well as how to find them, how to destroy lawful artifacts and items as well as various spells and rituals of Chaos including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

This item stacks with the **Cane of the Maelstrom/Chaos** for an even bigger enhancement to abilities,powers,magics,domains,portfolios etc… relating to Chaos.

600 CP- A Slice of Limbo/Elemental Chaos/The Maelstrom

You receive a part of a Chaotic plane as long as it doesn't tend towards extremities, you could use this item to buy a part of Ysgard or Acheron but not to buy a part of the Beastlands.

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties.It retains any upgrade you make to it.

800CP – Seed of Chaos:

You receive the Seed of Chaos, a seed of pure Chaos and entropy. It enhances all abilities,magics,domains,portfolios etc… related to Chaos,Entropy,Creation and Destruction.

As a shard of Chaos and so possibility It can technically make anything happen guaranteed to be done so with an outcome that is at worst neutral to you. It is capable of both Creation and Destruction can be used.

For Creation, it can generate pure chaotic possibility that can be shaped into all kinds of matter and lifeforms you could ever imagine and can be set to spawn an infinite number of Chaotic creatures.

For Destruction, as a seed of pure Entropy it is extremely corrosive when used as a weapon that can generate pure entropy that can pierce through all defenses and harm especially creatures of Law.

You can also fuse with it massively enhancing your power levels to the level of **Paragon of Chaos** if you don't already have it.

This shard always qualifies for all component needed for Chaotic spells,rituals and abilities without consuming the shard.

In planes and multiverses that lack Chaos, it can be used to introduce the concept of Chaos and Change to it.

It can be used to create a realm that will grow into a chaotic realm similar to the Maelstrom/Elemental Chaos without consuming the shard.

Finally, this shard makes whoever is holding it the leader of any Chaotic creature that they meet though they are slightly harder to control if they aren't Chaotic Neutral.

Neutral items:

100CP- Monitor's panoply

You receive the Monitor's panoply containing all the tools you could ever need to monitor and maintain whatever balance is dear to you.

Also included are tools that could help you repair any kind of damage to any metaphysical system such as the Weave of Magic, the cycle of Souls or even the fabric of the Multiverse itself.

200 CP- Jumper's Scales of Judgement

You receive the Jumper's Scales of Judgement, a weapon of your own design similar to **Divine weapon** that enhances all abilities,magics, domains, portfolios etc… related to Balance, Death, Magic and Fate .

Furthermore, this weapon can be used to determine how much someone has sinned against whatever Balance you seek to uphold such as stealing souls from their rightful afterlives if you uphold the Balance of Souls.

This weapon which is unbreakable and scales with you as you grow stronger deals increased damage to creatures that disrupt Balance such as Daemons from Abaddon, Sakhils… etc.

400 CP- The concordance of rivals Jumper edition

You receive the Concordance of rivals Jumper edition, an updating record of the status of various Balances in the multiverse as well as steps you can take to correct/protect them in case they are under threat. It also serves as a record of all neutral creatures,artifacts and items as well as how to find them, deities as well as various spells and rituals of Balance including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

Also included are accounts of the beginnings of the multiverse from the perspective of Neutral creatures as well as prophecies of the End Times. Unlike the canon Concordance of rivals, the histories and prophecies found within its pages are guaranteed to be accurate.

This item stacks with the **Jumper's Scales of Judgement** for an even bigger enhancement to abilities,powers,magics,domains,portfolios etc… relating to Balance.

600 CP A Slice of the Outlands/ Faerie/Shadowfell/Nature/Boneyard/Ethereal/Astral

You gain a part of one of the neutral planes as long as they don't tend to the extremities such as law,chaos,good or evil (you couldn't take Mechanus or Limbo but you could take the Feywild/First World for example).

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties. It retains any upgrade you make to it.

800 CP- Sigil

Normally barred to gods but as you are paying CP for it, you can have it.

You gain a replica of Sigil also known as the City Of Portals. It serves as a neutral marketplace and hub to the entire multiverse. Violence is prohibited with a guardian that may or may not be the Lady of Pain destroying offenders to your laws who is unable to leave the city until the end of the jump and can be turned into a follower or companion at your discretion.

You of course receive royalties and a cut for any trade happening in your city.

You can choose which plane the city appears in though the City itself is by default True Neutral grounds in alignment.

Since you are paying CP for it, your Sigil will be just as popular a trade hub as the original one is.

Post-jump, you can place the city anywhere you wish in future jumps/settings and it will update to be a just as well-known marketplace and hub for the entire setting.

Finally, the city retains all upgrades you make to it.

Good items :

D&D/Pathfinder Gods jumpchain

100 CP- Jumper's Holy Wards And Water

You receive vials of endlessly replenishing Holy Water from Mount Celestia/Seven Heavens as well as an infinite supply of Holy Wards.

The Holy Water is capable of curing any disease,washing away any curse and heal any wound. While the wards are of divine potency and become even stronger the more Good aligned being stand inside regions protected by them.

Guaranteed not to allow evil Creatures to pass through your wards while the Holy Water can be used as a weapon.

At your discretion you may use it to heal and cure creatures that would normally be harmed by it.

200Cp- Jumper's Holy Blade

This weapon similar to **Divine weapon**, that doesn't have to be a blade and can be any weapon you wish enhances all abilities related to Good,Justice,Protection/Retribution and Healing.

It also heals and protects you from all status ailments while you wield it.

Furthermore, this weapon grants you an incredible regeneration ability that can't be negated and would require you to be destroyed on all levels of existence simultaneously to have a chance at eradicating you otherwise you will simply heal in seconds.

This weapon deals increased damage to Evil creatures and can only be used by people you approve of.

400 CP- Chronicle of the righteous Jumper edition

You receive the Chronicle of the righteous Jumper edition, an updating record of the status of Good in the multiverse as well as steps you can take to protect

the Innocent in case they are under threat. It also serves as a record of all Good creatures, deities,artifacts and items as well as how to find them, how to destroy evil aligned artifacts and items as well as various spells and rituals of Good including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

This one contains a portal to a demiplane similar in appearance to Mount Celestia/The Seven Heavens allowing you to gain spiritual enlightenement and heal any kind of damage whether physical,mental or spiritual you may have suffered.

Also, records information about evildoers so you may track them down.

Also included is an apocrypha to the *Chronicle of the Righteous* that deals with the darker side of the beings of the Upper/Celestial Planes: events, mistakes, and corruption the leaders of the Upper Planes would like forever hidden. Though unlike the canon one yours doesn't need the Book of the Damned for it to manifest.

This item stacks with **Jumper's Holy Blade** for an even bigger enhancement to abilities,powers,magics,domains,portfolios etc… relating to Good.

600 CP- A Slice of the Upper/Celestial Planes

You gain a part of the Upper/Celestial Planes such as Nirvana, Mount Celestia, the Beastlands… as long as its alignment tends at least partially towards Good.

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties.It retains any upgrade you make to it.

800 CP- A Shard of Good

You receive the Shard of Good , a seed of pure Good and Virtue. It enhances all abilities,magics,domains,portfolios etc… related to Good,Virtue,Protection and Healing/Purification.

As a shard of Good and virtue, it is capable of purifying any realm rendering it a place of pure good with its inhabitants moving their alignement to Good if it wasn't already.

Furthermore, it massively enhances all magics,abilities,powers,domains,portfolios etc relating to healing and purification such that no creature is too injured, too corrupted,too dead or erased from existence for it to be unable to be resurrected.

Furthermore, the shard can be set to spawn an infinite amount of Good creatures.

For Protection, it is capable of setting barriers,wards etc that no creatures can pass without your permission and greatly damaging evil creatures who try without your consent.

You can also fuse with it massively enhancing your power levels to the level of **Paragon of Good** if you don't already have it or beyond it if you already had the perk.

For combat, it is also a source of pure positive and Holy energy that deals massive damage to creatures of Evil, the undead and negative energy beings.

This shard always qualifies for all component needed for Good spells,rituals and abilities without consuming the shard.

In planes and multiverses that lack Good and virtue, it can be used to introduce the concept of Good and Virtue to it.

It can be used to create a realm that will grow into a paradise similar to the Mount Celestia/Elysium,the Beastlands ... etc without consuming the shard.

Finally, this shard makes whoever is holding it the leader of any Good creature that they meet.

Evil items :

100 CP- Jumper's Seeds of Corruption

You receive an infinite number of seeds of corruption. These seeds can be used to corrupts people including Deities into your willing servants and avatars of your will.

Furthermore, in case of your demise you will be resurrected in place of them and thus cannot die as long as you have at least one host.

200 CP- Jumper's Demonic Trident

You receive Jumper's Demonic Trident though it doesn't have to be a trident and can be any weapon you wish.

It enhances all abilities,powers,magics, domains ,portfolios etc… related to Evil,Temptation/Lies, Control and Destruction.

Furthermore, the weapon can charm those you harm forbidding them from attacking you, inflicts unhealable wounds, bypasses all defenses and immunities, saps your enemies' vitality as you harm them and can inflicts soul deep agony.

Furthermore, it is capable of shredding and destroying souls leaving them mewling ruins.

If you are feeling merciful, you may instead simply absorb their souls into your weapon allowing you to summon them as unkillable undead as long as you have enough energy to power them or use their souls for a power boost,to power profane rituals and spells etc….

Finally, this weapon that is unbreakable and scales with you as you grow stronger, deals increased damage to Good creatures and can only be used by people you approve of.

400 CP- Book of the Damned Jumper edition

You receive the Book of the Damned Jumper edition, an updating record of the status of Evil in the multiverse as well as steps you can take to advance your goals at the expense of your rivals and enemies.

It also serves as a record of all Evil creatures, deities including Eldritch Ones like the Great Old Ones and Outer Gods,artifacts and items as well as how to find them,evil Deeds and actors, how to destroy good aligned artifacts and items as well as various spells and rituals of Evil including ones to summon, bind and banish them.

This also includes their histories as well as that of their species such as their wars, cultures etc…

It also enhances such workings an entire order of magnitude above.

The book contains a portal to a demiplane with a guardian loyal to you, it is filled with the various records used to compile the information contained within the book as well as **The Unspeakable Word** an object that can be considered the final page,heart of the Book of the Damned as well as the source pumping all Evil knowledge, thoughts and deeds from all over the Multiverse into the Book's records.

This version is guaranteed not to allow evil deities of any ranks to scry upon you unlike the canon version.

Also included are accounts of Divine failures such as rebellions and uprisings in the Upper planes, the war against the Titans as well as the fates of dead gods.

This item stacks with **Jumper's Demonic Trident** for an even bigger enhancement to abilities,powers,magics,domains,portfolios etc… relating to Evil.

600 CP- A Slice of the Lower/Fiendish Planes

You gain a part of the Lower/Fiendish Planes such as the Abyss, the Nine Hells,Hades… as long as its alignement tends at least partially towards Evil.

You can learn to create and enhance the creatures native to your plane including raising them to the status of godhood.

You and those you approve of are immune to the natural dangers of your plane since you are paying CP for it and can buy additional slices at a discount.

Post-jump, you can attach it to your Warehouse or any of your properties.It retains any upgrade you make to it.

800 CP- A Shard of Evil

You receive the Shard of Evil (a different one from the one at the bottom of the Abyss).

A shard of pure Evil and Sin. It enhances all abilities,magics,domains,portfolios etc… related to Evil,Sin,Control and Destruction.

As a shard of Evil and Sin, it is capable of corrupting any realm rendering it a place of pure Evil with its inhabitants moving their alignement to Evil if it wasn't already.

For Control, it can exert incredibly potent psychic waves as well as massively enhance any power,magics,abilities,domains and portfolios etc… related to Control,corruption and domination. It can even allow you to dominate even gods as long as their willpower is weaker than yours. Any creature so corrupted become loyal to you unto death.

For Destruction, as a seed of pure Destruction it is extremely corrosive when used as a weapon that can generate pure entropy that can pierce through all defenses and harm especially creatures of Good. You can also fuse with it massively enhancing your power levels to the level of **Paragon of Evil** if you don't already have it.

This shard always qualifies for all component needed for Evil spells,rituals and abilities without consuming the shard.

It can also be set to spawn an infinite number of Evil creatures loyal to you.

In planes and multiverses that lack Evil, it can be used to introduce the concept of Evil and Sin to it.

It can be used to create a realm that will grow into an Evil realm similar to the Abyss,The Nine Hells,Hades,Abaddon... etc without consuming the shard.

Finally, this shard makes whoever is holding it the leader of any Evil creature that they meet.

Companions:

Free- Import Pantheon

Import as many companions as fellow gods as you want, they gain 1000 CP and can take companions and drawbacks of their own.

Free- Create Pantheon

Create companions of your own design. They are fellow deities who gain 1000 CP. They too can take companions and drawbacks.

Free- Recruit canon gods

You are guaranteed a favorable first meeting and many other chances to make a good impression, they may keep their powers and import their followers with them.

This option isn't limited to gods and can allow you to companion beings of godly power like Primordials and even the Lady of Pain if you can convince her.

Free- Your Faithful

This is simply all mortals or otherwise creatures that are faithful to you.

By default, their number is the same as the one you get from your Divine ranking but anyone who converts to your faith can be added to this option.

They count as followers though you may choose to take individuals among them as companions.

50 CP- Divine servant species

Your one stop for all your servant needs.

You can design a race of beings that can be summoned by your faithful and populate your divine realm doing your bidding.

It can be any kind of being as long as they share your alignment and aren't massively stronger than other types of creatures serving gods.

You can buy additional **Divine servant races** at a discount.

50CP- High Priest(ess):

This is an individual of whatever species and gender you prefer.

They are fanatically devoted to your cause, can channel your domains as divine magic like a level 20 Cleric and provide much more faith than the rest of your faithful (around 100 times more if you want numbers).

Finally, they are capable of easily managing and guiding members of your cult regardless of how large it becomes.

You can purchase this option multiple times to get additional **High Priest (esses)** companions.

100 CP- Mortal Champion

A mortal champion, fully dedicated to your cause and holy texts.

They are a paragon of their species guaranteed to always handle competently whatever assignment you give them or at least amuse you with their antics.

You may buy this companion multiple times

200 CP- Divine Consort

Life as a divine being can get pretty lonely so here is an individual with an appearance and personality perfectly suited to your tastes. They receive the same divine rank as you, always complement your abilities, powers, magics

etc… and whatever disagreement you may have will always be resolved peacefully granting you a broader perspective. You will always get along, your love for them and their love for you only growing stronger through time and never weakening

You can buy additional **Divine Consorts** at a discount guaranteed that you and them will always get along your love for them and their love for you (and each other if you wish) only growing stronger through time and never weakening.

If bought multiple times, you may optionally have them fuse into a single entity that still loves you and will always get along with you similar to the love between Corellon Larethian and his consort Angharradh commonly believed to be a combination of three other elven goddesses (Sehanine Moonbow, Aerdrie Faenya, and Hanali Celanil).

+200 CP Divine Family

Certain pantheons are more than a group of deities with similar interests, they are families with everything that implies.

You have a divine family of your own including siblings if you so wish though you are the leader regardless. Your children even if of Evil alignment are guaranteed to never plot against you and always strive to act in a way that you approve of.

200 CP- Divine Proxy

Sometimes gods have to leave their realm either because of urgent business such as a war or simply to explore the planes. Simply leaving their realm unattended would leave it vulnerable to attacks from their enemies which is why they leave proxies to rule in their stead.

This individual whose appearance and personality are of your own design is your proxy. They are at least of demigod rank scaling to be always at least half as strong as you are, extremely skilled and efficient as a ruler and/or lawmaker and can serve as a skilled warrior and general to defend your realms. They are loyal to you and can be safely entrusted with your realms while you venture the planes.

You can buy additional **Proxies** at a discount.

200 CP- Herald of Jumper

Aside from their animal and monstrous servants, gods are capable of sending Heralds for meetings and edicts that aren't important enough for them to send an avatar personally.

Your Herald with an appearance and personality of your own design is of at least Demigod scaling to be at least half as strong as you are. They are a skilled diplomat, warrior and general capable of leading your armies.

You can buy additional **Heralds** at a discount.

200 CP- Bullied Deity:

Among the Gods (though mostly the evil ones) bullying others isn't necessarily uncommon be it among family, rival pantheons or even within the same pantheon.

This deity of your preferred gender and an appearance attractive to you happens to be one of them. They have long suffered bullying from other deities due to the small size of their portfolio, their small number of faithful and their strange obsession with party tricks.

You stood up for them one time which caused them to develop quite the crush on you as their benefactor. Since then, they have made strides in improving their standing among their divine peers and divine power to be worthy of standing alongside you.

Treat them well and you may find that there could be no better ally to have your back.

200 CP- Crawling Maid

One day, a strange silver haired deity showed up at your doorstep dressed in a conspicuous maid outfit. No matter how hard you try to pry, you can't seem to get a straight answer as to what kind of deity she is nor where she came from.

The only hint seems to be her extreme talent in shapeshifting which far surpasses the deities of the humanoid races, her incredible knowledge in matters both arcane and eldritch especially when related to the Far Realm and other eldritch powers and finally the glee she takes when fighting your enemies. Her true form may be sanity warping but you can be assured that she would never harm you or your companions.

One thing is for sure, you couldn't ask for a better maid who also seems to love you quite a lot as her employer or more if you allow it.

Optionally, you can have a butler instead or buy this option twice to have both.

You can buy the **Crawling Maid** companion additional times at a discount.

200 CP- Elemental Lord

The inner planes are ruled by the elemental princes and you seem to have become entangled with one of them.

This is a primordial of your preferred gender and an appearance attractive to you who rules over an element of your choice be it earth, wind, water or fire or one among the para-elemental planes such as ice, lightning, ooze, …

They possess incredible control over their element and are a force to be reckoned with in the politics of the inner planes.

They wish to be your friend or more if you allow it even if you aren't a primordial yourself.

You can buy the **Elemental Lord** companion additional times at a discount

300 CP- Ancient Mind

The multiverse is ancient with countless gods and godlike beings having disappeared across the eons.

It is thus quite momentous that you have run into one such entity thought to have long since disappeared in the annals of history.

This is an ancient being of your preferred gender and an appearance attractive to you. They could be some sort of aberration, an ancient demonic entity like an obyrith or a baernaloth or even an ancient serpent like the World Serpent itself for example.

They possess profound wisdom that they are more than willing to share and will continue to possess just as much wisdom as you had expected of such an ancient entity in future jumps.

After having lived for so long, you are the friendliest entity they have met in a very long time which lit quite the spark in their heart. They would be ecstatic if you were to reciprocate but would understand if you simply wished to remain friends.

You can buy the **Ancient Mind** companion additional times at a discount

300 CP- Divine Beast

Some gods are known to ride on top or otherwise possess powerful divine animal companions and now so do you.

This divine Beast of your own design is always close to your own power level as you are, loyal to you and more than willing to let you ride into whatever battlefield you wish.

You can also send them down to the realms to prepare your arrivals or destroy people and/or locations that have offended you.

You can buy additional **Divine Beasts** at a discount.

600 CP- Apocalyptic entity

Throughout the multiverse there exist many beings that are more than a match for the gods some that are said to have posed a threat to the entirety of the multiverse itself. And now in a strange turn of events you have befriended one of them.

This individual with a personality and appearance of your own design most likely has a couple or more prophecies detailing how they will end up destroying all of Creation. They however seem pretty content with hanging out with you as a friend or perhaps something more if you allow it. They are guaranteed to always remain among the very strongest beings in any jump you go to and never grow weaker.

You may buy additional **Apocalyptic entities** at a discount.

Drawbacks:

D&D/Pathfinder Gods jumpchain

0CP – Early Leave :

Perhaps 100 years is too long for one such as you. In this case, you may take this toggle to leave either at the end of your 10 years as normal or once if you finish one or more scenarios.

0CP- Edition

A toggle that allows you to go to any edition of D&D,Pathfinder or setting like Dragonlance or Critical role… or even homebrews

0CP- Cosmology Of The Realms

In the Forgotten Realms, three cosmologies regarding the structure of the planes are prevalent, these being the Great Axis Cosmology, the Great Tree Cosmology and The Great Wheel Cosmology.

Meanwhile, in the second edition of Pathfinder the Elemental Planes of Wood and Metal were discovered.

With this toggle you can choose what cosmology you would like to use for the jump either a canon one or something of your design.

0CP- Different starting date

By default, you would be starting at the date that marks the beginning of whatever edition you choose.

With this toggle you may instead choose to drop at whatever point in the past or future you may want.

Be cautious however as much information regarding the distant past is fragmented and the dangers of those times are varied and unknown.

+100 CP- Back to the past

For + 100 CP, you may start a century into the past of the edition and gain an extra + 100 CP for each extra century up to the beginnings of the D&D/Pathfinder multiverse.

+100CP – Longer stay

By default, you would be staying in this setting for a century but perhaps you would prefer to stay longer.

