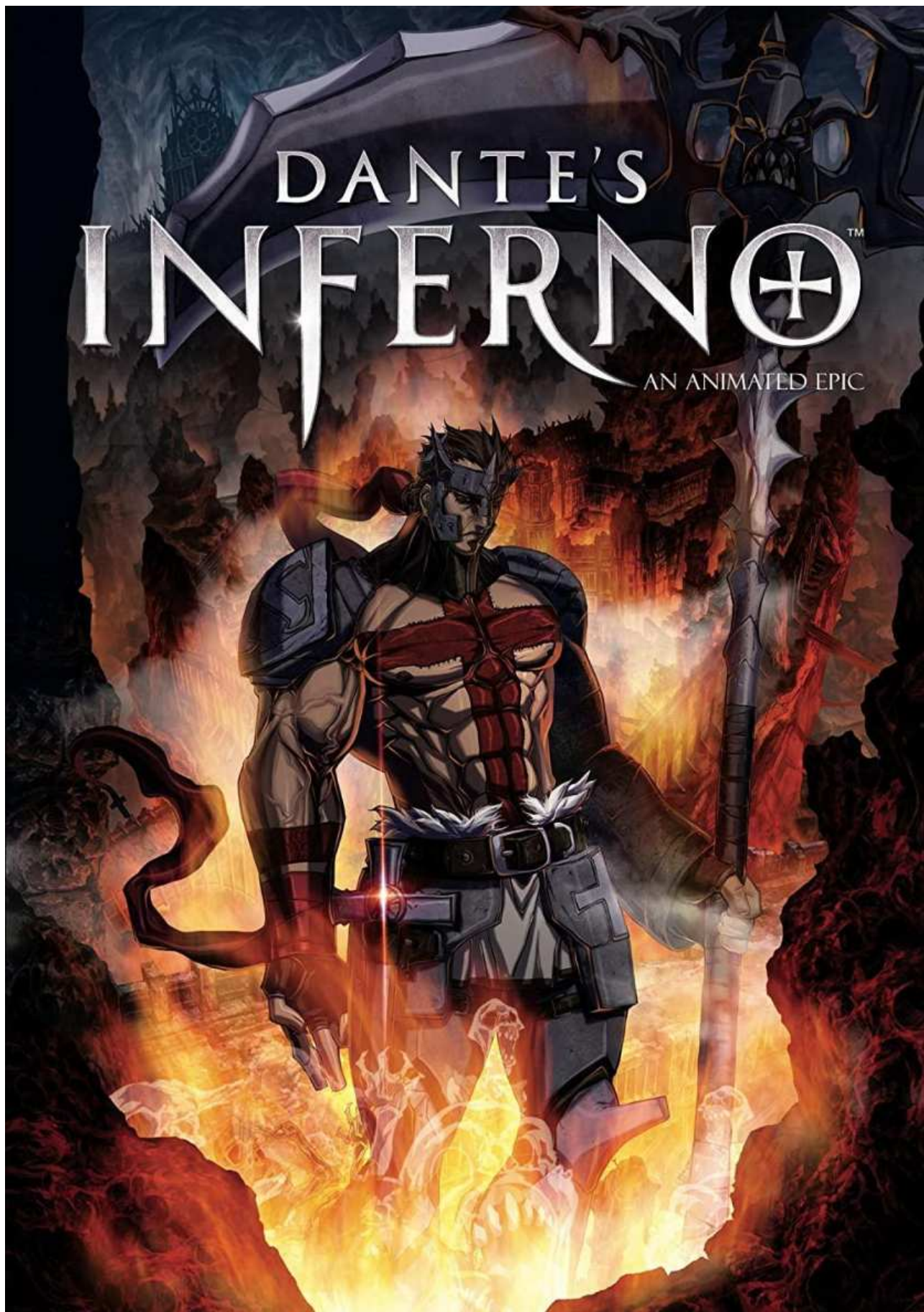


DANTE'S INFERNO™

AN ANIMATED EPIC



The story of Dante is one you may have heard before. A man invading hell, doing battle with demons, and potentially even absolving himself of his sins and reaching the gates of heaven. But I assure you, you have not heard it told so badly as you will see it play out here.