For an extra 100 CP, you may stay a century longer past the date you would have to make your choice, you gain an extra 100 CP for each century you add up to the end of this iteration of the Multiverse.

+200 CP Exile (requires to be part of a Pantheon)

Well jumper, it seems that you have become pariah. Either for crimes you have committed or as a scapegoat you have been exiled from whatever pantheon you start in. The people from your race actively shun you and your old pantheon keep you at arm's length. The only saving grace is that your followers are still faithful to you though they may be persecuted if they show their faith openly or are discovered to follow your religion.

+200 CP Hard to find followers

It may be because of bad rumors following you, the kind of creature you are, the nature of your rites and/or your domains.

Regardless, you Jumper seem to have trouble attracting followers with only the vilest, most depraved and generally mad willing to follow one such as you.

+300 CP or +600CP Item Lockout/Power Lockout

D&D/Pathfinder Gods jumpchain

It seems that when arriving in this setting you have lost access to your items or perks/powers from outside this document but fear not you will regain them at the end of your stay here.

For + 300 CP it's either your items or powers/perks from outside this document you cannot access; For +600 CP it's both.

+300 CP No meta knowledge

You may not realize but much of the information within the various books of Pathfinder and D&D is either known only to the most erudite of scholars and beings or simply unknown to all but a handful of beings.

So, for +300 CP, you lose access to information that would be deemed secret within the setting that you would have gotten prior to entering the setting.

+300 CP Mortal Hubris

It would seem that you Jumper may soon find out what it's like to be Mystra. Somewhere in the setting, in a magically advanced civilization is a mortal that has learned of your domains and the powers you wield.

They have devised a ritual to mystically assume your mantle to try and take your powers for themselves which while unlikely to succeed could have dire consequences for both your followers and the setting at large depending on your domains.

For now, they remain weak but the longer you let them go, the more resources they can accumulate to try and ruin your position.

+400 CP Troubling Times

Jumper, have you ever heard of the Time of Troubles? This bizarre turn of events where Lord Ao had his tablets of Fate stolen by the Dead Three and

punished all gods equally while barring them from returning to their realms before the tablets are found?

A time when the gods in their avatars form fought cataclysmic battles that reshaped the land and mortal faiths, where gods fell and mortals rose?

Well, imagine no longer because you are about to find out very soon with one or more sticky-fingered evil gods will steal a precious object from a powerful deity which will lead to cataclysmic battles among the gods on the Prime Material Plane which may end up endangering your faithful.

Perhaps, you may instead make use of this period of fluid divinity to raise your favorite mortal(s) to godhood? Or instead to claim a few more domains, portfolios and powerful artifacts for yourself ?

+400CP Corrupted by your domains

It is a fact that gods and their domains are linked but what if they were to subsume you?

For the duration of your stay here, you will have trouble acting in ways that go against your domains so a god of Chaos would have trouble being lawful, a god of Lies would almost never tell the Truth etc….

It is possible to go against them but it will take a lot of willpower.

+400 CP Divine passion

Gods are generally seen by most mortals as aloof and wise entities but some among their numbers act as nothing more than brutes or even like animals.

This makes you much more impulsive, stubborn and generally slow witted than you would normally be. Be careful not to let others take advantage of you.

+400 CP Forgotten Ancient Deity:

D&D/Pathfinder Gods jumpchain

Eons have passed since the beginning of the multiverse and during that time many deities have fallen or simply been forgotten over time.

It would seem that you happen to be among their numbers as your cult has severely fallen since its heyday as other younger deities fulfilled your niche.

You can still try to regrow your followers but depending on your domains, portfolios and alignment may face much difficulties as other deities are unwilling to share their purview and followers or your domains are seen as too alien or primal for more advanced civilizations for example.

+600 CP Rise of the Elder Evils

In the multiverse, there exist beings of godlike powers that are enemies of the gods and their followers.

These entities are known as Elder Evils and tend to either be sealed or wandering throughout the multiverse, they are capable of bringing ruin to entire worlds.

Until now that is.

During your stay, you are guaranteed that one Elder Evil either a canon one or one of your own design will start stirring and risk awakening.

Worse than that, for some reason their followers and signs will seem to make a priority of targeting your followers though thankfully they can still be beaten back.

You can take this drawback multiple times to add one Elder Evil each time you take it.

+600CP: Divine Nemesis

Just like deities can be allies, lovers and family so can they be the fiercest of enemies, burning with a fury that won't end until one or the other lies dead at their feet, theirs works ruined and people annihilated.

You seem to have such a nemesis either a canon one, from a 3rd party book or one of your own design similar to the enmity between Grummsh One Eye and Corellon Larethian or Demogorgon with Orcus and Graz'zt.

They shall do all they can to ruin your plans and take your life though nothing says you can't kill them first.

You can take this drawback multiple times, adding another nemesis each time.

+800 CP The Dawn War Redux

You live in interesting times Jumper. The primordials that were thought to have been defeated during the Dawn War have resurfaced and are ready to start another war with the gods, it will be a long and bloody affair that could bring ruin to countless worlds in the Prime Material Plane.

If you are a Primordial or at least on their side it will instead be vengeful resurrected gods who are restarting the War and trying to coerce their brethren to follow them.

If your stay happens during the Dawn War then it will instead be an extra group of primordials or gods joining the War depending on which side you are on.

+1000CP Apocalypse now

It has happened, the Elder Evils are awakening,the Great Old Ones are rising from their prison to reclaim the world they once, the primordials are ready to bring the multiverse back to the primordial chaos while Tharizdun/Rovagug shatter their prisons ready to bring an end to the Multiverse.

D&D/Pathfinder Gods jumpchain

I hope you are ready for an Apocalypse of cosmic proportion Jumper.

Hopefully you can still make it out alive.

Scenarios: You can take as many scenarios as you wish gaining an extra 500 Cp for taking each one of them. You can choose to have them act as separate timelines at your leisure and/or if you want to retake a scenario for another reward.

Note that any sort of plane, dimension or demiplane you receive is truly infinite in size with endlessly replenishing resources, ruins and creatures so that you never run out.

The Dawn War : (Requires Dawn War Toggle)

For this scenario, you Jumper will be inserted back to the very beginnings of the D&D multiverse more specifically during the war that opposed the primordials to the gods.

You can choose a side in the war regardless of your origin as Ubtao a primordial still betrayed his kin to join the side of the gods during the war.

Reward :

You will gain different rewards depending on who you side with:

If you sided with the gods, you will gain the title **Hammer of the gods**, a title that allows you to deal extreme damage to creatures that are enemies of the gods and find their weaknesses at a glance.

The damage increase and weakness increase get proportionally stronger the stronger the creature you oppose is.

This title also allows you to gain extreme reverence from any deity you meet as they will understand the significance of such a title and the power you represent.

Furthermore, the gods saw fit to reward you with an Astral dominion of your own which acts as a free purchase of the **Divine realm** item.

Finally, you may companion any of the gods that fought during the primordial war you want so as to not leave your comrades in arms behind as well as their realms and followers.

If you sided with the primordials, you gain the perk **Bane of the gods,** a title that allows you to deal extreme damage to gods and find their weaknesses at a glance.

The damage increase and weakness increase get proportionally stronger the stronger the creature you oppose is as well as the more divine it is.

This title also allows you to gain extreme reverence from any primordial and enemy of the gods you meet as they will understand the significance of such a title and the power you represent.

Furthermore, the primordials saw fit to reward you with a domain in the Elemental Chaos of your own which acts as a free purchase of the **Divine realm** item.

Finally, you may companion any of the primordials that fought during the primordial war you want so as to not leave your comrades in arms behind as well as their realms and followers.

If you choose neither side and somehow win the entire conflict for yourself, you can claim both rewards.

D&D/Pathfinder Gods jumpchain

Become An Overgod

Among the gods though known only to them, there exist a rank higher than greater deity. These deities are known as overgods, beings with vast power over Creation, beyond concepts like alignment and the very gods themselves.

For this scenario, you must find a way to ascend to the status of Overgod perhaps you need to slay an overgod yourself, find a special ritual to ascend or prove yourself worthy in some fashion.

Reward :

You of course get to keep your Overgod status as the perk **Overgod** which grants you the aforementioned vast powers over Creation and the gods including the ability to cast down gods weaker than you into their mortal avatar forms.

Furthermore, you receive own your own universe in the form of the **Crystal Sphere** item that you are free to design at your discretion.

Finally, in this and future jumps you will be recognised as a ruler of gods with the respect that title deserves along with gods weaker than you deferring to you.

War of Law and Chaos:

The conflict between Law and Chaos has raged since the very beginnings of the multiverse with its current incarnation as the Blood War simply being its latest form. Its original incarnation as the Dawn War came as a result of the Queen of Chaos waging war upon the rest of the multiverse but what if things went differently.

D&D/Pathfinder Gods jumpchain

For this scenario, you will be inserted far into the distant past of the D&D multiverse during the conflict that opposed the forces of the Queen of Chaos to the forces of Law notably the Wind Dukes of Aaqa also known as the Vaati.

Reward:

If you choose to help the side of Law, you will receive the perk **Lord of Order** that boosts tremendously all your abilities,powers,magics,domains,portfolios etc relating to Law and Order as well as granting you those domains for free.

Needless to say, you also possess tremendous influence over all creatures of Law and Order.

Furthermore, you will be given the knowledge and the ability to craft artifacts of Law and Order such as the Rod of Law, an artifact of such power that it managed to banish and imprison the Demon Prince Miska the Wolf Spider to the then unknown plane of Pandemonium where he remains bound to the present times.

Finally, you can companion anyone on the side of Law such as the Wind dukes of Aaqa or gods like Ouroboros the World Serpent alongside their followers and realms.

If you choose to help the side of Chaos, you will receive the perk **Lord of Chaos** that boosts tremendously all your abilities,powers,magics,domains,portfolios etc relating to Chaos and Entropy as well as granting you those domains for free. Needless to say you also possess tremendous influence over all creatures of Chaos,Entropy and Evil.

Furthermore, you will be given the knowledge and the ability to craft artifacts of Chaos,Entropy and Evil such as the Shard of Evil, an artifact of such power that the obyrith managed to cross from their dying multiverse to the current

one, corrupt Tharizdun a god merely by holding it and create the entire Abyss by being planted in the Elemental Chaos where it continues digging to this day adding new Layers to the plane.

Also included are the secrets that the obyriths used to create the various tanari demon breeds that inhabit the Abyss to the present days.

If you choose to fight for yourself, you receive both rewards.

Battle Against Rovagug/Tharizdun:

Among the conflicts that have shaped the D&D/Pathfinder cosmos almost none have had higher stakes than the battle against Tharizdun and Rovagug respectively perhaps you wish to take part in that conflict?

You will be inserted far in the past before mortal life appeared on the Prime Material Plane.

However, in your way stands Rovagug/Tharizdun a god of such apocalyptic power that all gods regardless of alignment and/or past feuds put aside their differences to imprison him.

Such was their power that many long-forgotten deities died facing him and if left unchecked could have spelled doom for the entire multiverse.

Two paths offer themselves to you, you may side with the gods and fight the apocalypse or do the unthinkable and side with Tharizdun/Rovagug to destroy the multiverse.

Reward:

If you sided with the gods, you gain the perk **Master of Seals:** which grants you to abilitiesy seal anything or anyone as long as you can weaken them enough,

these seals are eternal and won't let either the sealed creature or other creatures within escape unless you allow it.

Furthermore, you receive the item **Prison of the Chained God** a copy of Rovagug/Tharizdun's prison but actually secure this time,no spawn or avatar will ever get out of it.

If you helped Rovagug/Tharizdun instead, in a moment of rare lucidity and genuine gratefulness will join you as a companion similar to **Apocalyptic entity**. Furthermore, you receive the item **Ruined Multiverse,** which is simply whatever is left of the multiverse after your new companion was done with it.

End the Blood War :

The Blood War, a conflict that has raged for eons across the Lower/Fiendish planes and sometimes spill into the material worlds dragging innocent mortals into it.

This conflict has gone for so long with neither side gaining an advantage over the other either because of betrayal of their employers by the yugoloths or sabotage by Celestials and archmages like Mordekainen in the name of Balance.

But perhaps you would like to change that?

Your mission is simple, either choose a side among the Celestials,Devils,Demons,Yugoloths,Demodans,Modrons and Slaads or remain loyal only to yourself.

This will determine the rewards you receive. Regardless you will have to bring your side to victory in the war.

Reward:

The perk **General of the Blood War**, boosts all your martial skills,weapon mastery,tactics, strategies,trapmaking,creativity and powers as well as massively enhance all your skills,magics,powers,domains,portfolios etc related to War, Leadership,Strategy,Tactics and Battle.

This also grants you an extreme situational awareness and vast knowledge of how to use your environment to your advantage and use everything at your disposal (perks,powers,equipments,magics,domains,portfolios etc..) to modify the environment to your advantage.

Furthermore, you become capable of decisively ending any conflict in your side's victory regardless of the odds or how long it has lasted.

You also gain the **item Army of Blood**, an endless army of fiends,celestials,modrons and slaads all loyal to you and in whatever proportions you wish though you may choose to make your army composed of only one type of outsider if you so wish.

Depending on which side you helped you gain the perk **Hell ascendant** grants great control over Hell (and similar planes) and its Devils while enhancing all your abilities related to Contracts,Tyranny,Temptation,Order and Control in general well as granting you those domains for free.

You also gain the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose Hell's armies.

Or **Abyss ascending** grants great control over the Abyss (and similar planes) and its denizens be they tanari, obyrith or loumara and enhances all your abilities related to Chaos/Entropy,Madness, Destruction,Corruption and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the Abyss' armies.

If you helped the Yugoloths you gain the perk **Hades/Gehenna Ascending** grants great control over the Hades and Gehenna (and similar planes) and its denizens be they yugoloths, night hags,barghests etc… and enhances all your abilities related to Trickery,Disease, Destruction,Corruption and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the yugoloth's armies.

If you helped the Demodands you gain the perk **Carceri Ascending** grants great control over Carceri (and similar planes) and its denizens be they demodands,their prisoners etc… and enhances all your abilities related to Trickery,Sealing/Control, Destruction,Corruption and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the demodand's armies.

If you helped the Celestials you gain the perk **Celestial planes Ascending** grants great control over the Upper/Celestial planes (and similar planes) and its denizens be they archons, angels,lillends etc… and enhances all your abilities related to Justice,Purification, Healing,Light and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the Celestials' armies.

If you helped the Modrons you gain the perk **Mechanus Ascending** grants great control over Mechanus (and similar planes) and its denizens be they modrons, inevitables or otherwise and enhances all your abilities related to Order,Artifice, Law,Planning and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the Modron's armies.

If you helped the Slaads you gain the perk **Limbo Ascending** grants great control over Limbo (and similar planes) and its denizens be they Slaads or otherwise and enhances all your abilities related to Chaos,Entropy, Destruction,Madness and Creation as well as granting you those domains for free.

This also grants you the knowledge and ability to craft the various weapons,armors and artifacts and create the various creatures that compose the Slaad's armies.

If you fought the war for yourself, you gain all rewards.

Conquest of the Nine Hells:

The Nine Hells Of Baator, a plane that has been under the control of the Archdevil and now deity Asmodeus since time immemorial, it is said that he is aware of every scheme happening within plane and perhaps many outside it.

The last time he was overthrown by Levitus was but a ruse to separate those archdevils loyal to him and those who weren't.

But what if you wanted to be in charge instead?

Your task is simple yet difficult, take control of the Nine Hells from Asmodeus, kill him,imprison him or simply defeat him.

You must make sure that he lies defeated so that you may claim your rightful throne as ruler of the plane.

Reward:

The Perk **Supreme of the Nine Hells** grants unparalled control over the very fabric of the plane of Hell/Baator.

This also massively enhances all abilities,powers,magics,domains,portfolios etc… related to Devils, Fire, Evil, Law, Magic, Arcane, Ash, Deception, Legislation, Smoke, Duty, Glyph, Toil, Contracts, Oppression, Pride, Tyranny, Law, Rulership, Trickery, Air, Death, Murder, Undead, Wind, Ambition, Secrecy, Swarm, Arrogance, Lies, Flies, Arcane, Divine, Travel, Trade, Nature, Confidence, Animals, Corruption, Gateways, Charm, Destruction, Catastrophe, Change, Passion, Zeal, Might, Rage, Lust, Adultery, Deception, Desire, Nobility, Leadership, Cities, Confidence, Perfection, Prisons, Strength, Water, Ferocity, Oceans, Resolve, Dragon, Truth, Knowledge, Secrecy, Forbidden Knowledge, Heresy, Snakes, Artifice, Construct, Metal, Ambition, Creation, Wealth, Earth, Avarice, Watchfulness, Wealth, Rune, Language, Memory, Thought, Soul, Contracts, Secrets, War, Ash, Smoke, Tactics, Fire, Obedience, Animal, Fur, Pain, Beasts, Hunters, Tradition, Wards, Fate, Luck, Patterns, Water, Oceans, Rivers, Hidden Waters, Illusions, Darkness, Night, Apprehension, Promises, Terror, Liberation, Freedom, Madness, Insanity, Nightmare, Nooses, Sad

D&D/Pathfinder Gods jumpchain

Stories, Depression, Flight, Soldiers, Slavery, Flames, Plant, Growth, Herbalism, Illusion, Divination, Defense, Vigil, Immolation, Incarceration, Renewal, Sun, Day, Light, Rage, Authority, Hubris, Liars, Community, Healing, Family, Home, Restoration, Debility, Frailty, Dependance, Burial Rites, Insects, Self-sacrifice, Blood, Rebirth, Time, Thievery, Exiles, Scholars, Theories, Feather, Dominance, Hounds, Punishment, Punishment objects, Dust, Architecture, Expansion, Waste, Plague, Venom, Betrayal, Doom, Obsession, Denial, Drugs, Wonder, Honor, Gems, Legends, Seasons, Carrion, Patience, Vampires, Blasphemy, Humor, Parasites, Truth, Rhetoric, Propaganda, Liars, Lies, Armor, Mercilessness, Revelation, Fame, Legacy, Glory, Discovery, Hubris, Scholarship, Pollution, Swamps, Toads, Condemnation, Judges, Revision, Masks, Ugliness, Volition, Moon, Hellspawn, Misdirection, Martyr, Sexual perversion, Abduction, Rape, Transformation, Seduction, Women, Creation, Scalykind, Love, Detachment, Dispassion, Nothingness, Battle, Revenge, Wrath, Time, Vanity, Royalty, Fecundity, Predators, Slaughter, Trade, Elusiveness, Dreams, Memory, Gluttony, Greed, Devastation, Monsters, Patience, Antiquity, Mists, Curse, Vermin, Violence, Cruelty, Conquest, Martial Skill, Poison and Temptation as well as granting you access to those domains for free.

You are also a schemer, tempter and master of eloquence on a level beyond Asmodeus himself who managed to successfully argue his case for his right to take souls for the Blood War.

This makes you recognized as the ruler of devils and Hellish realms wherever you go.

You also know and are capable of setting up systems of promotion and demotion like the one used by the devils. This makes them stronger or weaker

according to your rules and can even grant them new forms and powers including that of deities like the archdevils.

Furthermore, as symbol of Asmodeus' defeat you receive the **Ruby Rod of Asmodeus** an artifact of potent divine power said to house a shard of the heart of the Abyss itself. It is a potent tool that enhances all powers and abilities related to Devils, Tyranny, Evil, Law, Rulership, Nobility and Trickery.

This version is unbreakable, scales with you as you grow stronger and can only be used by people you approve of.

Finally, you of course gain the entire plane of the Nine Hells with all its denizens loyal to you with you in charge you can easily create and enhance them.

Lord of the Asuras:

Gods aren't infallible and there is no better proof for it than the mere existence of the fiends known as Asuras.

These entities born of divine mistakes seek to tear down the works of the gods up to the very cosmos.

They however tend more towards asceticism and contemplation which obviously means they lack the strict hierarchy and discipline that is the strength of similar fiends like the Devils.

For this scenario, you must find a way to unite all the Asuras under your rule.

Rewards :

The perk **Supreme Asura Rana** makes you in this and future jumps the true ruler of all Asuras.

All abilities,magics,powers,domains,portfolios etc related to Evil, Law, Death, Fear, Murder, Rage, Protection, Defense, Ferocity, Tyranny, Resolve, Avarice,

Meditation, Vengeance, War, Blood, Fear, Undead, Butchers, Leather, Air, Trickery, Cloud, Deception, Wind, Mist, Poison, Veils, Community, Slavery, Family, Thievery, Indoctrination, Lies, Madness, Insanity, Memory, Nightmare, Thought, Eternity, Hunger, Earth, Caves, Cliffs, Caverns, Premature Burials, Darkness, Void, Isolation, Loss, Night, Stars, Abduction, Propaganda, Charm, Lust, Double Standards, Beauty, Self-mutilation, Execution, Eclipse, Scalykind, Venom, Liberation, Revolution, Anger, Dreams, Shattering of Bonds, Arson, Ash, Catastrophe, Injustice, Vendettas, Torture, Trickery, Destruction, Corruption, Madness, Strength, Fire and Knowledge are massively enhanced as well as granting you those domains for free.