In the mortal world, the third crusade is being fought. Heretics and heathens abound, and many good and faithful christian men have been called to arms to retake Jerusalem. Precious few of them will be any such thing by the time the crusades end, having done things god forbids and having done them in his name at the urging of mortal priests who assured them they would be forgiven. They were wrong, of course. Still, one particularly disastrous event has just been perpetuated, the death of a thousand or so prisoners at the hands of a crusader by the name of Dante.

He is currently fleeing his crime, heading home in an attempt to reunite with a woman he loves dearly. Sadly, due to the machinations of Lucifer, he will not find any sort of peace when he arrives. Instead, he will find only death, and a doorway into hell.

+1000 christian points

Drop In

The story of this world begins, supposedly, with a wager. But, do you truly care for that in any way, shape, or form? I suspect not. You have no place in the events to come, and will gain or lose nothing if plans succeed or fail. The only thing you do have is possibly an urge to make a nuisance of yourself.

Crusader

A man of god. A man about to fall. A father, a brother, perhaps a husband? Decide those things as you will, they matter less than the fact you are about to lose them. That is the fate of unvirtuous men, after all, and good men do not go to war.

Demon

Some who go to hell languish away in silence. Others scream. And yet others try to strike a deal with their new lord and master. Whether you are a creature of hell, or merely someone bound to it, the fact remains that you now reign over the other fallen souls.

Fallen

Some who go to hell scream for an eternity. Others never make a sound. And yet others... I'm sorry, have we done this before? Regardless, you are a resident of Limbo. It is the place for those who lived good lives, but did not believe or know to repent - the nicest part of hell, in effect.

Perks

I Came Here To Fuck Your Wife (100 cp, Free to Drop In)

If thou art a follower of Christ, then you must believe that our heavenly father has a plan for each and every one of us. The wrongs we see and do are merely tests that will ultimately bring about our true place in that plan. Except for you. You are foreign. An outsider. If such a plan existed, then you would be absurdly skilled at locating weak points in it and turning it aside. Changing the narrative for your own purposes - controlling it, even. Heaven and hell may scheme of how the world should be, but they really ought to think about a few plans to prevent you from interfering, because if you do then the vast majority of those plans will quickly fall to ruin. For example, Lucifer's plan to escape hell and God's plan to redeem two souls could be utterly foiled by your own desire to sleep with a particular woman.

A Scenic Vacation In The Circle Of Lust (200 cp, 100 cp for Drop In)

I don't believe it really needs saying, but when you die you are absolutely going to end up in the circle of lust. You are a flirt, a womanizer, someone who has spent a great deal of time using their body to get their way, and perhaps having your way with other people's bodies. You could expertly juggle a dozen lovers without them knowing of each other, or convince someone to grant you a small favor, a trifle really, in exchange for your company on a cold night. Perhaps most importantly, you are even more skilled in the bedroom than you are getting people there - so much so that those dozen lovers might just overlook one or two indiscretions lest they accidentally cut themselves off from you.

Never Felt More Alive Than When I Was In Hell (400 cp, 200 cp for Drop In)

In truth, this story is something of an odd one. Despite the normal assumptions about where you might end up, everything interesting takes place in one form of the afterlife or another. Interfering in those events might be problematic, given you'd need to die to see them. Thankfully, you aren't limited in this manner. You may utilize some strange variation of astral projection to extend your soul from your body and into the various afterlives. You will register as dead to any who care to check - both in body and soul - and yet you may end the technique and snap back to life with nary a problem with but a moment's notice. Your body will not have degraded in any fashion, and your soul will be cleansed of any identifying marks that might give you away as someone who has visited hell. Of course, should a devil or an angry crusader give you a good stabbing before you can end the technique... Well, you'll die, just like most people.