Furthermore, you gain a massive boost in potency and ability in general when dealing with gods, their servants, creations and anything related to the divine in general, the better to tear them down.

Finally, you get to take the entire Asura species including their Asura Rana pantheon (though barring Geryon as he is a traitor who became an Archdevil). You can easily create and enhance them.

A True Rakshasa:

The rakshasas, fiends so proud and hubristic each and every one of them believe themselves the only being worthy of worship in existence.

Is it any wonder that their pantheon is one that offers the same domains regardless of the individual? Perhaps you had like to rule over them instead.

For this scenario, you must unite all rakashasas under your rule a task only made harder by their incredible pride.

Reward:

The perk **Golden Rakshasa** makes you in this and future jumps the true ruler of all Rakshasas.

All abilities,magics,powers,domains,portfolios etc related to Evil,Law,Trickery,Animal,Corruption,Avarice,Strength,Gluttony and Knowledge are massively enhanced as well as granting you those domains for free.

Furthermore, you gain a massive boost in potency and ability in general when in the service of acquiring wealth, power or simply indulging yourself as befits a rakshasa.

Finally, you get to take the entire Rakshasa species including their Rakshasa immortals pantheon you can easily create and enhance them.

The Oni Emperor/Empress:

The Onis, the only fiends aside from the Rakshasas who dwell in the material plane rather than any of the outer planes.

They tend to resemble various kinds of giants though always twisted towards evil and violence.

Their leader is known as Inma an Oni Daimyo with the lofty title of Empress of the World though not much is known about her.

You must bring the Oni under your rule to win this scenario.

Reward:

The perk **Oni Emperor/Empress** makes you in this and future jumps the true ruler of all Onis.

All abilities,magics,powers,domains,portfolios etc related to Evil, Law, Glory, Blood, Fear, Honor, Tactics, Battle, Martial Arts, Artifice, Travel, Construction, Deception, Exploration, Toil, Ambushes, Hunting, Traps, Strength, Water,

Entropy, Fear, Ferocity, Oceans, Tea, Piracy, Tsunamis, Community, Nobility, Family, Home, Leadership, Tyranny, Servitude, Origami, Lavish Wealth, Thievery, Day, Night, Eclipses, Sunsets, Unseen Things, Weather, Arson, Catastrophe, Seasons, Smoke, Droughts, Forest Fires, Perfumes, Charm, Rune, Language, Lust, Revelry, Wards, Orgies, Sake, Tattoos, Entropy, Metal, Rage, Keys, Earthquakes, Sabotage, Death, Water, Fear, Ice, Murder, Undead, Frozen Ghosts, Blizzards, Starvation, Luck, Curse, Promises, Volcanoes, Trickery, Chaos, Destruction, Sun, Darkness, Gluttony and War are massively enhanced as well as granting you those domains for free.

You also gain a tremendous ability to lay low and be unbothered by the happenings of the world as long as you do not interfere openly.

Furthermore, you gain a massive boost in potency and ability in general when in the service of acquiring wealth, power or simply indulging yourself as befits an Oni.

Finally, you get to take the entire Oni species including their Oni Daimyo pantheon you can easily create and enhance them.

The Prime Archon/Angel:

The forces of good though always more than happy to cooperate do not tend to answer to any single entity as their leader such is the case of the angels/Archons who have their own empyreal pantheon.

Your goal is to prove yourself worthy in such a way that all the angels/Archons will have no choice but to accept your leadership.

Reward:

The perk **Prime Archon/Angel** makes you in this and future jumps the true ruler of all Angels and Archons.

D&D/Pathfinder Gods jumpchain

All abilities,magics,powers,domains,portfolios etc related to Good,Law,Chaos,Justice,Healing,Destruction,Darkness,Artifice,Sun,Charm,Protection,War,Nobility and Community are massively enhanced as well as granting you those domains for free.

You also gain a tremendous ability to harm the wicked such as fiends and undead, lead your fellows into battle as well as heal and protect others.

Finally, you get to take the entire Angel species including their Empyreal Angel/Archon pantheon you can easily create and enhance them.

You may take the entire **plane of Heaven** as an **item** with you.

Enlightenment of Nirvana:

The forces of good though always more than happy to cooperate do not tend to answer to any single entity as their leader such is the case of the Agathions who have their own empyreal pantheon.

Your goal is to prove yourself worthy in such a way that all the Agathions will have no choice but to accept your leadership.

Reward:

The perk **Guardian Beast** makes you in this and future jumps the true ruler of all Celestial/Holy Beasts like Agathions.

All abilities,magics,powers,domains,portfolios etc related to Good,Luck,Animal,Healing,Death,Magic,Knowledge,Protection,Plant,Glory and Travel are massively enhanced as well as granting you those domains for free.

You also gain a tremendous ability to harm the wicked such as fiends and undead, lead your fellows into battle as well as heal and protect others.

Finally, you get to take the entire Agathions species including their Empyreal Agathion pantheon you can easily create and enhance them.

You may take the entire **plane of Nirvana** with you as **item**.

Freedom of Elysium :

The forces of good though always more than happy to cooperate do not tend to answer to any single entity as their leader such is the case of the Azatas who have their own empyreal pantheon.

Your goal is to prove yourself worthy in such a way that all the Azatas will have no choice but to accept your leadership.

Reward:

The perk **Azata King/Queen** makes you in this and future jumps the true ruler of all Celestial/Good Fey beings.

All abilities,magics,powers,domains,portfolios etc related to Good,Chaos,Luck,Animal,Strength,Healing,Darkness,Sun,Plant,Trickery,Liberation,Void and Travel are massively enhanced as well as granting you those domains for free.

You also gain a tremendous ability to harm the wicked such as fiends and undead, lead your fellows into battle as well as heal and protect others.

Finally, you get to take the entire Azata species including their Empyreal Azata pantheon you can easily create and enhance them.

You may take the entire **plane of Elysium** with you as an **item**.

Priest of the Outer Ones:

D&D/Pathfinder Gods jumpchain

The Outer Ones are mighty beings with more than a few said to hold might capable of surpassing the strongest of gods worshipped by the mortal races. Yet such beings aren't free and require priests to bring them into the world.

A priest(ess) perhaps much like you.

Your task is simple, you must find a way to awaken/summon an Outer God on a material plane World, though many people will seek to oppose you, show them what it means to oppose the unavoidable.

Rewards:

The perk **Priest of the Outer Ones,** on top of a hefty power boost enough to bump you to the next rank of divinity from your grateful Lord/Lady

All abilities,magics,powers,domains,portfolios etc… related to Dark Tapestry (aka the unknown space between the stars) ,Death,Madness,Trickery,Magic,Void,Chaos,Nightmares,Knowledge,Destruction,Sun,Animal,Abominations,Plant,Stars and Time are massively enhanced as well as granting you those domains for free.

Furthermore, in this and future jumps you will be recognized if you want to as a priest of Eldritch gods who will likely give you a good offer for serving them.

Finally, you gain tremendous talent and knowledge that updates every jump about the various sealed entities,gods,demons etc… as well as the methods to seal,unseal or summon and bind them to your will.

Ascension into an Outer God:

Hastur, the Unspeakable one is a god with motives mysterious to all creatures of the multiverse save a select few.

Indeed, there is a goal to Carcosa's feedings and that goal is to allow Hastur to apotheosis into an Outer God instead of remaining « merely » a Great Old One. Though this doesn't involve you, your goal shall be the same for the scenario. You must find a way to become an Outer God either through a ritual you devise, slaying an Outer God regardless of how impossible it may seem or perhaps asking one of them sponsor you would be more up your alley?

Reward:

The perk **Outer God** on top of a hefty power boost enough to bump you to the next rank of divinity

All abilities,magics,powers,domains,portfolios etc… related to Dark Tapestry (aka the unknown space between the stars) ,Death,Madness,Trickery,Magic,Void,Chaos,Nightmares,Knowledge,Destruction,Sun,Animal,Abominations,Plant,Stars and Time are massively enhanced as well as granting you those domains for free though you may exchange these domains for ones appropriate to your nature.

You gain your own race of abominations that you are free to design to your discretion, they will forever serve your goals from the moment they are born/created and always act in ways that advance them.

Furthermore, your physical body is no longer your real one as your real body lies in an extradimensional space unreachable by any save those you allow thus making you truly immortal.

You may still be banished or sealed away by divinely potent artifacts except if you have perks and items that protect you from it.

Finally, you gain a tremendous ability to corrupt and twist creatures weaker than you to your will though you may leave them with enough sanity to

pretend to be normal. This could transform them into other forms or allow them to keep their form to blend in better with their own species.

You may decide in future jumps if you have legends about the kind of entity you are prior to your arrival known to only the most erudite of scholars and the most exclusive of mystery cults alongside a cult of a size and influence appropriate to your own power and influence.

The search for immortality Nindoru:

The Nindorus are a group of fiends born from the efforts of one man named Sigek to reach immortality through bypassing the cycle of souls.

The greatest among them are the Nindoru Ascetics who managed to reach the status of demigodhood.

Your task is simple, unite this disparate group under you.

Reward:

The perk **Nindoru Immortal** makes you in this and future jumps the true ruler of all Immortal beings that bypassed reincarnation and those who search for immortality such as alchemists,necromancers and wizards.

All abilities,magics,powers,domains,portfolios etc related to Cold,Immortality,Reincarnation,Butterflies,Secrecy,Vigil,Change,Secrecy,Darkness,Star,Undeath and Death are massively enhanced as well as granting you those domains for free.

You can eat souls to gain their power,skills and memories though they still pass on the afterlife as you are only feeding upon a fraction of their energy though you may devour it completely if you wish.

You also gain knowledge and the ability to use all the methods of becoming immortal that exists within a jump which updates every jump.

You are capable of gifting immortality either directly or by setting trials that will allow those who pass it to join your court of Immortals.

Furthermore, you gain a massive boost in potency and ability in general when in the service of acquiring knowledge, power and especially in matters of survival and reaching immortality as befits a Nindoru.

Finally, you get to take the entire Nindoru species including their Nindoru Ascetics pantheon as well as your own Divine realm that serves as your court of Immortals you can easily create and enhance them.

Destroy The Upper Planes:

Long has the battle between the Upper planes and the Lower Planes raged but perhaps it has gone for long enough.

For this scenario, you must lead the armies of the Lower Planes to a decisive victory over the Upper Planes.

Reward :

The perk **The Ultimate Evil** allows you to corrupt and destroy anything, the purer and holier it is, the easier.

Furthermore, you gain tremendous control over every type of fiends and similarly evil creatures as well as planes of existence that can be qualified as Hellish, Evil…. etc.

Finally, you receive the item **Fiendish Army:** an endless army of fiends of any type you want in proportions of your choosing. They are all loyal to you.

Destroy the Lower Planes:

D&D/Pathfinder Gods jumpchain

Long has the battle between the Upper planes and the Lower Planes raged but perhaps it has gone for long enough.

For this scenario, you must lead the armies of the Upper Planes to a decisive victory over the Lower Planes.

Reward:

The perk **The Ultimate Good** allows you to Purify and Convert anything, the more corrupt and sinful it is, the easier it is.

Furthermore, you gain tremendous control over every type of Celestial entities and similarly good creatures as well as planes of existence that can be qualified as Heavenly, Good...etc.

Finally, you receive the item **Celestial Army:** an endless army of Celestials of any type you want in proportions of your choosing.

Chasing the Heart Of the Abyss:

The Abyss, an ever-expanding plane of Chaos and Evil with more and more layers discovered as more planar travelers catalogue it.

But what exactly is digging through the Elemental Chaos and created the Abyss itself?

The artifact called the **Heart of Evil** was planted in the Elemental Chaos by Tharizdun and has since then kept digging through the plane adding more layers to the plane while seducing all demons with promises of vast power should they prove able to seize it.

This is your task, claim the Heart of Evil, become the true Prince of Demons and assume your rightful place on the throne.

Reward :

D&D/Pathfinder Gods jumpchain

By claiming the Shard Of the Abyss, you receive the perk **Abyss God** which grants you a power boost beyond the item **Shard of Evil** (Stacks if you own it) as well as massively enhances all abilities,magics,powers,domains,portfolios related to Evil, Chaos, Demons, Corruption, Madness, Annihilation, Eternal Darkness, Ooze, Shapeless things, Slimes, Plants, Fungi, Domination, Energy Drain, Gnolls, Minotaurs, Savagery, Undead, Beasts, Vengeance, Animal, Hatred, Retribution, Fury, Strength, Pleasure, Decadence, Indulgence, Temptation, Death, Magic, Divine, Murder, Might, Zeal, Necromancy, Wrath, Water, Catastrophe, Flotsam, Poison, Sloth, Decay, Rage, Nature, Nightmares, Tyranny, Corruption of Nature, Pollution, Elf Slaughter, Dragons, Jungles, Poison Waters, Corrupt Officials, Harpies, Music, Seduction, Carnivorous Plants, Scars, Tainted Soil, Corrupt Officials, Incest, Twins, Defrocked Priests, Frostbite, Hunger, Winter, Cursed Villages, Violent Mobs, Wolves, Libraries, Mountain Spires, Secrets, Murderers, Nooses, Strangulation, Infestation, Rifts, Spiders, Floods, Hurricanes, Washed-up Corpses, Bells, Mirrors, Vanity, Dry Wells, Ghost Towns, Vengeful Dead, Beetles, Dead Trees, Severed Limbs, Bones, Desecrated Crypts, Tombstones, War, Ice, Tactics, Cold, Giants, Broken Vows, Misplaced Revenge, Tears, Banshees, Mountain Valleys, Songs, Open Wounds, Needles, Sadistic Doctors, Lost Explorers, Sandstorms, Vultures, Gems, Prisons, Slavery, Alleyways, Thievery, Urban Decay, Broken Bones, Infections, Splinters, Ashes, Magical Energy, Whispers, Misanthrope, Old Structures, Toads, Astrology, Ill Fortune, Standing Stones, Deathtraps, Gears, Possessed Machinery, Jealousy, Loss, Ruined Cities, Shadow Demons, Rust, Messengers, Slander, Talking Animals, Knowledge, Magic, Arcane, Education, Memory, Thought, Dragon, Glyph, Forbidden Lore, Snakes, Decay, Fur, Growth, Tyranny, Apes, Jungles, Tyrants, Disorientation, Secrecy, Beasts, Dungeons, Traitors, Plague, Change Nothingness, Disease, Parasites, Water, Oceans, Abomination, Aberrance, The

D&D/Pathfinder Gods jumpchain

Sea, Sea Monsters, War, Blood, Tactics, Chasms, Infestation, Locusts, Amphibians, Boggards, Swamps, Trickery, Deception, Insanity, Riot, Thievery, Nightmares, Family, Abomination, Monsters, Lust, Night, Artifice, Travel, Void, Exploration, Isolation, Moon, Night, Revelry, Whimsy, Creation, Protection Introspection, Artists, Assassins, Exiles, Midnight, Air, Wind, Cloud, The Sky, Temptation, Winged Creatures, Nobility, Leadership, Martyr, Pain, Ambition, Envy, Lies, Murder, Charm, Love, Perversion, Pride, Taboos, Cannibalism, Vampires, Animal, Sun, Feather, Fur, Light, Sand, Scorpions, Thirst, Luck, Curse, Deception, Thievery, Knives, Illusions, Torture, Traps, Wealth, Glyph, Greed, Portals, Riddles, Fire, Ash, Smoke, Tactics, Salamanders, Volcanoes, Construct, Resolve, Toil, Alchemy, Self-realization, Invention, Transformation, Revelation, Desolation, Werewolves, Vigil, Ghouls, Graves, Secrets Known Only By The Dead, Vermin, Venom, Bindings, Driders, Passion, Cruelty, Hags, Day, Dust, Deserts, Senseless Warfare, Loss, Pain, Time, Metal, Sorrow, Aberrations, Clocks, Prisons, Hopeless Despair, Heresy, Suicide, Storms, Weather, Natural Disasters, Trolls, Caves, Entropy, Cities, Earth, Gargoyles, Gluttony, Ruins, Repose, Ancestors, Fate, Time, Nothingness, Age, Worms, Resolve, Saurian, Caverns, Reptiles, Xulgath, Carrion, Scavengers, Angry mobs, Ants, Ambush, The Forgotten, Hidden Agendas, Grave robbing, Necrophilia, Rats, Sewers, Botched executions, Pits, Sharks, Shipwrecks, Lost Dreams, Seduction of the Pure, Blizzards, The Frozen Dead, Revenge, Cold, Ice, Disguises, Lies, Identity Theft, Suffocation, Elemental Power, Ruin, Darkness, Swarms and Destruction while also granting you those domains for free.

You possess the knowledge and ability to create, innovate and improve all demonic creations be they made by tanari, loumara, obyrith or even qlippoth.

The Shard of Evil has granted you tremendous power over Corruption, Destruction and Entropy such that you could destroy entire worlds. You can

also corrupt entire worlds regardless of their defenses to your will and add them to the Abyss as additional layers under your control. You can also corrupt people, locations and artifacts to your will, even turning them into fiends loyal to you.

You can similarly create incredibly powerful demonic artifacts that can corrupt to your will even the holiest of locations and people.

You have also become immortal and indestructible much like Tharizdun.

Furthermore, you receive the entire realm of the **Abyss as an item** to rule over as you see fit with the demons be they qlippoth,obyrith,tanari or Loumara loyal to you.

You are recognized everywhere as a ruler of demons and demonic entities in general in this and future jumps who will be loyal to you out of both fear for your power and respect for your abilities.

Finally, you are capable of easily creating and enhancing any kind of demonic entity from this jump, past jumps and future jumps.

Obyrith/Qlippoth Ascension:

The obyriths, the first demons that arrived from another ruined multiverse. After they lost the war against Law and the Tanari rose to power in the Abyss, they retreated to the deepest reaches of the Abyss biding their time, hoping for the return of their leader the Queen of Chaos from her retreat on the 14th Abyssal Layer.

The pathfinder equivalent known as the Qlippoth were also ousted from power by the Tanari though they do not possess a leader per se as Rovagug was simply too destructive and ravenous to properly guide them but perhaps that can change.

D&D/Pathfinder Gods jumpchain

For this scenario, you must find a way to unite all Obyriths/Qlippoth under you such that they could prove a major power in the Abyss capable of obstructing the Tanari.

Reward:

For your actions, you receive the perk **Obyrith/Qlippoth God** which grants you a massive increase to all abilities,magics,powers,domains,portfolios etc… related to Chaos, Evil, Madness, Weather, War, Blood, Catastrophe, Destruction, Demon, Protean, Rage, Storms, Air, Zeal, Earth, Nothingness, Disaster, Wrath, Ambition, Death, Might, Travel, Fate, Bloodshed, Tireless Pursuit, Wrathful Combat, Fire, Repose, Ash, Entropy, Smoke, Souls, Dust, Pain, Abominations, Death, Trickery, Deception, Venom, Wind, Disorientation, Plague, Trickery, Secrecy, Tyranny, Infestations of the Flesh, Poisonous Winds, Removal of Free Will, Demon Hunters, Fiery consumption, Monstrous recursion, Darkness, Glyph, Nightmares, Secrecy, Destruction of Knowledge, Eternal Darkness, Unraveling of Magic, Plant, Water, Decay, Fear, Growth, Oceans, Change, Healing, Nature, Indulgence, Foul Transformations, Tainted Oceans, Vile Fecundity, Arcane, Tactics, Forbidden Magic, Wartime atrocities, Thought, Travel, Nothingness, Blinding Hunger, Mindless Consumption Revealed Secrets, Earth, Caves, Cities, Toil, Change, Torture, Pain, Abomination, Adaption, Cursed Kingdoms, Vile Experiments, Knowledge, Obyrith, Qlippoth, Fertility ,Magic, Artifice, Destruction, Void, Devouring, Worms, Hungry Parasites, Evil Flying Creatures, Observation, Divination, Corruption, Eldritch Knowledge, Demons, Creation, Serpents, Vermin, Entropy, Heretics, Poison, Unlawful Intrusion, Magical Lures and Swarm as well as granting you those domains for free.

You also gain a divinely potent **form of Madness** as all obyriths/qlippoth do perhaps you convince onlookers that your form is perfection itself such that they find themselves unable to harm you or perhaps your form is so loathsome that reality itself conceals you with an ethereal veil that you can remove at will to slay or drive mad onlookers even ones with godly power at your discretion. You may develop additional effects to your form of Madness over time. This is toggleable.

You also gain an obyrith/qlippoth altform of your own design if you didn't have any, it can be any size even as massive as beings like Rovagug or Ugudenk.