How To Save Souls And Find Cute Demon Girls (600 cp, 300 cp for Drop In)

Don't you just hate stories that have morals to them? Don't sleep with slave girls, don't murder defenseless prisoners... Well, you hate them when they happen to you. Other people are fair game. In fact, such things happening to other people might just be one of the best things ever, given that you can now hijack them for your own ends. You possess the ability to simply... invite yourself along on these journeys of discovery. A man breaking into hell wouldn't question your presence. A soul that was to guide him wouldn't question your presence. Lucifer wouldn't question your presence. Well, maybe a smidge, but a small white lie should be all the explanation they need. And of course, while you are a part of this journey it will begin to drift towards you. Giving aid at a crucial moment will warp the lessons they were meant to learn - do this enough and they might come to an entirely incorrect conclusion. It would be an awful shame if a man breaking into hell for the sake of his wife decided he was unworthy of her and that she'd be better off with another man. Like Lucifer. Or even you, perhaps?

BEAAAAAAAAATRIIIIIICE! (100 cp, Free to Crusader)

Good lord do you have lungs. I swear, the devil can hear you screaming from the depths of hell, and you're still on earth. On the plus side, those powerful lungs means you have plenty of air to feed into your muscles. I suppose that's only to be expected, given that you're a crusader and a powerful knight. You're an excellent fighter, easily able to read your opponents moves even if they have abnormal body shapes, can quickly adapt to using various different weapons, and have enough physical power to simply smash through most people's defenses. Not to imply that you're in any way unskilled, you very much are. Additionally, you can talk pretty much nonstop the entire time you fight, only needing to pause every few moments to inhale briefly before you go back to either screaming out your wife's name, cursing your foes, or praying to god.

I'm Not Repentant But Please Forgive Me Anyways (200 cp, 100 cp for Crusader)

Dante is a very flawed man. You could say that most of what ails him is Lucifer's fault, and you might even be right. That doesn't mean he hasn't sinned quite a bit thanks to the incorrect assumption that a mortal priest would know anything of God's plan. Despite this, he, and now you, are both fairly religious in word if not in action. You have memorized large portions of the bible, and can evoke minor amounts of holy magic through the use of crosses and other holy symbols. Borderline miraculously, you can even allow damned souls a second chance at redemption by praying for them. They may not be able to absolve themselves, but for some reason you can. Just be aware that Lucifer will noot like you stealing souls from him.

It's Like He Took Lessons From Doomguy (400 cp, 200 cp for Crusader)

The priests and clergy lied about the sanctity of the crusades, about how the knights and soldiers were absolved of their sins because infidels and heathens didn't count as real people. They lied, and sent an entire generation to hell. But, once in hell? Demons really aren't people. Demons are those who cannot possibly be redeemed. A good christian might try anyways, but, well, you aren't one of those. What you are however is an incredibly violent maniac with a desire to reach the deepest layers of hell and beat the shit out of satan. As such, you are hilariously and absurdly strong, able to jump and leap halfway up a cliff face, survive being backhanded by giants a few dozen times, and turn into a (metaphorical) tornado of blood and the cut off limbs of all the demons who think they stand a chance against you. In addition, your faith - if you even have any - shields you from mental effects, curses, and other subtle forms of magic. No deluge of memories of your sins is going to slow you down, it'll just make you madder.

I'm Actually Repentant This Time So Please Forget About Me (600 cp, 300 cp for Crusader)

During your time as a crusader, you committed or enabled pretty much every sin that hell is equipped to punish. As you might imagine, this means you're in for a hell of a time once you reach your final destination. Despite this, it's pretty much impossible to claim your soul through trickery or deception. If hell wants your soul then they will have to come and take it by force. In the same breath, if they can't claim your soul by force? Then that means that you're just, righteous, and holy by default, which is why you now have the power to directly invoke miracles. Consider yourself the targeting system for some kind of heavenly weapons system - though you, God can reach into even the lowest portions of hell where by all rights he should have no power in order to utterly bitchslap Lucifer. Even without God's explicit permission, you can still invoke this effect once per year to either deal a crapton of damage to an unearthly foe or to seal it away in a similar manner as God sealed away Lucifer.

The Sins Make The Man (100 cp, Free to Demon)

Normally the souls in hell are nought but blank and featureless shade, but as you're either a natural resident of the place or someone who struck a deal, that doesn't quite apply to you. In hell, what wrongs you committed are the most important thing about you, and so they are now also the most visible thing about you. If your sin was wrath, you'd likely find yourself being huge and covered in muscles, all the better to be violent with. If your sin was lust, you'd almost certainly have exaggerated curves and proportions that defy human nature. Of course, being hell and being a demon I'm afraid that even should you be excessively lustful you're more likely to come off as fundamentally wrong rather than beautiful. Additionally, should one sin overtake your personality - Envy turning to Pride, or Wrath to Gluttony, you will find your shape changing slightly to reflect the particular shade of your soul's lack of light.

Your Nipples Do What Now? (200 cp, 100 cp for Demon)

In hell, there is only one thing that people will truly respect. Power. Why bother with something like bribery or negotiations when you can simply force someone to bend the knee? Truly, if Lucifer could flex all of his power over the Earth, it would likely be gone already. In the meantime? Choose one of the seven sins, or perhaps one of the circle of hell. You now possess a unique trait, a useful gimmick of some sort that revolves around this sin. A whore of a woman might constantly give birth to demonic babies that lash out at her foes, while a truly gluttonous soul might find themselves much bigger on the inside and able to consume far more than their body would suggest. A soul consumed by greed might be able to empower themselves by eating gold - a foolish way to spend a fortune, but it's not like gold has much value in hell.

Guardian Of The Circle And The River (400 cp, 200 cp for Demon)

While many of the souls that strike deals with Lucifer are powerful, they pale in comparison to the souls that are born of hell... or of pagan gods. You are not human anymore, for you are the progeny of some great and powerful evil. Perhaps you are a spawn of Lucifer and one of his many consorts, or a demigod from a pagan religion. You could be anything from a living boat like Charon, to a humanoid but gigantic creature, to some awful combination of snake, bird, and goat. The powers this afford you will naturally depend on your body, though are not limited to what your body ought to be able grant you. In addition, you may pass freely and without challenge between the various circles of hell - or even into other hells, such as hel, should they be present in the world - and demand respect from lesser devils and demons simply by the fact of your nature, and amongst the pagan pantheons should your progenitor have belonged to one of them.

Hell Has In Fact Frozen Over (600 cp, 300 cp for Demon)

Would you believe me if I told you that in the depths of hell, in the place that no light ought to be able to reach, there is an angel? It probably sounds a bit silly, but do remember - Lucifer was, and still is, one of God's eldest. The angel is him. It's probably for the best that he remains down there. And now, most unfortunately, there is a second creature of equal power and might. You. Beyond the sheer power this affords you, beyond the thousands of years of skill at tempting and deal making, this also grants you the ability to manifest yourself as a shadowy figure anywhere you might wish to go. It matters not if you have been sealed away and all your power locked down there with you - at the mere thought you may manifest this shadow anyways. It is weak, weaker even than an ordinary human, and cannot channel any of your powers, but since when has the devil ever needed to do anything but whisper to see the world made worse? And you'll note - you are not bound.

Have You Heard Of Jumper The Famous Poet? (100 cp, Free to Fallen)

Limbo is perhaps the only circle of hell that does not actively attempt to torture its inhabitants. No, they merely need to deal with nigh-mindless hordes of violent babies. Unless of course you are fortunate enough to be not just an unjudgeable soul, but a notable one as well. In life, you were a philosopher, a poet, or perhaps an inventor. Someone who left a mark on the world, remembered and quoted for centuries to come. You may choose what practical knowledge this gives you, and you may even have your achievements entered into the history books in future jumps if you wish. There is more, however - you also possess a startling amount of knowledge about hell itself, quite possibly enough to fill a library depending on how long you've been here. You'd make an excellent guide, hint hint.

Sometimes A Good Word Is All You Need (200 cp, 100 cp to Fallen)

The dead cannot absolve themselves of their sins. No matter how repentant they may be, no matter how genuine their remorse, once they enter hell their chance for heaven has passed them by. ...Or at least, that's supposed to be how it works. And yet, God and his angels do actually possess the power to reach into hell. For you, in exchange for services rendered, an exception can be made. The normal rules of the afterlife do not quite apply to you. Rather than being judged, you may accept a mission of sorts, becoming the guide and advisor to someone on a holy mission. Succeed, and be granted passage past the pearly gates. Or, more practically as you will likely be living in most future jumps, you will find that every now and then a message will make its way to you that promises salvation or perhaps a minor favor (read as, miracle), should you render your aid to a particular person.