You have also become immortal and unkillable like Ugudenk. This is coupled with your ability to appear anywhere in the setting at will and a prodigious ability to tunnel between realms with your tunnels optionally staying up after your passage.

Furthermore, you receive all the knowledge and ability the Qlippoth/Obyrith possess that allowed them to create their tanari servants, their various experimental creations and even the Shard of Evil though such an artifact would cost much in terms of resources. This updates in future jumps with both ancient knowledge from times before mortals existed as well as knowledge of how to create similar demonic and maddening entities like the Qlippoth, Obyriths and Tanari.

All obyriths,qlippoth and similarly madness inducing creatures bow to your will and you may take all of them as companions/followers for free. This also applies to other madness inducing creatures in future jumps.

Finally,you are capable of easily creating and enhancing any kind of demonic entity with such maddening forms as the Qlippoths and Obyriths possess.

Dominating the Market of The Lower Planes of Hades :

Among the most vital trades of the Lower planes stand the Soul trade. This practice is the use of buying and selling Soul Larvaes (Larvae for short) which are used throughout the Lower planes as a source of food, a currency, for evil rituals and most notably for the creation of new fiends for the Blood War or for additional labor in the realms of Archfiends.

Yet none can claim quite an importance in that trade as the Night Hags of Hades do, holding a vast monopoly over the entire soul trade.

A monopoly that perhaps proves tempting for you?

For this scenario, you must by hook or crook become the single most influential player in the soul trade of Hades, a hard task considering how well established and experienced the night hags are at this trade.

Reward:

For accomplishing this monumental task you gain the perk **Walpurgisnacht** this massively increases all abilities,powers,magics,domains,portfolios etc… related to Evil,Knowledge,Moon,Larvaes, Magic, Witchcraft, Nature, Corruption, Creation, Travel, Trickery and Hags as well as granting you those domains for Free.

You also receive knowledge of all night hags spells, rituals and artifacts including the ability by which night hags enhance yugoloths into potent unique fiends known as **altroloth** to serve as their champions. You are also capable of innovating and improving those, spells, rituals, artifacts and similar ones that call upon dark forces, especially ones related to witchcraft and the darkest of forbidden forests.

Furthermore, your business acumen and luck in finances and trade is enhanced such that you could maintain a stranglehold upon even the most well-established markets and against the most experienced of mercantile fiends and gods.

You also gain an endless supply of soul larvae for whatever purpose you may have in mind as well as the **item Multiplanar markets** which are various markets you can place in locations throughout the jump where you may trade and sell wares as well rent places in your market to prospective merchants and trades.

Finally,Soul eaters and dealers in future jumps will try to stay in your good grace if only in the name of the soul market.

You also gain the entire **plane of Hades** to take with you in future jumps as an **item** with all its denizens loyal to you.

Claiming the throne of the Wasting Tower in Hades:

On the Gray Wastes of Hades stands Khin Oin also known as the Wasting Tower.

Built over the pit said to be where yugoloths were first created from the spine and body of a deceased deity, the place serves as a Hub for various yugoloths activites as it contains training rooms as well as storage rooms for artifacts and various records related to the Lower planes and all yugoloths dealings.

At the top stands the Siege Malicious where only the yugoloth known as the Oinoloth can sit, where they direct their minions for their nefarious schemes and direct the fate of the entire yugoloth species.

Your task is simple, claim the Siege Malicious by slaying its occupant or otherwise driving them away and it shall be yours.

Reward:

For accomplishing this task, you gain rulership of yugolothkind represented by the **Yugoloth Ruler perk** which grants you a massive increase to your ability to create, enhance and manipulate Disease, Plague, Knowledge, Planning, Trickery, Evil and Illness as well as granting you those domains for free.

You are a genius in the creation and spreading of countless diseases capable of infecting even powerful gods. The suffering and death brought by your plagues only serving to make you even stronger.

Furthermore, you gain a truly transcendental eloquence and mastery of psychology of all kinds of beings such that you could easily have a ruler hand you their throne by whispering but one secret in their ear.

This is on top of earning the legendary scheming of yugoloth that could allow you to stalemate a conflict like the Blood War eternally while simultaneously profiting from it.

Your skin doesn't have to be sloughing off unlike the canon throne. Furthermore, you also may take the **Wasting Tower** as is your right, it contains many artifacts and records that have never been seen or used by any except yugoloth hands.

Finally, you may take all yugoloths as companions and followers as you see fit as well as gaining the ability to create and enhance them.

Ruler of the Beastlands:

Among the planes of Good where freedom is most prized stands the Beastlands.

D&D/Pathfinder Gods jumpchain

A plane of intelligent animals and various enhanced creatures from the material realm who hunt and live day to day.

Yet there also exists a food chain here so why not take your chance to reach the top?

For this scenario you must prove yourself the greater Beast of the plane whether it be by defeating other creatues in hunts or fighting off the most dangerous fiends that dare to tread the Beastlands.

Reward:

You receive the **perk King of Beasts which** massively enhances all abilities,powers,magics,domains,portfolios etc… related to Good,Chaos,Animal,Nature,Plant,Air,Night,Day and Hunting as well as granting you those domains for Free**.**

You are recognized as an apex predator wherever you go and can always find enough food and resources to sustain yourself and your companions regardless of the environment you find yourself in.

You gain the entire **plane of the Beastlands** as an **item.**

It is full of many secrets and locations that you can explore,all the denizens are loyal to you and you can easily create and enhance them.

It will keep gathering primal deities of the wilderness and elements in future settings that can teach you much wisdom and grant you much power.

Climbing Mount Celestia:

The plane of Mount Celestia is no idyllic Heaven far from it. It is where convictions are tested and where pilgrims strive for spiritual enlightenment to receive the plane’s teachings and so become closer to Law and Good.

The mountain is composed of seven peaks and each one can only be reached when you have gained sufficient spiritual enlightement.

And even then, no known being having reached or returned from the Seventh peak that no entity in the multiverse seems to know the true nature of.

For this scenario, you must brave the trials of Mount Celestia to reach the Seventh Peak.

Reward:

You receive the perk **Enlightened Being** which massively enhances all abilities,powers,magics,domains,portfolios etc related to Law,Good,Justice,Purification,Healing,Protection and Enlightenment as well as granting you those domains for free.

Furthermore, you are considered to be spiritually enlightened and perfected your soul and spirit forever pure and beyond the reach of both trickery and corruption.

This updates in future jumps allowing you to become the most enlightened beings regardless of where you go.

Finally, you gain the entire **plane of Celestia** as an **item** to take with you, all the denizens are loyal to you and you can easily create and enhance them.

A search of Arborea

Arvandor, a realm of mythic gods and heroes.

Full of secrets,dungeons and adventures to be had but of course danger can also lurk around the corner.

D&D/Pathfinder Gods jumpchain

For this scenario you must brave the third layer of Arborea known as Mithardir to find a potent divine artifact dating from the Dawn War, only then will the scenario be completed

Reward:

You receive the **Arboreal Hero God** which grants you extreme skill and ability in anything you try your hand at, all abilities,magics,powers,domains,portfolios related to Chaos,Good,Elf,Skill,Art,War,Nature,Magic and Adventure/Travel are massively enhanced as well as granting you these domains for free.

Furthermore, you receive the perk **Archeologist of Legend** which grants you a sixth sense for lost treasures,artifacts,maps leading to ruins etc… as well as guarantees that you are capable of finding any artifact in existence regardless of how lost or sealed away it is supposed to be.

Finally, you gain the entire **plane of Arborea** as an **item** to take with you with all its denizens loyal to you, you can easily create and enhance them.

The third layer shall keep gathering lost relics and artifacts of similar divine potency in future jumps though you might have to spend much time searching for them.

Rule Axis/Mechanus:

The plane of Axis/Mechanus, a Bastion of Law and Order with its leader Primus having been so for time immemorial. But Primus is no immortal, in fact Primus is but a rank assigned to the next Secundus whenever the past Primus is destroyed.

To gain dominion over the plane of Axis/Mechanus you must take his place regardless of the method used, perhaps you will slay him and take his place as Tenebrous did or perhaps you may pass yourself for a Secundus instead?

D&D/Pathfinder Gods jumpchain

Reward:

You gain the perk **Dominus of Law** which massively enhances all abilities,magics,powers,domains,portfolios etc related to **Law,Order,Structure,Artifice,Rune,Magic,Community and Planning** as well as granting you access to those domains for free.

As a being of pure logic and order, you are immune to magic (though you may allow magic to affect you at-will) you can see through the eyes of your servants at all times while keeping track of each and every event.

This improved multitasking ability also comes with divine planning skills to guide your servants into acting in ways that advance your planes.

You can also grant them divine power to massively empower them and instantly issue them command no matter where they are in the setting.

Furthermore, you gain the entire **plane of Axis** and **Mechanus** as **items** to take into future jumps, all its denizens be the Modrons,inevitables… are loyal to you, you can easily create and enhance them.

You may take the Primordial Inevitable Pantheon as companions for Free.

Tame Maelstrom/the Elemental Chaos/Limbo:

The plane of Limbo/Maelstrom, a Bastion of Chaos led by Ygorl unofficially for Limbo or the Speakers of the Depths for the Maelstrom who are among the most ancient of entities in the Multiverse.

To gain dominion over the realm would certainly require defeating them in some way or perhaps you may strive to prove yourself worthy of inheriting their position instead?

Reward:

D&D/Pathfinder Gods jumpchain

You gain the perk **Maestro of Chaos** which massively enhances all abilities,magics,powers,domains,portfolios etc related to **Chaos, Entropy, Artifice, Plant, Nature, Perfection, Disorientation, Air, Formlessness, Loss of Control, Potential, Proteans, Slaads, Knowledge, Liberation, Ascendance, Keketars, Revelation, Trickery, Time, Fate, Paradox, Rune, Glyph, Language evolution, Lost words, Slang, Decay, Disorder, Art, Colors, Time, Luck, Madness, Creation, Freedom, Change, Ruin, Fire, Planning and Destruction** as well as granting you access to those domains for free.

As a being of pure chaos, madness and entropy, you have become much like Ygorl,Norsaar and Ssendam. Your relationship with time has become odd as you are capable of growing stronger over time and can even reach back to the beginning of the setting as the most powerful entity of all.

This odd relationship with time can also allow you to summon temporal duplicates of yourself in the hundreds to act as your own army in a manner reminiscent yet undeniably superior of the White Slaads and their Slaad Lord Norsaar the many.

You are immune to magic and mind-affecting psionics (unless you allow it to affect you).

You also possess powerful mind-crushing powers such that even beholding you form can drive one incurably insane (unless you choose to restore their sanity)

to say nothing of what you can do through your touch or even across the planes with your mind. This is of course toggleable.

You also possess incredible entropic powers that sever the bonds of matter and energy as well as those between mortals and gods, weakening and unraveling the very structure of reality itself to one day scatter it back to the Void.

Furthermore, you gain the entire **plane of Limbo** and the **Maelstrom** as **items** to take into future jumps, all its denizens be they Slaad, Proteans…

You may take the Slaad Lords Pantheon, Protean Lords and Speakers of the Depths as companions for Free.

The song of Jandelay:

Jandelay, a mysterious name said by some to be that of an entity and others to be the name of a mysterious realm within the Maelstrom.

One that contains the remnants of dead worlds as some sort of museum and record guarded by a powerful behemoth known as the Oliphaunt.

If you wish to claim this realm you will surely need to defeat the Oliphaunt.

Reward:

You receive the perk **Oliphaunt's Might** which massively enhances all abilities,powers,magics,domains,portfolios etc… related to Stasis,History,Order,Law,Chaos,Destruction,Time and Memory as well as granting you those domains for free**.**

You are innately aware of all apocalypses and destroyed civilization within your setting on top of having perfect retroactive knowledge of the history of whatever setting you end up in. This also massively improves your abilities, powers and skills when used to recover, preserve and/or record history, worlds (including fragments) and people.

You also receive the demiplane of **Jandelay** as an **item** a demiplane that gathers remains and artifacts of destroyed civilizations and worlds as well as the shades of the last living beings of those worlds known as the collected.

All the denizens are loyal to you,you can easily create and enhance them.

D&D/Pathfinder Gods jumpchain

Ruler of the Elements:

Earth,Air,Water,Metal,Wood and Fire, such are the Inner Elemental Planes alongside the various paraelemental planes that arise from the interaction of those four planes with each other or other planes such as the positive energy plane or the negative energy plane.

You must master those forces if you wish to claim dominion over them.

For this scenario, you must find a way to gain divine levels of control over the various elements that exist within the Elemental and Paraelemental planes aside from the positive and negative energy plane.

Reward:

The perk **Divine Elementalist** grants you the ability as well as massively enhances all abilities,magics,powers,domains,portfolios etc… related to all Elements and paraelemental elements barring the positive and negative energy ones as well as granting you those domains for free**.**

You also possess peerless control and ability to manipulate all elements bar positive and negative energy. They can't be used to harm you and you can actively empower yourself by drawing upon them.

Furthermore, you are recognized everywhere as a ruler of elementals and elemental entities in general who will gladly follow you lead.

You can take all the **Elemental** and **paraelemental planes** as **items** with you barring the positive and negative energy plane with you with all their denizens loyal to you. You can easily create and enhance them.

Escape Carceri:

D&D/Pathfinder Gods jumpchain

Oh, my jumper, it seems you have been imprisoned within the plane of Carceri also known as Tartarus to the Olympians.

This prison is said to be unescapable but perhaps you may prove to be the exception?

For this scenario your goal is simple, you must simply find a way to escape the plane of Carceri.

Reward:

The perk **Prison Breaker** guarantees that no seal, prison or banishment can keep you in or out for any length of time.

From now on you can walk your own path as you wish.

Furthermore, having understood how divine prisons function you gain the perk **Divine Warden** which massively enhances all abilities,powers,magics,domains,portfolios etc… related to Chaos,Evil,Destruction,Sealing,Trickery,Corruption and Control as well as granting you those domains for Free.

You are also a true virtuoso in the creation of inescapable prisons and seals capable of imprisoning any creature for all eternity.

You also get to take the entire **plane of Carceri** an **item** with all its inhabitants. All the denizens are loyal to you, you can easily create and enhance them.

You could easily lock up creatures of any power level here and they would be unable to escape.

Rise of the Elder Evils:

The Elder Evils are powerful beings of Destruction capable of laying waste to entire worlds with no mortal capable of standing up to their fully awakened selves.

It is therefore quite problematic that it seems that during this scenario an Elder Evil shall start to awaken with their followers targeting your faithful in priority as they can sense the threat you and your flock could pose to their nefarious plans.

Seal them,imprison them away or incapacitate them in some way regardless you must deal with it to show your enemies just who they are dealing with.

Reward:

The perk **Ender of Evil,**grants you incredible vast knowledge concerning various apocalyptic and generally evil entitities including where they are held, how to seal them away or free/awaken them from their imprisonment/Slumber.

This updates in future jumps with knowledge about similar beings.

Furthermore, you receive the perk **Elder Evil** which grants you an altform of your design as an Elder Evil that can be anything you could ever imagine with varied abilities appropriate to your power level.

Maybe you are the origin of a race of aberrations like the Aboleths thus can create them at will and have their eternal loyalty, maybe you can devour and destroy souls gaining their powers and memories such that not even gods can bring them back or you can devour the Sun, plunging entire realms into an eternal night.

You can develop more such abilities over time and through training and experimentation.

You also gain the knowledge and ability to create entities similar to the Elder evils that are loyal to you. You can easily create and enhance them.

If you want you may take the Elder Evils as companions for free.

A star of the Far Realm:

An arcane ritual gone wrong has resulted in the Far Realm also known as the Outside of the multiverse to exert its foul influence upon Stars of the Material Plane.

These stars have gained a twisted and malevolent form of sapience on top of powers that are at its apex when they shine at their brightest with their minions and emmisaries becoming all the more dangerous during this time.

One such star has shown interest in your faithful.

Banish its foul influence from the World so that your flock may rest easy.

Reward:

You receive the perk **Starhunter** which allows you to deal extreme damage to extraterrestrial entities bypass their defenses and immunities as well as granting you knowledge of Stars and the Evil entities associated with them in this and future jumps which of course include rituals to summon, bind or banish their influence.

Furthermore you gain the perk **Far Realm Entity** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Abominations,Cold,Enfeeblement,Paralysis,Knowledge,Time and Space,Madness,Undead,Decay,Eternal Darkness,Vile Darkness,Corruption,Stars and Hunger as well as granting you those domains for free.

You also gain the knowledge and ability to create far realm infested stars as well as how to gain their powers on top of Far realm powers

You also gain a Star altform.

You gain the entire **plane of the Far Realm** as an **item as well as** vast powers over similar realms of Madness and Eldritch. All its denizens loyal to you, you can easily create and enhance them.

If you want, you may take the Far Realm Infested Stars as companions for free.

Ruler of Dread

The demiplane of Dread is one of the darkest places of the multiverse, a playground of the worst villains gathered by Dark Powers from all around the planes.

There, they receive great power and influence as Darklords of their own territories but with an ironic curse that forever keeps their greatest wish out of their grasp as long as they remain entertaining to their unknown sponsors or find redemption.

Your task for this is simple, you must take over the Demiplane of Dread for yourself.

Reward:

For this momentous feat, you gain the perk **Dark Power** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Evil,Darkness,Curses,Monsters ,Fear,Undeath,Oceans,Punishment,Knowledge, ,Magic, Vile Darkness,Death, Corruption, Wishes and Retribution as well as granting you those domains for free.

Furthermore, you excel at both keeping hidden from prying eyes, coming up with ironic punishment and you possess tremendous talent on top of fortune in finding victims whose suffering you will find entertaining.

You also receive the item **Demiplane of Dread** which is your own dark domain. You can set it to gather people according to certain criteria from across the setting and they will be stuck there unable to leave if they don't pass whatever criteria you have set.

You also gain the loyalty of all its inhabitants; You can easily create and enhance them.

Search of Unknown Kadath

Kadath is the famous city visited by one Carter in the Dreamlands. The very same Dreamlands that are shared with various abominations like the ghouls of the plateau of Leng, the nightgaunts and the gods of the Dreamlands.

It is guarded by Nyarlathothep who acts as guardian and caretaker of the gods as well as the doorway to Azathoth.

Your goal is simple yet dangerous, you must reach Kadath and somehow claim it for yourself.

Reward:

For this incredible feat you receive the perk **Ruler of Leng** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Evil,Chaos,Darkness, Dark Tapestry,Ambition,Fate,Glyph,Destruction,Madness ,Air,Dreams,Nightmares,Cities,Wealth,Undeath,Magic,Knowledge, Darkness,Death, Corruption,Entropy, Loss, and Undeath as well as granting you those domains for free.

Furthermore, you will find that much like Nyarlathothep you possess tremendous abilities in creating and masquerading as different entities to advance your goals, each with different appearances, cults and powers.

You are also respected as an envoy of the Outer Gods with your knowledge of them and standing updating every jump so that you may always remain the most knowledgeable regarding eldritch Gods and whatever secrets they may possess.

You also receive the **item Demiplane of Leng** which includes among others the plateau of Leng with the Leng ghouls and spiders as well as the city of Kadath with the gods of the Dreamlands and the passage to Azathoth.

In this and future jumps, you will find that this plane can easily allow you to reach the dreamscape connecting the minds of all creatures. It can also connect to a doorway that leads to the center of the setting and can get you there safely. Ideal for bargaining with whatever primordial powers may dwell there.

Dominion of Astrals:

The Astral Plane is the dominion of the Gods as well as their graveyard for this is where the corpses of God drift over after their death. It is also a realm of thoughts and psychic emanations.

Here their remains are watched by the god Anubis.

Your mission is to resurrect one of those long-forgotten deities and the scenario will be considered complete.

Reward :

For this feat, you receive the perk **Astral Sovereign** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Afterlife,Travel,Mind,Law,Magic,Judgement,Portals,Void,Knowledge, ,Peace, Repose,Death, the Dead and Psionics as well as granting you those domains for free.

You are also a divine guardian of the dead capable of ensuring the eternal rest of any entity no matter their method of resurrection. This of course affords you incredible respect among every pantheon in this and future settings.

Furthermore, you gain as a custom companion the grateful companion **known as Astral deity** that you resurrected which can be any type of deity that you want**.** Their stint with dying has made them extremely enlightened and powerful in matters related to death, the dead, resurrection, reincarnation and judgment.

Finally, you receive the **item Astral Plane** which is the entire Astral plane. All the inhabitants are loyal to you and you can easily create and enhance them. The Astral Plane will continue to accumulate the remains of dead Gods in future jumps and allow you to go to any plane or alternate dimensions of the setting. The Astral Plane can’t be accessed without your consent.

Ruler of the Mists:

The Ethereal Plane is perhaps the closest plane to the Prime Material Plane, it is adjacent to it and connected to the Inner Planes.

This is a plane of ghosts and monsters, its depths contain protomatter that powerful beings like great wizards and demigods can bend to their will to create demiplanes.