It All Started With A Little Wager (400 cp, 200 cp to Fallen)

One should never trust the devil, for what I assume to be many obvious reasons. And yet, it seems that the current chain of events all began when one pure and kind woman was foolish enough to make a wager with him. You possess the same pure and kind personality that she did, the same gentle grace and beautiful body, and so it should come as no surprise that demons of all manner would absolutely love to strike a deal with you. Your inner light is something the damned could do ever so much with, after all. You don't even need to put forth the effort of making some kind of circle or ritual - Lucifer himself might simply show up on your doorstep whenever it would be most convenient, offering you your heart's desire in exchange for some trivial thing. Be wary of such offers, but don't be afraid of them either. You'll find them to be strikingly fair, as if someone else was preventing them from cheating or interfering. ...Of course, if you wanted to fall, then this would allow you to fall with style.

The Devil May Now Kiss The Bride (600 cp, 300 cp to Fallen)

There's falling and then there's jumping off the cliff while yelling cowabunga, and this has much more in common with the later of those things. Your soul has been stained, twisted, coated in ash from the fires of hell until whatever light you once had is entirely smothered. And you probably couldn't be happier for it. The devil himself has empowered you, gifted you a portion of his strength and a dozen ancient artifacts, and even the right to reign in his stead. You have become the queen of hell. But - much like another, there is the possibility that however willing this transformation seemed, that it was not quite right. Because of this, you are inexplicably redeemable. Should you show even mild repentance, there is seemingly no sin that you will not be forgiven, no wrong that will not be brushed aside for your happiness. It is as though God himself has already decided that you will be going to heaven and everything else is merely unremarkable details on how you are to arrive there.

Items

The Kind Of Self Insert Fanfic You Read In Public (100 cp, Free to Drop In)

I do recall telling you that this particular version of the story is quite possibly one of the worst. However, it might be possible to salvage something from it. This book, which you will only receive near the end of the jump, is a collection of tales, anecdotes, and poetry that describes your time in hell during the jump. If you went to hell at least. If you didn't, and had no dealings with the lightbringer or his minions, then you'll find this to be naught but a tome with blank pages. It'll fill itself up the next time you actually interact with hell, but for now if there's nothing to write about then nothing will be written.

Cute Demon Girls And Where To Find Them (200 cp, 100 cp for Drop In)

Another book, one significantly more useful to you. Simply put, it is a guidebook to hell, for those times when you cannot find a lost soul to give you the low down on each circle of hell. With that said, the book is not quite as effective at preparing you for the dangers of hell, because it focuses entirely on the various residents and how best to seduce them. Admittedly, you may not want to try your hand at romancing a demon of Greed or Gluttony, but the section on Lust is obviously the largest of them - and you'll probably have plenty of opportunity to make use of it.

Some Muslim Guy With A Couple Of Swords (400 cp, 200 cp for Drop In)

The cause of Dante's demise was his own shortcomings, but the instrument that was used to bring it about was none other than a heathen he had wronged during the crusades and who swore vengeance upon him. Perhaps he was arrogant and thought the infidel was full of hot air, but it was that same prisoner that he released that killed him. He may or may not have been an assassin, but it seems you hold a contract with him nonetheless. Merely write the name of someone you desire to see dead in this ornate scroll, and the fanatical hatred of this treacherous assassin will be fully aimed at your chosen foe. The only thing to be wary of would be that he tends to cause a great deal of collateral damage, not caring how many others he needs to kill to truly hurt his target.

How Do You Feel About Angel Girls? (600 cp, 300 cp for Drop In)

Look, if you're anything like me then you came to this place for one thing and one thing only. But, I want that thing too, so could I convince you to maybe look into the appeal of cute angel girls? You now possess a small golden bell that grants you the power to summon angels. You just need to ring the bell, and down from on high will descend a pure and heavenly beauty in the form of a cute angel girl. As you might imagine, should you ring this bell in hell, Lucifer will be assmad and you'll have the equivalent of a walking nuclear bomb asking you what it is you needed. You aren't limited in how often you can ring the bell, but the angels themselves are only likely to interfere on your behalf in exchange for a show of faith or as part of God's indecipherable plan.