Your mission is to explore the Deep Ethereal and find a way there to claim the plane for yourself.

Reward:

For this feat you gain the perk **Lord of Ether** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Undeath,Travel,Crafts,Law,Magic,Secrets,Dreams,Knowledge, Spirits,Air, Cloud,Wind, Catastrophe, Plague, Animal,Decay, Dust, Toil and Swarm as well as granting you those domains for free.

You possess incredible abilities to create entire demiplanes and even dimensions where the rules of reality are under your control similar to realms like Xibalba and the Demiplane of Dread.

Furthermore, you are recognized everywhere as a ruler of ghosts and spiritual entities in general who will gladly follow you lead.

You also receive the **item Ethereal Plane** which is the entire Ethereal plane. All the inhabitants are loyal to you and you can easily create and enhance them. The Ethereal Plane will continue to accumulate the creations from the dreams of mortals as well as ghost and other spiritual entities in future jumps. The Deep Ethereal will also always contain more strange realms full of resources and creatures that are useful to you.

Finally, it shall always allow you to safely reach any sort of spiritual or elemental plane within the setting. Your Ethereal plane can’t be accessed without your consent.

Master of Dreams/Nightmares:

D&D/Pathfinder Gods jumpchain

There exists a realm in the Ethereal Plane in which the laws of physics and reality as you know it do not work as you expect, it is a realm of pure thought and imagination that creatures visit every time they sleep.

This is the dimension of Dreams and it shall soon face a dangerous threat. Perhaps it is a Night Hag Deity that will try to corrupt souls to add to her collection of larva or maybe a Demon Lord is planning on corrupting the souls of an entire World to try and drag the mortals into the Abyss or even the dreams of a powerful Abomination are driving people to madness and forming a cult that heralds the apocalypse.

Your task is to stop this threat from invading the Dreamscape.

Reward:

For this incredible feat you receive the perk **Dream/Nightmare Lord** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Dreams,Nightmares,Catastrophe,Fear,Rage,Travel,Corruption,Destruction, Wealth,Storms Secrets,Revenge, Catastrophe, Water and Weather as well as granting you those domains for free.

This also grants you rulership of all kinds of creatures originating from dreams,nightmares and similar mental/spiritual realms.

Furthermore, you find that you are capable of using your divine powers and/or your various energies to make dreams and nightmares real, this includes locations within the dream/nightmare, items and even creatures that you can grant true life. You still can't create something stronger than you without an external source of power though you may drain the dreamers 'imagination to power what you bring further.

Finally, you receive the item **Dreamland** which is the dreamlands themselves which contain all the dreams and nightmares of all creatures of the setting. This can be useful to gather secrets but also to manipulate dreams and influence entire civilizations. All the inhabitants are loyal to you and you can easily create and enhance them.

Your dreamlands can't be accessed without your express permission.

Chronomancer of History:

The Demiplane of Time also known as the Dimension of Time.

It is a mysterious plane intertwined with fate itself as well as a reliable method of time travel which if used for nefarious intent could have terrible consequences for entire worlds.

Soon, this plane will come under threat of a powerful fiendish entity that will try to use it to destroy all of history. Stop this threat once and for all.

Reward:

For this incredible feat you receive the perk Timelord which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Time,History,Chaos,Elf,Good,Patience,Nobility,Sun,Fire,Planning,Renewal Law,Death,Darkness,Knowledge, Evil,Dark Tapestry, Night,Stars, Travel, Exploration, Memory,Void, Nothingness and Fate as well as granting you those domains for free.

Your temporal manipulations are always innately superior to any opposing temporal manipulation such is your right. The better to protect time or perhaps destroy it if that is your wish.

You are also respected and recognized as a ruler by all entities related to time in this and future jumps.

Furthermore, you are innately aware of all temporal manipulations throughout the setting as well as steps to prevent them. This includes not only all uses of time stops but also time travel, time loops and places where time has been modified to flow differently from the rest of the multiverse.

Finally, you receive the **item Dimension of Time** which is the entire dimension of time with all its denizens loyal to you (what few natives are known include but isn't limited to the Vortex Spiders as well as the dreaded Hounds of Tindalos). You can easily create and enhance them.

The Outer One:

At the center of the Universe lies the court of Azathoth, the Primal Chaos who is surrounded by powerful lesser deities. Though mindless, it is an unknowable force of destruction that is served by Nyarlathothep.

Perhaps, you wish to take the place of a foolish entity that doesn't even know itself?

For this scenario, you must somehow obtain rulership over the Outer Gods.

Reward:

For this incredible feat, you obtain the perk **The Primal Chaos** which massively enhances all abilities,magics,powers,domains,portfolios etc… related to Madness,Earth,Strength,Caves,Ferocity,Strength,Chaos,Dreams,Destruction, Creation, Void, Entropy, Insanity, Music, Art, Sun ,Catastrophe, Nightmare, Decay, Disorientation, Darkness, Knowledge, Dark Tapestry, Night, Stars, Nature, Entropy, Undeath, Plant, Evil, Fear, Isolation, Death, Animal, Growth, Nothingness and Fertility as well as granting you those domains for free.

You have become truly immortal and unkillable on top of possessing the power to destroy and create entire universes even through simple dreaming.

You are recognized for your Eldritch Lordship/Ladyship wherever you go gaining the reverence and obedience of countless powerful eldritch beings and the worship of the mad and the alien.

Furthermore, your actions seem to have awakened Azathoth as a companion from its mindlessness, which led to taking a particularly attractive appearance with quite the spark in her heart for you.

Azathoth acts as a combination of the **Divine consort** and **Apocalyptic Friend** companion while still keeping the incredible destructive power Azathoth is known for.

Finally, you gain the **item** and **group companion Court of Azathoth** which is the court at the center of the Universe that Azathoth dwells in in whatever setting you go to. It comes with all the Outer Gods and Great Old Ones of the setting and will keep gaining new Eldritch Deities each jump you go to.

They are all loyal to you and you can easily create and enhance them.

A world of Mirrors:

An obscure yet impressive plane is the Plane of Mirrors. This plane exists behind every mirror and reflective surface of the multiverse from the Prime Material Plane to the Outer Plane and Inner Planes.

A troublesome feature of the plane however is that any traveler will find their mirror reflection there with a completely opposite alignment to their own which is only worsened by the fact that the only way for the mirror version to exit the plane is to kill the original.

It would seem that this happened to you as this scenario will force you to defeat your mirror self though thankfully, they seem unable to copy your jumper abilities.

Reward :

For this incredible feat, you receive the perk **Lord of Mirrors** all abilities,magics,skills,domains,portfolios etc related to Water,Mirrors,Reflection,Travel,Trickery,Dimensions,Secrets,Summoning,Law,Ice,Crystals,Glass, Light, Illusion, Mind and Truth are massively increased as well as granting you those domains for free.

You have become capable of travelling throughout the multiverse through any sort of reflective surface be it a mirror, a lake, an ocean, a window or even something as small as a drop of water for example.

Furthermore, you have gained the incredible ability to create and summon perfectly loyal mirror copies of other creatures as long as they aren't overwhelmingly stronger than you are. They also possess all the skills, abilities and knowledge of the original which makes them extremely useful for spying, infiltration or simply giving you, their knowledge.

Finally, you gain the **Plane of Mirrors as an item** with all its inhabitants loyal to you. You can easily create and enhance them.

The Plane will be connected to reflective surfaces everywhere in the setting allowing you to spy on people, travel anywhere with reflective surfaces or kidnap people through them for example.

Your Plane of Mirrors can't be accessed without your consent.

Ruler of Serpents:

D&D/Pathfinder Gods jumpchain

The scalykind pantheon is among the oldest of all pantheons with perhaps only the aberrations of the Far Plane older than them.

Their people may have fallen from hegemony but perhaps you wish to rule such a pantheon rich in history and knowledge?

Your task for this scenario is to become the ruler of all scalykind deities barring dragons.

Reward :

The perk **World Serpent :** All abilities,magics,skills,domains,portfolios etc related to Scalykind, War, Knowledge, Metal, Artifice, Nature, Sacrifice, Serpents, Reptiles, Lizardfolk, Nagas, Couatls, Troglodytes/ Xulgath, Yuan-ti, Serpentfolk, Fertility, Water, Revenge, Storms, Weather, Rage, Destruction, Creation, Oceans, Catastrophe, Dreams, Community, Protection, Scalykind, Defense, Dragon, Venom, Revelry, Family, Indulgence, Cycles, Procreation, Nobility, Demon, Leadership, Martyr, Saurian, Tactics, Civilization, Immortality, Poison, Caverns, Strength, Might, Resolve, Ferocity, Parasites, Renewal, Resurrection, Reincarnation, Magic, Rune, Charm, Arcane, Divine, Love, Lust, Wards, Naga, Passion, Glyph, Fertility, Snakes, Sorcery, Fate, Mind, Somnolence, Beasts, Predators, Hunt, Nightmares, Watery Death, Animal, Planning, Trickery, Venomous Creatures, Healing, Chaos, Peace, Learning, Parenthood, Poison, Illusion, Guardianship, Tyranny, Propagation, Survival, Swamps, Plant, Purification, Young Snakes, Good, Spells, Magical Life, Transcendence, Wisdom, Darkness, Dominion, Eclipses, Apocalypse, Slime, Hunger, Gluttony, Infinity, World and Death are massively increased as well as granting you those domains for free.

You are recognized as a ruler of reptiles except dragons wherever you go.

D&D/Pathfinder Gods jumpchain

You are an entity similar to the World Serpent as you represent the World and Nature itself which grants you tremendous influence and power over all aspects over the natural world anywhere you go.

You are also capable of creating aspects of yourself without weakening you that emphasize different aspects of your power and that you can modify to suit your needs such as creating a deity for Lizardfolks or Sarrukhs for example. Any growth they achieve feeds back into you as does any prayer targeted towards them.

Said aspects can also allow you to persist past your death and eventually resurrect/reincarnate yourself.

You will also find in this and future worlds that your reptilian worshippers shall always have a vast web of conspiracy wielding vast influence throughout the setting.

Finally, you receive the **item Ouroboros, Realm of reptiles** which is the combined form of the realms of every reptile deity aside from dragons in this and future settings. It contains many secrets, knowledge, ruins, trials, artifacts, loyal reptile creatures and deities as well as a flame that contains the knowledge of the entire setting much like Shekinester's own.

You can also take the scalykind pantheon as a group companion.

Ragnarok Ysgard:

It has happened, Fimbulwinter is upon us and Ragnarok is approaching.

The Jotun and the Aesir with their Einherjar are preparing for War with Loki's children struggling against their binding.

This war may prove to be the biggest one the plane of Ysgard has ever known and one way or another you will have to participate in and survive the war.

Reward:

The perk **Norse War God:** All abilities,magics,skills,domains,portfolios etc related to War,Air,Travel,Trickery,Fire,Cold,Sun,Destruction,Law,Chaos,Runes,Giants, Magic, Knowledge, Storm and Death are massively increased as well as granting you those domains for free.

This also grants you respect and reverence among all cultures and analogues of Norse Culture in this and future jumps.

Furthermore, you gain a sixth sense for Apocalypses and similar world-shaking events as well as an intuition on what to do to hasten or delay it.

Finally, you may companion anyone you sided with during the war and gain the entire **plane of Ysgard** as an **item** to rule over going forward with all its denizens loyal to you, you can easily create and enhance them.

You may take the Jotunn and Aesir Pantheon as companions for Free.

Save the Twin Paradises:

The Twin Paradises of Bytopia is a paradise between Lawful Good and Neutral Good, home to both the Gnome pantheon but also the House of the Triad with Ilmater, Torm and Tyr.

Soon, this place will fall under dire threat from a fiendish invasion and your task will be to save Bytopia from destruction

Reward:

For this incredible feat you receive the perk **Savior of Paradise** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Avarice, Craft, Envy, Gnome, Good, Protection, Trickery, Luck, Animal, Plant, Travel, Cavern, Earth, Metal, Illusion, Law, Arcana, Magic, Air, Destruction, Strength, Grave, Light, Healing, Knowledge, Planning, Forge, Pride, Fire, Chaos, Greed, Gluttony, Evil, Artistic expression, Construction, Forging, Twilight, Charity, Endurance, Humility, Temperance, Suffering, Perseverance, Nobility, Loyalty, Paladins, Guardians, Protectors, Zeal, Duty, Obedience, Patience, Justice, Storms, Water, Rain, Watchfulness, Defense, Dwarf, Hatred and Cold as well as granting you those domains for free**.**

You have also gained both the knowledge and power to create places much like Bytopia, paradises that remain nonetheless very well-defended from invaders. This also includes the ability to make into multiple interconnected layers with gravity that can reverse, the weather you want, the time-of-day storms and even making the layer glow for example.

You are also capable of easily creating and setting up/ maintaining portals to planes of Good/ Heavens and neutral planes like Outland much like the glowing pattern portals in the caverns of Bytopia.

Furthermore, the realms you manage can easily gather petitioners that are more than happy to do your bidding for such is the allure of the peace you can offer.

Finally, you get to take all of **Bytopia including the House of the Triad** with you. All its inhabitants are loyal to you and you can easily create and enhance them.

Collapse of Arcadia:

D&D/Pathfinder Gods jumpchain

The **Peaceable Kingdoms of Arcadia** represent an alignment between Lawful Neutral and Lawful Good, home to the Dwarfhome the Astral Dominion of the Dwarven Pantheon, some of the Mulhorand Pantheon as well as Dweomerheart realm of Mystra.

But all is not well in the Arcadia, for much like Nemaussus fell to Mechanus a force seems intent on corrupting the layer to fall into another plane which could be Mechanus, Limbo or even one of the lower planes.

Your task is to thwart this force and save Arcadia from falling.

Reward:

For this incredible feat, you receive the perk **Arcadian Savior** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Avarice, Protection, Crafts, Dwarf, Earth, Good, Law, Pride, Wrath, Family, Community, Healing, Cavern, Knowledge, Metal, Sloth, Chastity, Lust, Moon, Sloth, Fire, War, Destruction, Plant, Travel, Patience, Tempest, Water, Rune, Gluttony, Strength, Temperance, Magic, Mentalism, Evil, Animal, Chaos Trickery, Trade, Glory, Nobility, Sun, Life, Light, Repose, The Dead, Retribution, Radiance, Storm, Thunder, Rain, Water, Envy, Undeath, Death, Fate, Spells, Illusion, Luck and The Weave of Magic as well as granting you those domains for free**.**

You have also gained both the knowledge and power to create places much like Arcadia, orderly paradises that remain nonetheless very well-defended from invaders. This also includes the ability to make into multiple interconnected layers with gravity that can reverse, the weather you want, the time-of-day storms and even making the layer glow for example.

You are also capable of easily creating and setting up/ maintaining portals to planes of Good/ Heavens and neutral planes like Outland much like the portals of ivory and black steel shaped like flower trellises in Arcadia.

You are also capable of creating, innovating and maintaining even incredible celestial objects like the Orb of Day and Night that can rotate to illuminate at all times half of the infinite layers of Arcadia.

Furthermore, you are also extremely skilled in creating and maintaining war camps much like the ones found on the second layer of Arcadia. This is further helped by your divine skill in tactics and strategies that could allow you to easily claim entire layers of planes.

Finally, you get to take entire plane of **Arcadia** with you including the lost layer of Nemausus**.** All its inhabitants are loyal to you and you can easily create and enhance them.

Fey Hunt:

You jumper have been invited for a tremendous occasion, an opportunity to join and impress the renowned Wild Hunt of the Feywild/First World.

If you do particularly well who knows what rewards you may get?

Reward:

The perk **Fey Monarch** grants you rulership of fairies and similar fey beings in future worlds on top of a massive enhancement to abilities,magics,powers,domains,portfolios etc… related to Fey, Hunting, Trickery, Charm, Earth, Evil, Decay, Growth, Lust, Caves, Indulgence, Nature, Passion, Carnivorous Plants, Intrigue, Corruption, Air, Wind, Nobility, Travel, Sorrow, Night, Chaos, Martyr, Secrecy, Betray, Exiles, Shadows, Community, Strength, Family, Home, Resolve, Metal, Dreams, Might, Vigil, Endings, Statues,

Twins, Madness, Deception, Love, Thievery, Change, Disorientation, Passion, Laughter, Mischief, Transformation, Nobility, Repose, Ancestors, Insanity, Martyr, Memory, Introspection, Knowledge, Luck, Fate, Rune, Curse, Thoughts, Wards, Glyph, Truth, Time, Triplets, Complexity, Weather, Seasons, Secrets, Wanderers, Scalykind, Water, Oceans, Dragons, Venoms, Destruction, Vigil, Linnorms, Oceans, Spirals, Death, Arcane, Catastrophe, Divine, Entropy, Reincarnation, Darkness, Plants and Magic as well as granting you those domains for free.

You possess peerless manipulation and control of nature; This could allow you to turn even the most barren of wastelands into a thriving forest or turn a forest into a dangerous woodland full of dangerous magical beasts and fey creatures for example.

You also gain the entire **plane of the Feywild/First World** as an **item** to take with you in future jumps with all its denizens loyal to you, you can easily create and enhance them.

You may take the Seelie and Unseelie courts as well as the Eldest pantheon as companions for free.

Protect Creation's Forge/Positive Energy plane

The positive energy plane is the source of unborn souls within both the D&D multiverse and the Pathfinder multiverse.

This place is of such importance that no god is allowed to claim it for fear that they would gain dominion over all creation.

For this scenario, you will have to protect the positive energy plane from a nefarious threat that would seek to claim it, perhaps it is a lich who can't pass such an opportunity to gather souls for their phylactery, perhaps an Evil Deity

who wishes to gather more divine energy from souls or even an Elder Evil that would devour all souls they find.

Regardless protect the plane and you shall be rewarded.

Reward:

You receive the perk **Radiant Lord** which massive increase all abilities,magics,powers,domains,portfolios etc… related to Light, Souls, Creation, Healing, Life, Radiance and Positive energy as well as granting you those domains for free.

You also gain the ability to create blank souls from scratch, the better to populate the multiverse.

Your ability to wield positive energy is simply unsurpassed as you can use any amount of it to gravely wound and slay even the most powerful of beings. This also bypasses immunities that creatures such as jyoti would normally have to it.

Needless to say, this also makes you the greatest of all healers through your ability to wield incredible positive energy that can heal any wound and cure all ailments.

You are of course immune to the negative effects of positive energy and the negative effects of other forces of life, healing and creation.

Finally, you can take the entire **Positive Energy Plane/Creation's Forge** as an **item** with you with all its denizens loyal to you. You can easily create and enhance them.

Realm of Shadows:

The Shadowfell, a gloomy plane overlaying the material plane, it is a place of sorrow and melancholy where shadowy undead creatures as well as the sorrowsworn dwell.

But perhaps such a place could serve your goals? For this scenario, you must somehow lay claim to the Shadowfell.

Reward:

You receive the perk **Shadowlord** which allows you control of all shadows,darkness and shadow realms of existence. This perk also massively enhances all abilities,magics,powers,domains,portfolios etc… related to Darkness, Caverns, Pride,Knowledge,Deception, Night, Shadow, Loss and Sorrow as well as grants you those domains for free.

You are also capable of inflicting soul-crushing despair and melancholy onto creatures which can even twist them into monstrous creatures like the sorrowsworn loyal to you.

Furthermore, you are inured to feelings of loss and melancholy no matter the source though you keep your empathy.

Finally, as is your right you can take the entire **Shadowfell** as an **item** with you all its denizens loyal to you. You can easily create and enhance them.

Ruler of the Netheworld:

The Netheworld is much like the Shadowfell though it is home to the Velstracs/Kytons a race of fiends that consider torment as an artform.

Their leaders are known as **Kyton demagogues** and serve as inspiration for perfecting their art and being. Claim dominion over them and prove yourself the true master of pain.

D&D/Pathfinder Gods jumpchain

Reward:

You receive the perk **Hellraiser**, your ability to inflict damage and torment is transcendent.

You also know all the methods that can perfect and elevate beings especially the ones used by the kytons which updates every jump.

Furthermore, all your abilities,powers,magics,domains,portfolios etc… related to Evil, Law, Death, Water, Experience, Physical Merger, Community, Earth, Family, Metal, The Elderly, Fatalistic Insigts Ecstasy, Fleetingness, Incorporeality, Murder, Restoration, Resurrection, Undead Darkness, Pain, Healing, Ancestors, Fear, Leadership, Martyrs, Wind, Memory, Souls, Knowledge, Repose, Animal, Exploration, Fear, Feather, Fur, Travel, Invasiveness, Proliferation, Redundancy, Possibility, Revenge, Sanctuary, Void, Absolute Cold, Preservation, Slavery, Tyranny, Revolution, Freedom, Torture, Destruction, Liberation, Potential, Illusion of Freedom, Transcendence, Perfection, Mutation and Cold/Ice are massively enhanced and you gain those domains for free.

You may take the entire **Netherrealm/ plane of Shadows** as an **item** with all the kytons/velstracs loyal to you. You can easily create and enhance them.

The Forsaken:

The forsaken are a mysterious pantheon of evil demigods that have long since vanished.

Yet some among their worshippers known as the owbs can still make contact with them to become owb clerics that can grant spells to their followers.

Perhaps you would like to take their place instead?

D&D/Pathfinder Gods jumpchain

For this scenario, you must gain the status of Forsaken in some way to take over their worshippers and discover why they disappeared.

Reward:

The perk **The Forsaken One** massively enhances all your abilities,powers,magics,domains,portfolios etc related to Darkness,Evil,Madness,Trickery,Nightmares,Parasites,Ambition,Corruption, Shadows, Night, Vengeance, Imprisonment,Strangers, Lust, Loss, Memory, Loneliness, Emptiness, Felines and Violence as well as granting you those domains for free.

You gain the knowledge and ability to create, innovate and improve incredible shadow artifacts made by the Forsaken like the Cradles of Night which are shadow artifacts that grants the wearer agelessness and regeneration outside bright light at the cost of their souls being bound to the Forsaken upon dying.

You also gain the incredible ability to vanish and erase all traces of your and your allies' passing and existence. This is also paired with an incredible ability to design and spread esoteric occult rituals that can grant mortals the powers of divinity while serving your interests. You can of course design other occult rituals of incredible potency.

Furthermore, you may take the Forsaken pantheon along with their Owb prophets or otherwise and dark folk worshippers as companions or followers for free. You can easily create and enhance them.

Ruler of the Fearscape:

The Ethereal Plane is home to a race of fallen psychopoms now fiends known as the Sakhil.

These fiends relish inflicting terror upon mortals, capture souls and feed.

They are led by their pantheon known as **Sakhil Tormentors** from within the black ziggurat within the realm of Xibalba.

For this scenario, you must unite the sakhils and the ethereal plane under your rule.

Reward:

You receive the perk **Embodiment of Nightmares:** you are what the Sakhils tried to become fully realised, a creature more akin to Fear itself than any singular entity. This massively enhances all abilities,magics,powers,domains,portfolios etc… related to Evil, Fear, Animal, Strength, Ferocity, Rage, Brutality, Wild Animals, Death, Magic, Repose, Murder, Souls, Undead, Might, Pain, Swarm, Zeal, Nature, Decay, Domination, Hopelessness, Mortality, Abomination, Disorientation, Might, Time, Monsters, Catastrophic Decline, Detrimental Complacency, Luck, Deception, Curse, Thievery, Secrecy, Deadly Pranks, Stalkers, Sudden Death, Travel, Water, Weather, Rivers, Seasons, Storms, Lightning, Nature, Cold, Dust, Drought, Drowning, Starvation, Protection, Isolation, Loss, Night, Nothingness, Sorrow, Family, Empty Places, Pits, Artifice, Nobility, Judgement, Resolve, Toil, Change, Creation, Glyph, Confidence, Delusions of Authority, Doubt, Torment, Disorientation, Despair, Restless Spirits, Sadism, Knowledge, Introspection, Loneliness, Lost Time, Corruption, Memory, Thought, Passion, Naga, Emotional Manipulation, Emptiness, Ignorance, Plant, Earth, Fecundity, Overgrown Places, Psyochoactive plants, Air, Tyranny, Evisceration, Fatal Falls, Massacres, Moon, Sakhil, Fire, Indulgence, Avoiding Responsibility, Shifting Earth, Violence, War, Charm, Trickery, Torture, Memory, Nightmares, Darkness, Madness, Destruction, Catastrophe and Void as well as granting you those domains for free.

Your powers over Fear are great, you can terrorize even fearless creatures like the undead and the bravest of warriors. You can even manifest the fears of creatures and use them to create new sakhils and fiends loyal to you with powers reminiscent of the fear that birthed them.

You are also capable of wielding incredible powers fueled by Fear such as incredibly esoteric powers of darkness through the fear that all living beings feel towards darkness for example.

You may take the entire **Ethereal plane** as an **item** along with **the realm of Xibalba** with all the Sakhils loyal to you. You can easily create and enhance them.

Descent into the Void:

The Negative Energy plane also known as the Void, a mysterious plane inimical to life that is nonetheless a haven for the undead and where undead dwell necromancers aren't far behind.

It also houses mysterious ruins and temples of a time before an enigma that no sages can apparently elucidate.

For this scenario, you will have to brave the Void ruled by the nightshades also known as the Darvakkas, undead abominations born from the remains of outer planar creatures destroyed by the Void and their pantheon, of which little is known.

Reward:

You gain the perk **Void God,** grants you and massively increases your ability to channel negative energy as well as massively enhancing all abilities,powers,magics,domains,portolios related to

Apocalypse,Endings,Negative Energy, Destruction, Entropy, Undead,Darkness, Death and Void as well as granting you those domains for free.

Your ability to wield negative energy is simply unsurpassed as you can use any amount of it to gravely wound and slay even the most powerful of beings. This also bypasses immunities that creatures such as undead would normally have to it. You are of course immune to negative energy and other forces of death, entropy and annihilation.

Furthermore, you have become similar to the mysterious force behind the Darvakkas as you are capable of using negative energy to destroy and remake beings into creatures of the Void that are loyal to you. You can even enhance them to the level of divinity and beyond.

This is also further reinforced by your incredible planning ability such that you could outscheme even the most ancient of entities and your talent for hiding your traces such that no one in the setting would be capable of finding you or your traces if you didn't want anyone to find them.

You gain the **Negative energy plane** as an **item** with all the nightshades,undead etc… loyal to you You can easily create and enhance them.

It will fill with the ruins of past jumps as well as that of past iterations of your current multiverse. It also contains the untouched treasures of entire worlds and occult mysteries dating back from the dawn of time.

Guardians of the Boneyard/Fugue Plane

The Boneyard/Fugue plane the plane where all the mortal souls await judgement after their passing.

Yet the journey there is perilous with many creatures such as daemons and sakhils hunting down souls before they can be escorted to their judgement.

D&D/Pathfinder Gods jumpchain

For this scenario, you will have to protect souls from the depredations of fiends and other creatures, a difficult task considering the number of souls and soul eating fiends in existence at any one moment which can even reach the level of Elder Evils such as Kezef.

Defeat the Evil and your task will be considered complete.

Reward:

You receive the perk **Lord of the Dead** which makes you recognized as a fair judge,psychopomp and ruler of the afterlife regardless of where you go.

This also massively enhances all abilities,magics,powers,domains,portfolios etc… related to Death,Souls,Afterlife,Fate,Judgement,Reincarnation,Balance and Justice as well as granting you those domains for free.

You can also read and decide the fate of mortals as well as their reincarnation and where they go in their afterlives.

Finally, you may take the **Boneyard** and **Fugue Plane** as **items** along with its denizens, psychopomps including psychopomp ushers along with you. They are all loyal to you and you can easily create and enhance them

Apex Beast of the Depths:

The Fated Depths, an evil plane of Endless Ocean where the water is unholy and many leviathans of tremendous size hunt.

For this scenario, you must prove yourself the greatest predator of the depths.

Reward:

The perk **Beast of the depths** massively enhances all abilities,magics,powers,domains,portfolios etc… related to Evil,Water,Watery

Death,Destruction,Hunting,Law,Sharks,Tyranny,War,Strength,Ocean and Destruction as well as granting you those domains for free.

You are able to thrive in any sort of fluid be it unholy or holy water,acid or even lava for no fluid could ever damage you or impede you.

You also gain peerless control over water and oceans, allowing you to manipulate it as you will and even transform it into unholy water that is especially lethal to good and holy creatures.

Furthermore, you can summon and shapeshift into incredibly powerful aquatic beasts with potent abilities and magic like divinely powerful venom, powerful diseases or even deadly spells.

You can take the entire plane of the **Fated depths** as an **item** with you with all its denizens loyal to you. You can easily create and enhance them.

A decisive victory for Acheron:

The plane of Acheron holds a constant, pointless war between the goblinoid pantheon and the orc pantheon fought by both the gods and their petitioners. It has gone on for long enough.

For this scenario, you must achieve a decisive victory in the endless war between goblinoids and orcs.

Reward:

You gain the Perk **Orc and Goblinoid's Glory**:

All orcs and goblins as well as their gods will fear and respect you for your deeds.

Your martial skill and strategic ability are massively enhanced, as is your stealth and talent for ambushes.

D&D/Pathfinder Gods jumpchain

All abilities,powers,magics,domains,portfolios etc… related to Evil,Law,Chaos,Darkness,Ambushes,Stealth,War,Strength,Tyranny,Goblinoids, Orcs,Disease, Fertility, Cavern,Wisdom and Fear are massively enhanced and you gain access to those domains for free.

You can take the entire **plane of Acheron** as an **item** with you with all its denizens loyal to you. You can easily create and enhance them.

Taking over the Caverns:

The Dismal caverns, an endless network of tunnels stretching in all directions.

Home to the evil god of the Illithids/mindflayers Illsensine as well as the drow god Ghaunadaur and the Great mother of the Beholder race.

Perhaps you had like to take charge instead?

For this scenario you have to take control of the entire plane of the Dismal Caverns.

Reward:

The perk **Cave God:** massively enhances all abilities, magics, powers, domains, portfolios etc… related to Evil, Chaos, Law, Knowledge, Caverns, Hunger, Magic, Tyranny, Death, Destruction, Mind/Mentalism/Psionics, Slimes, Oozes, Hatred, Strength, Fertility and Drow as well as granting you those domains for free.

You also gain peerless control over earth, the underground and caverns, allowing you to manipulate it as you will and even change the direction of tunnels, open, close and collapse them as you will. You can also transmute stone into various precious minerals

Furthermore, you can summon and shapeshift into incredibly powerful abominations, fiends, slimes and oozes with potent abilities and magic like divinely powerful psionics, powerful acid or even deadly spells.

You also get to take the entire plane of the **Dismal Caverns** as an **item** with you. All its denizens are loyal to you. You can easily create and enhance them.

Overthrowing the Tyrant (Banehold):

The Barrens of Dooms and Despair also known as Banehold serve as the realm of the evil god of Tyranny Bane as well as his allies.

Perhaps this upstart has gone unchallenged for long enough.

For this scenario, you must defeat Bane and conquer his realm.

Reward:

You receive the perk **Tyrant God** all your efforts,abilities,powers,magics,domains,portfolios etc… related to Evil,Law,Domination,Torment,Tyranny,Poison,Plague,Authority/Ambition,Order and Strife/Fear are massively enhanced in power and scope as well as granting you those domains for free.

This also grants you incredible fortune and a massive increase in abilities, powers and skills when acting to subjugate/dominate others as well as when you strive to gather more power as befits a Tyrant.

You gain the entire **Barrens of Dooms and Despairs** as an **item** as your plane to do with as you see fit with all its denizens loyal to you. You can easily create and enhance them.

Secrets of Pandemonium:

The plane of Pandemonium scoured by winds that drive people to madness.

D&D/Pathfinder Gods jumpchain

It is said that in its depths lie vaults hidden by ancient powers containing powerful artifacts,monsters and perhaps entire cosmologies but also dangerous guardians and traps.

For this scenario you must find a secret artifact within the vaults on the fourth layer of pandemonium lost since time immemorial.

Reward:

You gain the perk **Pandemonium King/Queen**, you can manipulate the wind at will, your winds can drive people to madness no matter their willpower or mental fortitude.

You can find even the most well-hidden artifacts and creatures.

It also massively enhances all abilities,powers,magics,domains,portfolios etc… related to Chaos,Evil,Planning,Hunting,Destruction,War,Wrath,Darkness,Destruction,Storms,Air,Cold,Secrets,Caverns and Madness as well as granting you those domains for free.

You can take the entire plane of **Pandemonium** as an **item** with you, it is said that its vaults hide powerful artifacts, monsters perhaps even entire cosmologies but also dangers in equal measure. The plane will keep gathering more hidden, forgotten artifacts, monsters and cosmologies in future jumps.

Regardless the inhabitants are loyal to you, you can easily create and enhance them and you know everything that happens within your plane.

Gehenna:

The Bleak Eternity of Gehenna one of the two planes where yugoloths can be most commonly found alongside the Gray Wastes of Hades.

It is a realm of volcanoes, a realm of exiled Archfiends so hostile that even Lesser Deities wouldn't want to dwell here but perhaps you are different?

For this scenario, you must claim complete dominion over the plane of Gehenna.

Reward:

You gain the perk **Lord of Gehenna** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Barghests,Protection,Traps,Trickery,Volcanoes,Night,Stealth,Knowledge, Mentalism, Rune, Secrets, Caverns, Destruction, Hatred, Retribution, Necromancy, Undeath, Death, Magic, Chaos, Law, Envy, Pride, Avarice, Ice and Cold as well as granting you those domains for free**.**

You also gain peerless control over fire, lava and volcanoes allowing you to manipulate it as you will and even causing volcanic eruptions or stopping them. You can also control the gravity of the volcanoes, fire and lava you create so that they may pull or push your foes in certain directions.

Furthermore, you can summon and shapeshift into incredibly powerful barghests, fiends and shapeshifters with potent abilities and magic like divinely powerful poisons, powerful fiendish elemental abilities or even soul devouring to grow stronger.

You of course get to keep the **plane of Gehenna** as an **item** as your property in future jumps with its denizens loyal to you. You may freely create and enhance them.

Finally, you may freely companion any deity whose divine realm is in Gehenna.

Trial of the Mordinsamman

The Mordinsamman is the dwarven pantheon led Moradin, greater god and chief of the pantheon. He is the God of Creation and Crafts as well as the entire dwarven race.

Your task is to create an item of such incredible craftsmanship that is impresses even Moradin himself. This could be a weapon that you forge, a building you create or a particularly exquisite piece of jewelry for example.

Reward:

For this incredible feat, you receive the perk **Dwarven Meister** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Avarice,Protection,Crafts,Dwarf,Earth,Good,Law,Pride, Wrath, Family, Community, Healing, Cavern, Knowledge, Metal, Sloth, Chastity, Lust, Moon, Sloth, Fire, War, Destruction, Plant, Travel, Patience, Tempest, Water, Rune, Gluttony, Strength,Temperance,Magic, Mentalism, Evil, Animal, Chaos Trickery, Trade and Luck as well as granting you those domains for free**.**

This also makes you a superlative dwarf with a peerless divine level of skill in mining, crafting, building and warfare.

You are also possessed of a divine willpower and determination that can allow you to rapidly improve yourself especially in dwarven matters such as mining and crafting but also in the defense of your home.

This makes you incredibly fortunate in both unearthing extremely useful materials but also in using them to forge incredible items that would be the envy of the Gods much like Mjolnir and the Bifrost.

Furthermore, wherever you go you shall be deeply revered by any and all dwarves and creatures related to them.

Finally, you get to take the entire dwarven pantheon as well as their home of **Dwarfhome** in Mount Celestia with you in future jumps. They are all loyal to you and you can easily create and enhance all kind of dwarves and they are all loyal to you.

A gnomish tale

The Lords of the Golden Hill is the title by which the gnomish pantheon is known. They are led by Garl Glittergold and aside from Urdlen, they all dwell within the plane of the Golden Hills in Bytopia.

Your task is to impress the various gnomish gods with pranks, jokes and skills such even Garl himself would be hard pressed to match you.

Reward:

For this incredible feat you receive the perk **Joker of Gods** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Avarice,Craft,Envy,Gnome,Good,Law,Protection,Trickery, Luck, Animal, Plant, Travel, Cavern, Earth, Metal, Illusion, Arcana, Magic, Air, Destruction, Strength, Grave, Light, Healing, Knowledge, Planning, Forge, Pride, Fire, Chaos, Greed, Gluttony, Evil, Hatred and Cold as well as granting you those domains for free**.**

You are a superlative gnome possessing not only boundless creativity, curiosity and innovative spirit but also a peerless divine level of skill in illusions, trickery and crafts.

This also makes you an incredible trickster with absurd luck and shall we say plot armor such that like Garl you could discover an entire race that would worship you by going on a walk or free entire races from oppression by sheer

happenstance and quick-thinking like how Garl freed the gnomes from Kurtulmak's yoke.

Furthermore, wherever you go you shall be deeply revered by any and all gnomes and creatures related to them.

Finally, you get to take the entire gnomish pantheon, their realm of the Golden Hills and all of Bytopia with you. They are all loyal to you and you can easily create and enhance all kind of gnomes all loyal to you.

Feast of the Halflings

The halfling pantheon is known as Yondalla's children for they are led by and protected by Yondalla as the chief goddess of the pantheon. They reside in Venya, the third layer of Mount Celestia.

Your task is to whip up a feast and plan a party that will impress even Yondalla herself.

Reward:

For this incredible feat you receive the perk **The Provider** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Family,Protection,Glutonny,Good,Family,Halfling,Law,War, Chaos, Knowledge, Luck, Trickery, Air, Charm, Sloth, Lust, Plant, Death, Earth, Repose, Temperance, Community, Avarice, Generosity, Nature and Tempest as well as granting you those domains for free**.**

You are a superlative halfling possessing not only boundless generosity, joy and creativity but also a peerless divine level of skill in diplomacy, thievery, trickery and crafts.

This also makes you an incredible trickster with absurd luck and shall we say plot armor such that like Brandobaris you could steal even from your fellow gods with your charm and wits allowing you to get away with it. And much like Yondalla, you could steal even metaphysical things like personality traits to create an entire race or elevate something like a fey brownie into the progenitor of an entire race like the halflings that would worship you.

Furthermore, much like the halflings you excel at avoiding the notice of enemies and even when facing enemies, you find that they tend to grossly underestimate you and your forces. This is compounded by your incredible ability to lead your fellows into war while making full use of their abilities, stature and the environment.

Wherever you go, you shall be deeply revered by any and all halflings and creatures related to them.

Finally, you get to take the entire hafling pantheon, their realm of the Green Fields with you. They are all loyal to you and you can easily create and enhance all kind of halflings.

Ruler of the Elves

One of the oldest and most respected of pantheons is the Seldarine, the gods of the elves who have lived through many a divine war who dwell in the plane of Arborea on the layer of Arvandor.

Their leader is Corellon Larethian a paragon of skill, magic and combat.

Your task is to impress the pantheon including Corellon with your skills and magic.

Reward:

For this incredible feat you receive the perk **Ruler of all Elves** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Chaos,Elf,Good,Magic,Pride,Protection,War,Hope, Plant, Renewal, Knowledge, Zeal, Air, Animal, Storm, Ocean, Water, Luck, Law, Sloth, Trickery, Charm, Lust, Pleasure, Pleasure, Patience, Time, Fey, Illusion, Dream, Moon, Travel, War, Nature, Tempest, Light, Healing, Ice, Stars, Fire, Earth, Metal, Arcana, Forge, Retribution, Wrath, Sun, Grave, Life and Cold as well as granting you those domains for free**.**

You are a superlative elf possessing not only boundless skill, magical talent and beauty but also a peerless divine level of skill in druidism, archery, magic, arts, music, poetry, combat and warfare.

This also makes you an incredible creator and preserver capable of creating and preserving races with incredibly long lifespans and talent in magic much like the elves.

This is further helped by your incredible mastery of nature and cycles of resurrection much like Corellon created the elves from primal spirits and with Sehanine Moonbow created the cycle that allows elves to return to Arvandor once their time has come. This would allow you to create entire race like the elves that would worship you.

This isn’t your only ability as your skill and talent in those arts held dear by the elves like warfare, magic, music, arts and poetry are even greater than Correlon. This is to the point that you could easily defeat even the most fearsome of foes like greater deities of War like Gruumsh and surpass even other Gods in matters of magic and arts.

Furthermore, much like the elves you excel at creating hidden sanctuaries and communities that can remain hidden from enemies and unwary travelers for

eternity. This could allow you to create mystical islands forever shrouded by mists that confound senses as well as places that teleport people you grant permission to your holdings by accomplishing certain actions like speaking a password or stepping into a circle of plants for example.

Wherever you go, you shall be deeply revered by any and all elves and creatures related to them.

Finally, you get to take the entire Seldarine pantheon and their realm of Arvandor with you. They are all loyal to you and you can easily create and enhance all kind of elves.

Claiming the Demonweb

The Dark Seldarine are led by Lolth who was once Correllon's consort. The gods of the drows are capricious and cruel entities with the notable exception of Eilistraee who wishes to redeem the drows.

Your task for this scenario is to somehow usurp Lolth's control over the Dark Seldarine perhaps by slaying her, imprisoning her or somehow persuading her to yield to your leadership through impressive schemes.