The Reaper Should Fear You (100 cp, Free to Crusader)

Upon entering hell, your path was interrupted by a tall skeletal creature in a black cloak, bearing a large and bonelike scythe. Supposedly he was the reaper, coming to prevent the living from entering hell by killing you in some strange 'payment' for passage. You beat the shit out of him and stole his scythe. Or maybe you just stole it from one of the many demons that lurk about? It's not anything particularly special, but it is an excellent weapon. Hopefully you either have experience with scythes or are adaptable enough to use something other than a sword, you're unlikely to find another weapon half as good so long as you stay in hell.

My Cross Will Bring You Back To Me (200 cp, 100 cp for Crusader)

A beautiful iron wrought cross that has supposedly been in someone's family for generations. Possibly yours, possibly not. It holds no real power on its own, but in the hands of the faithful it can repel or even kill demons, be used as a focus to generate holy light, and perhaps even absolve the faithful. More importantly however, is that this cross has the ability to evoke repentance in those you present it to. Enough to make a man damned to the circle of treachery tell the truth, or enough to shock a woman turned into a demon into staying her hand from trying to kill you. Of course, such emotion will only last a moment - you'll need something much more to purify them from there.

There's One At The Door, At The Gate To Damnation (400 cp, 200 cp for Crusader)

Under normal circumstances, you need to be dead to go to hell. However, if you're very brave and very foolish, you can simply walk into the inferno while still living. Somewhere on a property that you own, perhaps inside your warehouse, there is a door. On the other side of that door is hell. You are, by the order of Lucifer, cordially invited to come get yourself killed. Your path will not be safe and you won't precisely be welcomed there, but by all accounts the entirety of hell is eager to meet you. This should probably worry you. On top of that, in each and every jump, there is something at the bottom of hell that you desire, the bait to lure you in. Your wife's soul, a family member, the secrets of the universe - they're yours for the taking, if you can.

The Chains That Hold Hell Down And Heaven Up (600 cp, 300 cp for Crusader)

Stretching throughout hell, from the gates themselves to the very depths where Lucifer lives, are chains. They are what holds hell together, and what holds Lucifer down and prevents him from wreaking havoc on Earth. And Dante, during the course of his journey to save his wife, is going to break quite a few of them. Knowing that, is the soul of a single woman worth it? To him, yes. Fortunately, you have been given a set of backup chains. At first glance it's barely a few links long and not particularly impressive, but if you move to throw them at something then they will rapidly grow and expand. You have enough here to reseal Lucifer himself in case of emergency. Or numerous things weaker than him, if you wanted to do that instead.

This Snake Will Have The Last Laugh (100 cp, Free to Demon)

The remnants of a tapestry, worked into the shape of a cross and sewn into the skin. This was the marking that Lucifer gave Dante, the same marking that you may give someone if you wish. In truth, it is not cloth at all, but a small portion of your own power worked into the shape of some holy symbol. On its own this fragment is pitiful and can accomplish nothing, but... Lucifer desires to escape hell. And win or lose, Dante will be that escape. Consider this a failsafe of sorts - even if all your plans go to ruin and you are defeated, this fragment can provide you with a foot in the door back to the real world. And unlike Lucifer's shadow, it can wield the power you invested in it to bring about your dreams.

A Swarm Of Lesser Demons (200 cp, 100 cp for Demon)

Hell is full to the brim of damned souls that have tried to strike some sort of deal with the lightbringer in exchange for an eternity not filled with torture. Some of them are more successful than others. This lot is what I will refer to as trash mobs. Weak and insignificant. Still, there is something to be said for numbers, and semi-competent minions are always nice. They might be a swarm of lost children from Limbo, or a handful of minotaur-like creatures, or perhaps some sort of grotesque bat creature that can breathe fire. What matters is they are all one and all terrified of you, and are obedient as a result. Cleo summons babies, lots of shitty demons on the bridge, etc

The Fruit Of Knowledge Of Evil (400 cp, 200 cp for Demon)

A true masterpiece of hellish innovation, this pomegranate represents the distilled suffering and sins of an uncountable number of souls. It hangs upon the limbs of a tree until plucked, and the tree flowers only once per jump by default, though feeding it sin and suffering might speed that up. When consumed, this fruit acts as the most perfect and persuasive argument that is humanly - or perhaps, devilishly - possible. If there is even the slightest seed of darkness in the eater's heart, it will transform them into a demon of a kind of your choosing, one that will be unfailingly loyal to you. It would take divine intervention from God himself to even begin to undo this transformation, and even then that would merely provide an opportunity. Should more than a moment or two pass without utterly purifying them, the darkness's grip on them will become even stronger.