Reward:

For this incredible feat, you gain the perk **Eminence of the Dark Seldarine** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Nature, Beauty, Fertility, Trickery, Hedonism, Travel, Light, Life, Chaos, Evil, Secrets, Good, Lust, Moon, Portal, Hunt, Night, Elf, Magic, Death, Envy, Pride, Retribution, Undeath, Arcana, Spider, Drow, War, Wrath, Avarice, Thievery, Tempest, Rebellion, Assassination, Illusions, Lies, Luck, Caverns, Slime, Hatred,

Darkness, Demonic and Destruction as well as granting you those domains for free.

Furthermore, you will that much like Lolth you are talented at both bouncing back from setbacks and are an extremely skilled and fortunate schemer.

This also extends to an incredible ability to devise and put in place methods to increase your power much like how Lolth ascended from Intermediate Deity to Greater Deity.

You are also extremely skilled in forming alliances and pantheons with other evil gods including primordial entities like Ghaunadaur who may find you extremely attractive.

Finally, this makes you recognized as a ruler of all elves that have fallen from grace as well as similar fallen fey creatures.

You also gain the **Demonweb pits** as an item with all its inhabitants loyal to you, you can easily create and enhance them.

You may also take the **Dark Seldarine** as a group companion with you as their unquestioned leader.

A New Ordning

The Ordning is the pantheon of the giants who much like the Dwarven pantheon is bound not simply by racial loyalty but by familial bonds.

Your task is to somehow gain leadership in this group by gaining the recognition of all its members including Annam the All Father who has taken a step back from the affairs of the pantheon.

Reward:

For accomplishing such an incredible feat you have gained the perk **Prime of Giants** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Life, Nature, Animal, Family, Childbirth, Agriculture, Good, Moon, Plant, Sun, Tempest, Sea, Chaos, Protection, Storm, War, Weather, Sky, Knowledge, Trickery, Pride, Control, Death, Evil, Mentalism, Rune, Cavern, Earth, Healing, Temperance, Hatred, Hunting, Combat, Light, Peace, Strength, Mercy, Forgiveness, Beauty, Love, Cold , Destruction, Magic, Forge, Craft, Fire, Law, Deformity, Pleasure, Retribution, Winter, Cold, Fury, Fertility, Giants, Greed, Ogres, Trolls, Magic, Creation, Learning and Philosophy as well as granting you those domains for free**.**

Furthermore, you also possess tremendous powers of creation much like Annam. This could allow you to create and/or create entire planes of existence much like the Prime Material Plane and the Inner Planes.

Finally, you are recognized everywhere as a ruler of giants and their ilk be they brutish giants, warlike Jotuns or even the most ancient of Titans.

You also gain **Jotunheim** as an item with all its inhabitants loyal to you, you can easily create and enhance them.

You may also take the **Ordning** pantheon with you as a group companion.

Here Be Dragons

The Draconic pantheon is led by Io also known as Asgorath a god said by some to have created the multiverse.

Your task is to somehow become the leader of the pantheon through both strength and wisdom.

Reward:

For this incredible feat you receive the perk **Concordant Dragon** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Dragon Magic ,Magic, Mischief, Pranks, Trickery, Chaos, Destruction, Fire , Renewal, Evil, Dragon, Planning, Scalykind, Greed, Selfishness, Death, Fate, Knowledge, Time, Law, Necromancy, Undeath, Dragonkind, Dragonness , Good, Humor, Charm, Learning, Invention, Pleasure Illusion, Luck, Trade, Travel, Rune, Mercy, Life, Family, Strength, Sun, Healing, Protection, Cavern, Metal, Wealth, Status, Acquisitiveness, Mind, Night, Secrets, Psionics, War, Air, Cold, Nobility, Storm, Pride, Greed, Tyranny, Avarice, Wrath, Spell, Balance, Peace and Creation as well as granting you those domains for free**.**

Furthermore, you are recognized as the ruler of dragons wherever you go.

You also possess tremendous powers of creation like Asgorath which may or may not be because you have become an Overgod. You could even create an entire multiverse and races as powerful and diverse as dragons themselves.

You are capable of creating any and all sorts of dragons that have ever existed, will exist and/or may or may not exist.

You are also a being of all alignments like Asgorath removing any drawback you may face due to alignments.

You possess tremendous ability to act in ways that allow you to accomplish your goals and manipulate events without anyone ever suspecting your involvement.

Finally, you gain the **Dragon Eyrie** as an item with all its inhabitants loyal to you, you can easily create and enhance them. The Eyrie will keep gathering

dead dragons and draconic deities from across the setting thus making it the holiest of places to their kind.

You can also take the **Draconic pantheon** as a group companion.

Walk like a Pharaoh

The Mulhorandi pantheon is one that chose to travel to Toril to follow their kidnapped worshippers and free them from slavery.

Your task is to become the leader of the pantheon instead of Ra or Horus, perhaps by proving yourself worthier than him or by defeating a dreaded foe of the pantheon like Apophis.

Reward:

For this incredible feat, you receive the perk **Pharaoh of the Gods** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Life, Light, Wind, Sun, Kings, Storms, Rain, Avarice, Cavern, Craft, Earth, Protection, Sky, Strength, Chaos, Good, War, Conflict, Physical Prowess, Trade, Death, Grief, Grave, Nature, Law, Plant, Repose, Retribution, Pride, Harvest, Justice, Agriculture, Love, Marriage, Family, Lust, Magic, Water, Knowledge, Humility, Luck, Rune, Spell, Travel, Invention, Secrets, Tempest, Envy, Hatred, Wrath, Scalykind, Air, Darkness, Murder, Night, Poison, Rot, Destruction, Desert, Drought, Betrayal, Ambition, Snakes, Creation, Charm, Lust, Pleasure, Sloth, Community, Fate, Moon, Dance, Motherhood, Luck, Music, Judgement, Glory, Rulership, Nobility, Vengeance, Radiance, Crocodiles, Animal and Gluttony as well as granting you those domains for free**.**

Furthermore, much like Horus, you will find that not only are you an incredible fighter and ruler but you also have incredible blessing that will see you easily

amass tremendous power and influence perhaps by finding potent artifacts or by receiving the powers of the chief deity of a pantheon.

You will also be recognized as the ruler of any and all pantheons that are even slightly similar to the Egyptian pantheon.

You also gain **Heliopolis** as an item with all its inhabitants loyal to you. You can easily create and enhance them.

You may also take the **Egyptian pantheon** with you as a group companion.

King of Babylon

Much like the Mulhorand pantheon, the Untheric pantheon also followed their kidnapped followers to free them from enslavement at the hands of the Imaskar.

Your task in this scenario is to become the leader of the untheric pantheon, taking Enlil or his son Gilgeam's place as their head perhaps by helping their followers with their Tiamat cultist problem.

Reward:

For this amazing feat you have gained the perk **Ruler of Heaven** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Avarice, Envy, Retribution, Fate, Law ,Wrath ,Travel, Good, Luck, War, Death, Earth, Evil, Cities, Wind, Thunder, Storms, Rain, Greed, Pride, Scalykind, Law, Tyranny, Pride, Trickery, Fire, Magic, Love, Summer, Strength, Animal, Plant, Nature, Moon, Chaos, Planning, Protection, Sun and Air as well as granting you those domains for free**.**

Furthermore, you will find that much like the Untheric pantheon you are tenacious and capable of bouncing back even from the near total annihilation of your pantheon.

You are also recognized as a ruler in every place that holds civilization even remotely similar to Unther and Babylon.

Finally, you gain **Zigguraxus** as an item with all its inhabitants loyal to you. You can easily create and enhance them.

You may also take the **Untheric pantheon** as a group companion.

Ruler of Disaster

The Gods of Fury is the Faêrunian pantheon of chaotic destructive deities related to dangerous weather events and nature in general.

Traditionally led by Talos, your task is to become ruler in his stead perhaps by showcasing a truly spectacular amount of destructive power.

Reward:

For this incredible feat, you receive the perk **The Destroyer** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Tempest, Chaos, Destruction ,Envy ,Evil ,Gluttony ,Ocean ,Pride , Storms , Water , Watery Death, Wrath, Fire, Nature, Air, Cold ,Animal , Bestial, Hunt, Moon, Strength, Lycanthropes and Bloodlust as well as granting you those domains for free**.**

Furthermore, your bond to disasters has massively enhanced all your perks, abilities, magics etc… not only massively improving their scope and precision but also allowing you to bypass any and all immunities and defenses your targets may have.

This is coupled with a divine intuition that aids you in causing the greatest amount of damage with the least effort possible.

This also makes you recognized as a destroyer wherever you go with all but those much stronger than you offering you tribute lest they face your wrath.

You also gain the plane of **Fury's Heart** as an item with all its inhabitants loyal to you. You can easily create and enhance them.

Finally, you may take the **Gods of Fury** as a group companion.

Ruler of Undeath:

Many are the evil deities that make use of undead or are undead themselves such as Orcus as Tenebrous, the liches Vecna and Mellifleur, the undead Drow goddess Kiaransalee, the ghoulish doresain or the goddess Urgathoa.

Your taks is to become the undisputed ruler of the undead, a difficult task since deities of undeath are known to be both vengeful and tenacious.

Reward :

For this incredible feat, you gain the perk **Undying Lord** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Death, Evil, Magic ,Strength ,Necromancy ,Gluttony ,Indulgence ,Blood , Daemon , Divine , Ferocity, Murder, Plague, Undead, Decay, Swarm, Chaos ,Knowledge , Evil, Demon, Memory, Vampires, Ghouls, Vigil, Madness, Disorientation, Liches, Nightmares, Bloodlust, Animal, Chaos, Darkness, Trickery, Corruption, Secrets, Animal, Destruction, Protection, Beastmaster, Deception, Fear, Fur, Moon, Domination, Mind, Mysticism, Pestilence, Summoning, Negative Energy, Energy Drain, Exhaustion, Sloth, Abomination, Night, Drow, Pride, Retribution, Envy, Glyph, Perfection and Tyranny as well as granting you those domains for free.

D&D/Pathfinder Gods jumpchain

You are a divine genius of undeath not only capable of creating and improving undead even to the level of divine entities but also in creating, repairing and innovating necrotech which is technology that uses the parts of (un)dead be they physical or spirituals like souls. You are even capable of removing weaknesses from your undeads such as their weakness to holy artifacts or to silver for example.

All undead you meet automatically defer to you and you can even raise the holiest of corpses into your undying undead servant.

You also receive the **Wand of Orcus** as an item that massively improves all your abilities, magics, domains, perks etc… related to death and undeath but it can also be used to resurrect you like the **Divine Weapon item** and like Orcus returns from death.

This version is unbreakable, scales with you as you grow stronger and can only be used by people you approve of.

Furthermore, you possess the same tenacity and fortune as deities of undeath like Orcus, Vecna and Kiaransalee which not only allows you to rapidly gain power and powerful artifacts but even in the face of your defeat you would be capable of resurrecting yourself as an undead and bouncing back such that you could find a potent magic that would allow you to rampage and murder dozens of gods. Not to mention how you can recover from such a state and return to life easily.

Finally, you gain the item **Thanatos, realm of the Dead** which not only contains all the forces of Orcus but has also fused with the realms of all deities of undeath in both this and future settings. All its inhabitants are loyal to you, you can easily create and enhance them. This realm will always contain more

undead, corpses and artifacts related to death and undeath for you to experiment on.

You can also gain as companions the **Gods of undeath** if you want.

Ruler of Oblivion:

The divs are a race of evil genies ruled with an iron fist by their leader the Div Lord Ahriman who wages constant war against both the Riders of the Apocalypse and mortals alike.

But what if you wanted to rule over them?

For this scenario you must defeat Ahriman and take over the divs as their leader.

Reward:

You gain the perk **Lord of Oblivion** which grants you a massive enhancement to all abilities,magics,powers,domains,portfolios etc… and control over Evil,Divs,Oblivion,Destruction,Death,Trickery,Darkness,Nihilism, Catastrophe, Fear, Loss, Rage, Nothingness and Heresy as well as granting you those domains for free.

You possess incredible powers over Oblivion, Destruction and Nihility that can allow you to destroy anything and slay anyone as long as you strike a killing blow, bypassing all forms of immortality, protections and invincibility.

Said powers can also be used to create forms of life loyal to you that hasten destruction such as the demonic azir dragons or the undead ghuls. This also includes the ability to curse entire races such that when certain conditions are fulfilled, they are transformed into a new form loyal to you similar to the curse that transforms janni-kind into the undead ghul loyal to Ahriman.

Furthermore, anything you kill can be instantly reanimated as an undead loyal to you.

You are capable of granting wishes and excel at twisting them such that they bring nothing but ruin to the wishmaker and the people around them.

This is paired with an incredible mind capable of planning for eons in grand plans to set up the annihilation of countless worlds through a myriad plans and servants of yours.

You also get to take all the divs with you as companions or followers, they are loyal to you and you can easily create and enhance them.

Riders of Abaddon

The daemons, a race of nihilistic soul eating fiends that reside on Abbadon despised by all but the most nihilistic and evil beings.

Their leaders numbered four are known as the riders of the Apocalypse. These include Trelmarixian rider of Famine,Szuriel rider of War, Apollyon rider of Pestilence and Charon rider of Death.

And yet there exists a secret fifth rider the original Daemon known as the Oinodaemon betrayed by his creations and locked in a tower where only the riders are allowed.

It is said that the dim sun of the plane of Abaddon is but one of the eyes of this being.

For this scenario, you must defeat the riders in order to assume rulership over all daemons.

Reward :

You gain the perk **Lord of the Apocalypse:**

D&D/Pathfinder Gods jumpchain

You are the Oinadaemon reborn capable of devouring souls to take their power for yourself as well as creating daemons and raising them to the exalted status of rider of the Apocalypse.

All abilities,magics,powers,domains,portfolios etc… related to Evil, Apocalypse, Magic, Lust, Thought, Lechery, Love Potions, Obsession, Trickery, Arcane, Divine, Magical Catastrophes, Liches, Immortality, Murder, Mutilation, Skinning, Trophy taking, Animal, Liberation, Fur, Rage, Animal Attacks, Coup, Revolution, Community, Resolve, Dehumanization, Disposal, Euthanasia, Trickery, Rune, Deception, Language, Broken Deals, Fine Print, Unfair Bargains, Artifice, Construct, Metal, Toil, Lightning, Electricity, Gunpowder, Poisonous Metals, Repose, Nothingness, Tyranny, Secrecy, False Worship, Religious Corruption, Failed Martyrdom, Plant, Storms, Invasive species, Extinction, Natural disaster, Regression, Reversion, Savage Revenge, Travel, Wind, Nightmares, Quartering, Trampling, Ash, Smoke, Explosions, Pyromaniacs, Immolation, Nobility, Fear, Leadership, Slavery, Hobbling, Lobotomizing, Love, Anxiety, Coddling, Smothering, Disorientation, Family, Protection, Sorrow, Freedom, Rebirth, Rites of Passage, Transformation, Isolation, Aging pains, Organ Failure, Senility, Caves, Basements, Closets, Delusions of Safety, Glory, Healing, Heroism, Resurrection, Flagellation, Repression, Self-denial, Cannibalism, Secret Messages, Starvation, Oceans, Castaways, Foul Waters, Cyclical Revenge, Crusades, Intolerance, Charm, Exploration, Abduction, Strangers, Sweets, Fear of Aging, Radical Routes to Immortality, Wills, Growth, Fungi, Infected Wounds, Rot, Flotsam, Indulgence, Wealth, Befouled sewers, Cesspool, Rat catchers, All-consuming Greed, Luck, Fate, Falling, Nonmagical Flight, Projectiles, Torture, Pain, Festering injuries, Maggots, Parasites, Body Modification, Destructive Vanity, Pins, Zeal, Star, Arson, Burning Alive, Cremation, Oblivion, Ruin, Death, Daemon, Ice, Memory, Undead, Water,

D&D/Pathfinder Gods jumpchain

Earth, Fire, Air, Knowledge, Catastrophe, Plague, Decay, Swarm, Darkness, Destruction, Loss, Night, Madness, Weather, Insanity, Seasons, Strength, Blood, Ferocity, Tactics, Ambition, Might, Souls, Devouring, Entropy, Death, War, Famine and Pestilence for free are massively enhanced and you gain those domains for free.

You are a peerless genius in the ways of ruin, oblivion and death as your mind is capable of creating, innovating and improving all sorts of methods, items and abilities to bring death and annihilation. You already know how to create all the various plagues and entities created by the efforts of the Horsemen like the urdefhans but also incredible artifacts like the one created by Charon that aged an entire world's civilization into dust.

You also know how to create the terrifying weapons of mass destruction built by the Riders of War as well as the method Szuriel used to forge Daemonic harbingers like Zelishkar and then promote him from being the embodiment of the misery of a funeral pyre that burns the dead from wars to becoming the embodiment of all hateful, sadistic purposes of fire.

You also know and can create the various parasitic creations of the Riders of Famine. They can be used as backups in case of your or someone else's death on top of allowing you to spy on anyone that has received such a "blessing". You can similarly infect others with your essence which can influence their actions, allow you to spy on them and influence their rise to power.

The plagues are potent enough that the prior Horseman of Pestilence who disappeared under unclear circumstances apparently left entire realms of the Maelstrom plagued by diseases that could infect the fabric of reality itself. They can even outlive the plague bearers themselves.

This also extends to the creation of traps and prisons of eternal tortures like the Mire of Broken Angels that contains an imprisoned angelic host forever barred from the release of Death.

You are also skilled at rewriting history in the places you own/rule such that you could hide the existence of beings that were instrumental to those places' creation as well as erasing all traces of your predecessors for example. This also includes the ability to bind your rivals into lesser forms and even bind a deity like the Bound Prince/Oinodaemon for eternity while drawing power from them.

Finally, you gain the entire **plane of Abaddon** as an item **with** all its resources and inhabitants loyal to you, you can easily create and enhance them.

This includes a clock that may very well mark the time left before the Oblivion of everything.

The End of Everything (Endjump scenario):

The End has come Jumper, all the various evils and apocalyptic beings are rising and breaking free of their shackles. The multiverse is at an end and the End Times are upon us.

For this scenario, you must survive the End Times while protecting your faithful.

Reward:

As the new multiverse is dawning, you are granted a meeting the Luminous Being that rules over Ao.

But something is wrong, as they remove their hood, you realize that you are looking at yourself and that you have been writing your own story.

D&D/Pathfinder Gods jumpchain

You gain your **Jumpchain spark** or can **spark** at **any time you want in the future**.

Finally, you may take the entire **D&D/Pathfinder setting** as an **item** with all its denizens loyal to you.

Ending :

Go Home

All adventures must end and so you choose to go Home keeping all your various perks, powers, items and properties. I am sure you will have quite the tale to narrate back home.

Stay

After so long you have found the place where you belong and choose to stay with your faithful and fellow gods.

Leave

You have tasted divine power and explored a vast multiverse but you know that there is always more to see. You move on to other multiverses and possibilities.

Credits

/u_Pokebrat for inspiring many general perks and items with his incredible generic Divinity jumpchain

Link to the Generic Divinity Jump drive :

https://drive.google.com/drive/folders/1amujH9D0jPlRtwfCgabPJdZwTbJ9lbRA?tid=0B20r6rsFLOg_Zk5RdVdya3hJNnc

D&D/Pathfinder Gods jumpchain

Image from :

https://pathfinderwiki.com/wiki/File:Gods_%26_Magic_cover_clean.jpg

Notes :

Yes, your various planes,realms etc can serve as afterlives to both your faithful and souls of the alignment you wish, with the petitioners either appearing as they did in life or becoming a native entity of the plane at your discretion.

Yes, the various scenarios allowing you to take the planes do allow you to take whatever named entity within the realm as companion/follower for free.

Domains have synergy with certain perks such as a beauty domain with Divine beauty, a life domain with Creator god …

Divine rank doesn't determine the outcome of fights, as the defeat of the lesser drow deity of thievery Vhaeraun at the hands of the demigod of battle prowess Selvetarm shows. Combat skills and perhaps domains/portfolios matter more than ranks.

Gods aren't omnipotent, they are simply supremely powerful and skilled in matters relating to their domains and portfolios.

Perks are written assuming the power level/divine rank of an intermediate deity with them being appropriately weaker or stronger if you are of lower rank /power or higher rank/power respectively.

All the various **books/records** are constantly updating so that they remain the most complete, accurate and truthful repository of information relating to their areas of knowledge.

The various realms, demiplanes and planes you buy with CP and/or earn as rewards from scenario contain all their natural resources, ruins, dungeons and

creatures you would expect. They are also functionally infinite in size and replenish their resources constantly so you won't have to fear running out of places to explore, creatures to hunt or befriend or resources to gather.

For the **Shards/Seeds capstone items**, there are potentially infinite uses for them as long as it relates in some way to the forces they represent.

To have written this somewhere, the **capstone perks paragons and embodiment of each alignment perk tree** grant you great influence over the very fabric and laws of planes that share your alignment so a paragon and embodiment chaos could manipulate Limbo and the Maelstrom to their leisure etc…

This obviously updates to gaining control of similar realms in future jumps up to creating them if they don't exist.