The Jumper Circle Of Hell (600 cp, 300 cp for Demon)

Pick a sin, Jumper. One of the seven deadly sins, one of the sins represented by the circles of hell, or even something that you just made up on the spot. You now possess a pocket dimension that takes the form of a tenth circle, one that slowly fills with the souls of the damned who commit your sin. At first this place will be small, and your ability to torture people limited, but it's hell - there will always be room for one more. Now obviously, this place is hell. The more you make its residents suffer, the more powerful you will become. Isn't that grand? I mean, you could do something weird like let them joyfully drown in excess, and while that might be some kind of ironic punishment it just wouldn't be as effective. As a small bonus, you immediately become aware if anyone NOT matching your chosen sin enters this place. Like a living mortal, or Lucifer.

Reminder She Spent The Entire Movie Naked (100 cp, Free to Fallen)

The damned souls of hell, being withered and empty husks compared to their living selves, neither need nor deserve any simple comforts in order to see their punishment fulfilled. Even clothes are not something they can be said to have any right to. And yet, there are some who possess such a thing. The freshly dead who have not yet been worn away by misery, and those elevated for one reason or another, such as a command to attack their former friend. You possess clothes. The armor of a crusader, the robe of a wise man, the unmentionables of a woman in her nightgown... it rather depends on who you and how you died. These clothes possess two traits. The first is that no matter how badly damaged they become, such as if you would be better covered by literal rags, no one will ever comment on the lack of coverage and how indecent they have become. The second is that they can actually repair themselves somewhat, though I'm afraid that their default state is mildly damaged. ...What? Did you think you were getting nice clothes? As if.

The Ring That Was Promised To You (200 cp, 100 cp for Fallen)

Somewhere out there in the world is someone who loves you dearly, someone who promised to marry you once the crusades had ended. Somewhere out there in the world is someone who desires you, someone who is willing to hurt people to obtain you. You may choose between them. The first will see you given a simple golden ring, a promise band that announces your engagement or perhaps marriage. So long as you wear it, your lovers will be more faithful to you, less distracted by the temptations of the flesh, and better able to resist sin. The second is colored black and made from an unknown material, a ring that promises no fidelity. So long as you wear it you will find others to desire you beyond the norm, pushing them into additional sin in an effort to obtain you. Perhaps they might murder your husband so as to try and comfort you afterwards? Though, that is a rather extreme example.

Really Cool But Not Actually A Wizard's Staff (400 cp, 200 cp for Fallen)

Even as you fell into hell, there was something that you managed to hold onto with all your might. Something that you probably couldn't live without. Your walking stick. ...It's better than it sounds, I promise. This staff possesses the ability to emit light from its head, so as to illuminate the path before you. In addition to that, it possesses a number of abilities aimed towards being stealthy. Should you travel in a group, most enemies here in hell would completely ignore you in favor of the guy with a sword, for example. At which point you could simply use the staff to turn invisible and make a retreat to safety.

Between Heaven And Hell Lies Jumpers Summer Home (600 cp, 300 cp for Fallen)

On the far side of the world from Jerusalem lies the mountain of purgatory, supposedly formed when Lucifer crashed into the bottom of hell after being cast down from heaven. You do not possess this mountain. What you do possess is a small orb of pale blue light, hidden in a place that neither Lucifer nor God can see, yet never more than an arm's reach away from you. Inside this orb is a fraction of an afterlife, a place that you can tie people to should you desire to offer them an escape from hell before they perish. As this place fills with souls, you gain a portion of their power. Sinful souls would see you endowed with powers not dissimilar to the guardians of the circles of hell, while repentant ones might see you imbued with the light of the angels. Do note, these options are not exclusive to each other. You may have both of them at the same time. You simply need enough souls.