Difference between the knowledge of Ancient Power and Divine Ascension:

The knowledge of Ancient Power is more along the lines of Historical knowledge as you have been a witness of those events yourself.

Meanwhile divine ascension is a more general though no less potent multidisciplinary knowledge though focused on divinity.

Yes, the various immortality perks do mean that you also possess perfect regeneration on all levels, it simply wouldn't do to spend eternity in pieces after all.

The following capstones interact in the following ways:

Paragon of chaos + good **Fey Holy King of Beasts**

You are a paragon of both Fey and a Beast, one who hunts and punishes the wicked.

This massively enhances all abilities,powers,magics,domains,portoflios etc… related to Agathion,Azata,Chaos, Good,Animal,Fey,Hunting,Justice,Nature and Plant as well as granting you those domains for free**.**

This of course makes all good aligned fey and beasts in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms of chaos, good, feylike etc…

You also know how to create and strengthen such creatures.

Capstone Boosted **Shadow of the Moon**

Beyond a mere fey and ruler of beasts you have become the protector, guide and inspirer of all travelers even unto the darkest nights against the depredations of Evil especially ones from beyond the stars.

On top of massively enhancing the previous perk all abilities,magics,powers,domains,portfolios etc… related to **Stars,Darkness,Night,Twilight, Liberation,Secrecy,Moon,Void,Travel and Protection** as well as granting you those domains for free.

This also makes you a peerless fighter against creatures of the Outer Dark and similar eldritch monstrosities with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Paragon of law + good **Prime Archon**

You have become the prime executioner of Heaven,the prime archon**.**All abilities,powers,magics,domains,portfolios etc… related to Archon, Artifice,Duty,Good,Law,Might,Justice,Retribution,Protection and Vengeance are massively enhanced and you receive those domains for free.

This of course makes all good and law aligned beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms of law,good,heavenly etc….

You also know how to create and strengthen such creatures.

Capstone Boosted **Wings of the Sacred Serpent**

Much like Jazirian is said to be, you have become a Source of Law and Good.

On top of massively enhancing the boosts of the previous perks, you gain the ability to set and modify the Laws of the Multiverse and peerless control over heavenly realms of Law and Good.

This also massively enhances all abilities,powers,magics,domains,portfolios etc… related to Community,Peace,Snakes/Couatls/Scalykind,Illusion,War,Protection,Renewal, Magic,Knowledge,Planning,Trials and Hope as well as granting you those domains for free.

This also makes you a peerless fighter against Tyrants as well as creatures of Evil and Law like the Devils with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Paragon of neutrality + good **Prime Angel**

You have become the Prime Angel also known as the First of the Angels, a paragon of Holiness.

This massively enhances all abilities,magics,powers,domains,portfolios etc… related to Angels,Good,Light,Heroism,Healing,Fire,Destruction,Charm,War and Nobility as well as granting you those domains for free.

This of course makes all good aligned angels and enlightened beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms of good, heavenlike etc…

You also know how to create and strengthen such creatures.

Capstone Boosted **The Dawnflower's Light**

Much like Sarenrae herself you have been touched by the light and been recognized as a true Hero and Redeemer**.**

On top of massively increasing the boosts of the previous perk, all abilities,magics,powers,domains,portoflios etc related to Redemption,Day,Protection,Restoration,Resurrection,Sun,Glory,Truth and Repose as well as granting you those domains for free.

This also makes you a peerless fighter against sinners as well as creatures of Evil in general like fiends with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Finally, you gain a massive charisma boost that allows you to convince all but the vilest of villains to try their hand at redemption.

Paragon of chaos + evil **True Demon**

You have become the paragon of demonkind, the word demon was made for you as you stand as a monument to Chaos, Corruption and destruction**. This**

massively enhances all abilities,magics,powers,domains,portfolios etc related to Evil,Chaos, Demon,Qlippoth/Obyrith,Artifice Destruction,Madness,Corruption,Sin and Creation as well as granting you those domains for free.

This of course makes all evil aligned demons,obyriths and similarly chaotic and evil beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms that are evil, chaotic etc…

You also know how to create and strengthen such creatures.

Capstone Boosted **Rough Beast/Chained God**

Beyond simply a paragon of demonkind you have become the very Source of demons, entropy, madness and Destruction personified.

A being that has been prophesized to appear in the apocalypse. On top of massively enhancing the boosts of the previous perk this massively enhances all abilities,powers,magics,domains,portfolios etc related to Destruction, Disaster, Wrath, Chaos, Evil, Destruction, Weather, War, Blood, Demon, Protean, Obyrith, Qlippoth, Rage, Storms, Air, Earth, Zeal, Nothingness, Apocalypse, Void, Swarm, Eternal Darkness, Vile Darkness, Darkness Death, Catastrophe, Trickery, Avarice, Envy, Water, Plague, Pestilence, Disease, Fire, Force, Elemental Power, Insanity, Ruin, Vengeance, Madness, and Entropy as well as granting you access to those domains for free.

This also makes you a peerless fighter against virtuous entities as well as creatures of Good in general like celestials with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Furthermore, you are a truly immortal and unkillable entity.

Your ability to destroy, kill and devour are massively enhanced such that there is nothing you cannot destroy, slay or devour in time with no methods restoring them unless you allow it.

Finally, you possess a peerless ability to create extremely potent servants that can be demigods, Elder Evils or even gods of their own like the children of Rovagug such as the Tarrasque, the various masks of Tharizdun such as the Elder Elemental God or the Elder Evil Shothragot who works tirelessly to free him.

These creations are not only immortal and indestructible but they can also possess all the powers and perks you may want to give them (even ones unrelated to your powers at the cost of being slightly more difficult to create) They can still act even while you are imprisoned and unreachable, always acting according to your will and goals.

Your essence can also become infectious at will such that a small part of you could be used to infect even powerful war gods into evil, and even survive after their death to turn into a loyal powerful deity of its own.

Your ability to corrupt and drive mad entities is simply incredible as you could easily create, innovate and improve diseases that can be made sentient loyal to you as potent as the Voidharrow which is the sentient will of the abyssal plague that was fatal unless cured with the infected bodies exploding into demons loyal to the disease with different and stronger demons created depending on the infected's power and nature.

Paragon of law + evil **True Devil**

You are the pinnacle of Devilkind,a Master tempter and liar.

D&D/Pathfinder Gods jumpchain

On top of massively enhances all abilties,magics,powers,domains,portfolios etc… related to Evil,Law,Trickery,Tyranny,Knowledge,Magic,Fire,Devil,Charm, Ash, Smoke, Arcane, Divine, Legislation, Leadership and Nobility as well as granting you those domains for free.

This of course makes all evil aligned devils and similar creatures in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms of evil, law,hellish etc…

You also know how to create and strengthen such creatures.

Capstone Boosted **Rise of the Tyrant Snake**

You have become much like Ahriman, the erstwhile consort of Jazirian and the primordial snake of Evil Law.

On top of massively enhancing the boosts of the previous perk, you have become a master tempter such that you could convince devout people to renounce their god's very existence even in the face of blatant divine intervention and obfuscate your very existence through a projection.

Said projection can take any appearance you wish with its disguise being completely foolproof such that much like Asmodeus is said to be, your projection could appear like an archdevil for all intent and purpose while your true form is a massive serpent. Your skills at masquerading and scheming are simply beyond everyone else.

You are also truly immortal and unkillable.

You are also capable of setting and modifying Laws for the multiverse as well as promoting and demoting Lawful Evil Creatures at your leisure.

D&D/Pathfinder Gods jumpchain

All abilities,magics,powers,domains,portfolios etc… related to Tyranny, Torment, Fire, Diabolic, Magic, Divine, Devil, Legislation, Arcane, Ash, Deception, Smoke, Glyph, Toil, Confidence, Indulgence, Torment, Civilization, Pride, Wrath, Duty, Scalykind, Trickery, Contracts, Knowledge, Trickery, Order, Secrecy and Cities are massively enhanced as well as granting you access to those domains for free.

This also makes you a peerless fighter against virtuous entities as well as creatures of Good and Law in general like celestials with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Paragon of neutrality + evil **Baernaloth of Origin**

You jumper have become a Baernaloth but not any baernaloth far from it.

You are one of the original Baernaloths the mythical ones said to have been created by the force of Evil itself to perfect their arts in the service of Evil and achieve a decisive victory over the forces of Good.

This makes you perhaps the most knowledgeable entity about the creation and secrets of the Lower Planes including the denizens. This updates every jump with comparable knowledge about the setting's fiendish planes and entities.

You are also capable of creating and commanding any creature with the fiendish template and twist the bodies of even powerful celestials with mere words.

This also massively enhances all abilities,magics,domains,portfolios etc… related to Evil,disease,torture,creation,artifice,death,daemon/yugoloth/demodand,despair,sorrow and planning as well as granting you access to those domains for free.

This of course makes all evil aligned yugoloths, demodands and similarly evil beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms that are evil,gloomy etc...

You also know how to create and strengthen such creatures.

Capstone Boosted **The Oinodaemon of the End**

Beyond an original Baernaloth you have risen to become the Oinodaemon the progenitor of daemonkind. You are the All devourer of Souls the bringer of Entropy and of Apocalypse.

You are immortal, unkillable and capable of regenerating endlessly.

You are capable of creating and enhancing daemons even to the status of Riders of the Apocalypse and even beyond it. You shall be loved by your creations even if in a twisted way though you can be sure that they will never betray you unlike Pathfinder's Oinadaemon.

On top of massively increasing the boosts of the perk, this also massively enhances all abilties,powers,magics,domains,portfolios etc… related to Evil,Apocalypse,Daemon,Ice,Memory,Undead,Water,Earth,Fire,Air,Knowledge, Catastrophe,Plague,Decay,Swarm,Darkness,Destruction,Loss,Night,Madness, Weather, Insanity, Seasons, Strength, Blood, Ferocity, Tactics, Ambition, Might, Souls, Devouring, Entropy, Death, War, Famine and Pestilence as well as granting you access to those domains for free.

You are also so powerful that merely thrashing against your bindings could result in the creation, twisting and destruction of many kinds of daemons. You could easily destroy entire worlds and sections of planes, poisoning them beyond any hope of repair if you do not allow it.

You are capable of devouring souls, denying them their afterlives while gaining their knowledge, powers, abilities and allowing you to increase your power. This could even grant you new powerful forms similar to how your creations the daemons gain new forms after consuming enough souls or a smaller number of powerful souls.

Your form is extremely malleable capable of appearing anywhere from human size, to being massive to merely one of your eyes appearing as a perpetual eclipse or even appearing as a mass of darkness for example.

You are capable of fusing and separating from entire planes which would make you omnipresent on top of possessing the mind to keep up with such a perspective. This is coupled with incredible ability for intimidation and information gathering such that merely speaking once could allow you to terrify even the Riders of the Apocalypse that they would bar the doorway to wherever you live.

This also makes you a peerless fighter against virtuous entities as well as creatures of Good in general like celestials with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

This also grants you much knowledge and experience in hunting souls as well as arguing for your right to take them from psychopomps and similar entities.

Paragon of neutrality + Paragon of Law **Arbiter of Law (Abadar)/Primus**

You have become a true Arbiter of Law much like Primus.

This allows you to set Laws within your realms, craft incredibly powerful artifacts of Law like the rod of the dukes of Aaqa and you are now the owner of

an endless inventory of the Platonic Ideal of every object in existence that also serves as the superior prototype (Gate of Babylon but truly divine).

This also massively enhances all abilities, magics, powers, domains, portfolios etc… related to Law, Planning, Artifice, Rune, Magic, Modron, Inevitable, Wealth, Travel and Cities as well as granting you access to those domains for free.

This of course makes all law aligned modrons,inevitables and similarly lawful beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms that are lawful,ordered etc...

You also know how to create and strengthen such creatures.

Capstone Boosted **the Mantis God**

Beyond a mere arbiter you have become the executioner much like the Mantis God Achaekek.

You are a source of Law as well as a sanctioned killer and assassin. This makes you the ultimate murderer and assassin granting you ultimate stealth regardless of your size, you simply cannot be detected unless you want to.

You also possess peerless knowledge and skill with killing techniques and weapons.

This knowledge updates in future jumps with additional killing techniques and weapons of the setting.

None may escape you for you always know where your target is and can teleport to them at will bypassing all protections.

You can kill anything bypassing all forms of immortality, protections, immunities and defenses they may have and they can't be resurrected regardless of what self-revival trick they may have unless you allow it.

On top of massively enhancing the boosts of the previous perk, this also massively enhances all abilities,magics,powers,domains,portfolios etc… related to Stealth,Assassination,Murder,Death,War,Blood,Thievery,Trickery,Might, Assassins, Divine Punishment, The Red Mantis, Monsters, Murder, Natural Disasters, Deception, Duty, Fate and Zeal as well as granting you access to those domains for free.

This also makes you a peerless fighter against chaotic entities as well as creatures of Chaos in general like slaads,proteans…etc with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

Paragon of neutrality + Paragon of Chaos **Lord of Chaos**

You have become a true Lord of chaos granting you Ultimate lordship over Chaos. This massively enhances all abilities,powers,magics,domains,portfolios etc… related to Chaos,Entropy,Luck,Destruction,Creation,Slaad/Protean,Freedom,Trickery and Liberation as well as granting you access to those domains for free.

Your actions can't be predicted in any way and you may cause any ordered system such as a society or a machine to fail simply by wishing it.

This of course makes all chaos aligned slaads and proteans as well as similar beings in this and future jumps more than happy to comply with whatever orders you give them on top of allowing you to easily control the very fabric of realms of chaos, disorder etc…

You also know how to create and strengthen such creatures.

Capstone Boosted **Speaker of the Depths**

Beyond a Lord of Chaos, you have become much like the Speakers of the Depths a true Source of Chaos.

On top of massively increasing the boosts of the previous perk, this massively enhances all abilities,powers,magics,domains and portfolios etc… related to Change,Magic,Artifice,Oceans,Madness,Chaos,Catastrophe,Constructs and Toil as well as granting you those domains for free.

With this power, you are capable of technically bringing any outcome to fruition, achieve any goal and create anything you wish. Though random, it will never be in a way that goes against your interests.

Furthermore, you are perfectly capable of grasping alien concepts and interacting with entities for whom individuality is an alien concept.

Your very being can’t be perceived in any way unless you allow it and even then, it is an assault on the senses that terrifies lawful creatures but shows perfect harmony to chaotic entities.

This also makes you a peerless fighter against Lawful entities as well as creatures of Law in general like Inevitables with your attacks dealing massively increased damage against them and bypassing whatever protections and immunities they may have.

If you bought the capstone perks of the various alignments you receive the perk:

Nascent multiverse:

D&D/Pathfinder Gods jumpchain

You have gone beyond whatever you used to be; You are now a miniature multiverse.

One that will grow endlessly over time and thus with no limits on how far you can take any of your powers, skills,magics etc… with no diminishing returns.

You are a nascent infinite being of all natures such that no ability will harm you unless it comes from a source stronger than you.

All perks in this document are enhanced in both power and scope beyond what the capstone boost would do.

You are capable of affecting entire universes with your powers in a way that surpasses even the strongest of Gods and Primordials.

Furthermore, your nature as a living multiverse means that unlike the Gods and Primordials that can only manipulate discrete aspects of reality linked to their domains and/or portfolios, you are capable of achieving incredible unprecedented and impossible miracles related to any aspect of reality and even outside it like the Void or places like the Blind Eternities as easily as willing it. This is even easier if you already possess a domain/portfolio linked to what you are trying to do.

Capstone Boosted: **Ninefold Deity**

Forget what I said about simply being a miniature multiverse, you are now a true multiversal entity.

On top of massively enhancing the previous perk and all your abilities so that they reach a similar scope.

This allows you to create your very own multiverses much Like Io/Asgorath is said to have done according to some myths.

D&D/Pathfinder Gods jumpchain

You are a multiversal creator beyond alignment as well as the source of All magic in existence easily capable of creating and destroying multiversal weaves of magics and entire multiverses.

Changelog :

V 1.0:

Made a jump

V1.1

Added image

Grammar fixes

Format changes

Clarified that items may be purchased as many times as you want.

Clarified that the **Sigil item** can be placed in any plane though its alignment is True Neutral by default.

Also added that the city is fiat-backed to be just as popular a trade hub as the original one is.

Added that The Divine Weapons,Divine Armor and Shield, Jumper's Scales of Judgement,Rod of Law, Jumper's Holy Blade,Jumper's Demonic Trident and Cane of The Malestrom/Chaos items are now unbreakable and scale with you as you grow stronger.

Clarified that The Paragon perk capstone booster can also be used to train and expand upon your perks.

Also Added that the Paragon perk capstone booster removes diminishing returns to your ability grow stronger and more skilled.

Added that the **System Designer and Manager** can allow you to fix systems of magic,souls etc… and updates in future jumps with similar knowledge.

Added that The Hero God perk now also boosts your beauty and charisma to allow you to persuade all but the most heartless of beings to become better people.

Added the **Army of Blood item** to the **End The Blood War scenario rewards**

V 1.1.1:

Added that you can choose your age and gender freely. You can freely choose to be a Drop-in .

V1.2 :

Added Your Faithful Companion Option

Added the High Priest(ess) Companion Option

V1.2.1 :

Additional format changes

Grammar fixes

Added that the Climbing Mount Celestia scenario reward does grant you access to the related domains boosted by the **Enlightened Being Perk.**

Corrected that the **Concordance of Rivals item** enhances workings of Balanced and not Chaos.

V2.0 :

Grammar Fixes

Clarified that the various seed items aren't consumed in the creation of planes and dimensions.

Clarified that the realms, planes, dimensions, demiplanes etc… you buy and/or receive from scenarios are supposed to be infinite in size and contain endless resources, creatures, ruins etc… that constantly replenish so you never run out of them.

Added perks:

Divine Remaking

Divine Fusion

Updated perk:

Divine Harmony now allows complete control of your perks, abilities and items.

Miscellaneous manifestation can also explicitly allow you to strike dead your followers like some evil deities are known to do.

Boosted and clarified the capstone combination perks

Added items:

Divine Garden

River of the Planes

Cosmic Tree

Multiversal Weave

Added companions:

Ancient Mind

D&D/Pathfinder Gods jumpchain

Crawling Maid

Elemental Prince

Bullied Deity

Updated companion :

Divine consort if bought multiple times can be fused into a single companion similar to Angharradh the consort of Corellon Larethian.

Updated the scenarios :

Updated Claiming the throne of the Wasting Tower in Hades :

You are no longer forced to slay the throne's occupant, simply imprisoning them or otherwise driving them away will do.

Boosted reward to also grant you incredible eloquence and mastery of psychology and manipulation.

Updated Dominating the Market of The Lower Planes of Hades:

Renamed the perk reward from Night Witch to Walpurgisnacht.

Boosted the perk so that you may innovate and improve upon night hags spells and rituals as well as similar rites and witchcraft.

Also includes a boost to your mercantile skills and luck so that you may forever remain the mogul of markets.

Boosted rewards in the rest of the scenarios:

Descent Into The Void:

Ruler of Abaddon

D&D/Pathfinder Gods jumpchain

The Forsaken

Ruler of the Elements

Gehenna

Added Scenarios:

Ruler of Dread

Search of Unknown Kadath

Dominion of Astrals:

Ruler of the Mists:

Master of Dreams/Nightmares:

Chronomancer of History:

The Outer One:

Trial of the Mordinsamman

A gnomish tale

Feast of the Halflings

Ruler of the Elves

Claiming the Demonweb

A New Ordning

Here Be Dragons

Walk like a Pharaoh

King of Babylon

Ruler of Disaster

D&D/Pathfinder Gods jumpchain

Added Drawbacks :

Forgotten Ancient Deity

Divine Nemesis

V2.1 :

Added a toggle to leave after 10 years or once you complete one or more scenarios.

The perks Miscellaneous manifestations, Favored Animal, Favored Plant, Favored Mineral, Favorite Color and Favorite monsters can now allow you to take as many of these manifestations as you want after 4 purchases.

Scenarios :

Riders of Abaddon :

The perk Lord of the Apocalypse has been clarified with additional examples of what exactly you gain from it.

V2.2 :

Added Ruler of Undeath Scenario.

V2.3 :

Companion :

Mortal champion can be taken multiple times

Added drawbacks :

Mortal Hubris

Troubling Times

Added scenarios :

D&D/Pathfinder Gods jumpchain

Save The Twin Paradises

Collapse of Arcadia

V 2.4 :

Added items :

Land of Divine Beasts

Divine Ruins

Updated perks :

The Mantis God

Rough Beast/Chained God

Oinodaemon of the End

Expanded on what the perks can do and added additional domains.

Updated Scenarios:

Various scenarios now have vastly expanded domain rewards and are expanded in general.

Added Scenarios:

A World of Mirrors

Ruler of Serpents