Allies

The Real Hell Was The Enemies We Made Along The Way (100 cp)

Misery does so love to have company, you know? With each purchase of this item, you may import a single companion into this joke of a world. They gain 600 cp to spend, and cannot take companions or drawbacks. Yes they get an origin, any origin you like. Or maybe they like, it depends on how controlling you're feeling.

A Light In The Darkest Of Darks (100 cp)

Ah, dear sweet Beatrice. Doesn't her pure and sweet beauty just make you want to utterly defile her? No? Is it just me? Well, whatever. For each purchase of this item you may take a single character with you as a companion. Dante, Virgil, uh... anyone else who got a name. Heck, you can even take Lucifer if you like, though honestly I can't see that ending any way but badly.

Flaws

I Came Here For The Hot Demon Girls (+100 cp)

When you die, you're going to end up in Lust. I can't really see you going anywhere else, not given how damn horny you are for demon chicks. They are your heart's true desire, your great addiction and weakness. They are also remarkably not interested in you. You'd think that they'd gleefully take the chance to take advantage of you, but I guess you being into it just ruins it for them.

I Was Always A Better Swordsman Than You (+100 cp)

Every last drop of Dante's misfortune in hell was born of his actions in life. All of his misfortune in life was born of Hell's actions. With this, some great demon is watching over your life, encouraging you to make mistakes and then arranging for them to come back and haunt you in the worst ways possible. Your brother sacrifices himself to save you? Expect his rage filled zombie to come back and try to eat your brains as vengeance for you not saving him. It doesn't really need to make sense, it just has to hurt.

DAAAAAANNNNNTTTTEEEE (+100 cp)

Due to unfortunate circumstances, you have a major case of "damsel in distress" syndrome. You have a bad habit of being all but unable to solve problems by your lonesome, needing aid from someone, anyone, in order to actually accomplish things. You might be a poor lonesome wife, or a valiant crusader, but this drawback will strike your confidence and efficiency down the same for both of them. I suggest never traveling alone.

Why Is The Christian Hell Filled With Greek Demons? (+200 cp)

I've never quite understood this particular version of hell. Greek monsters walk through its halls as guards and torturers both, and their most infamous kings and queens rule over parts of it. Strange. What you will find stranger still however, is that Hell is apparently all of the afterlives. Not just Christian or Hellenistic, but Hindu and Shinto and Hel and more besides. Every version of every afterlife can be found within Lucifer's domain, and the locale is suitably bigger as a result. Navigating this mess is a nightmare to Demons and Crusaders alike, and it doesn't even have the decency to give Demons a power boost from the extra souls of those other religions.

I Lied About You Not Being Sealed (+200 cp or +300 cp)

Remember the option to have all the powers of Lucifer and not be sealed away like he was? Well, I lied, this option is the one that seals you away just like him. Well, maybe. The lesser version of this drawback will merely damage your ability to travel - in life, you might find yourself unable to leave the country of your birth no matter how much you might wish to go and join the Crusades or just travel and see the world. In Hell, you'd be quite stuck inside one of the circles. The greater version of this drawback is worse, binding you to a single city or even your own home in life and actually sealing you away in a manner identical to the King of Hell in the afterlife. You can, in theory, be moved from place to place by powers outside your control - the demands of kings and emperors in life, or the whims of Lucifer in hell - but moving about of your own violation is strictly forbidden.

Your Place In God's Plan Is Somewhat Vague (+300 cp)

Upon your entry into this world, every supernatural being that exists will become aware of you and practically everything you can do. God and his angels, Lucifer and the forces of Hell, what's left of the Gods of Greece and many more. Every last one of them will know everything about you. And they will immediately begin to make plans. Some might beg favors from you in exchange for anything they can muster up that they think you will care about. Others will be arrogant and simply command you to bequeath their desires to them - you should probably expect one Greek god to demand you sleep with them, they tend to think with their junk. God himself will probably just hum enigmatigly and try to take advantage of the ensuing chaos to convert you to a true believer of his faith. Still, one thing is for sure - you will never know a moment' peace with this.

The End

Stay Here, Go Home, or Move On