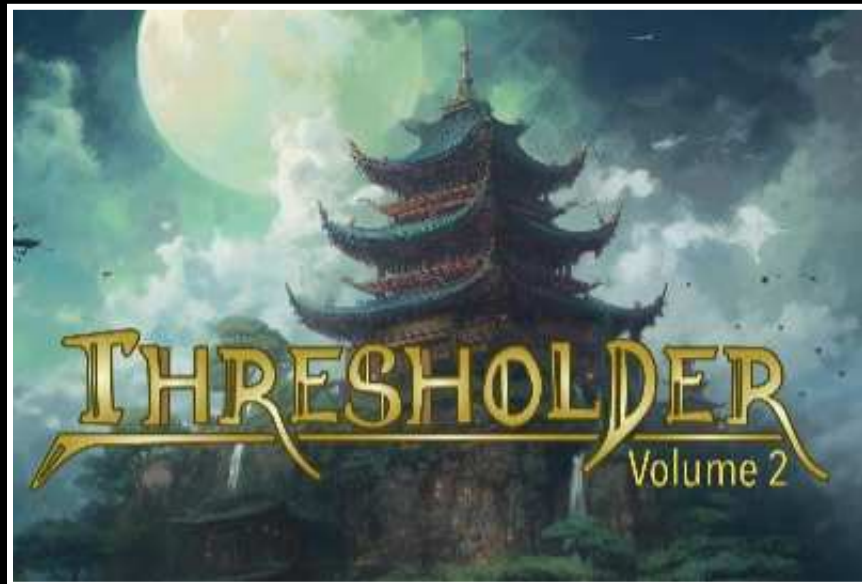




by RikolsLoveRikolsLife (inspired by Blizlightning's TUTBAD Scenario)
v1.1

10 years is too long for you, you've been offered the fast track, and you won't be taking it alone.

A portal appeared in front of you, maybe you've already been world-hopping as a Jumper, maybe you're just starting out, but you entered it within 24hrs of it appearing and came out somewhere else connected to a Great Spell, part of a never-ending contest across countless worlds. You will be permanently Drop In, entering each Jump through such a portal, and exiting the same way. You may choose a Body Mod or Warehouse build in place of an available power in any world, once for each.

There Are Always Powers

In each Jump instead of a build you may choose one perk, power, item or other ability/reward, fate will guarantee an opportunity to obtain it, most will just be handed to you or easily accessible, strong ones by the standard of that world may require more time or effort, but will never be impossible for you. You may take or learn other things in the world as well, but these will be purely your own efforts, the portal will alter you so that in any power system that requires some natural talent or potential found in the general population, you will have it, in the upper percentile where relevant.

Anything you obtain is guaranteed to function as intended in future worlds, and your chosen powers will adapt for maximum compatibility with any others as you move on, within reason. In the case of multi tier perks/powers you may choose the highest, for custom sections you may access the stipend if any when selecting an option from it as your choice. If a chosen power depends on another perk/item to function, or includes it in its function, you can assume it's fated to you as well, general power systems related to it will be as covered above. Inhuman races and their exclusive abilities may only be chosen if there's some reasonable way for you to become them or obtain that trait, and any items chosen must fit through the portal with you, which is no larger than a common doorway.

There Are Always Adversaries

In every Jump an enemy Thresholder will appear, usually within a few days to months before or after you, at most 2 years as an outlier. One of you defeating the other decisively, killing them or rendering them physically unable to put up a further fight, opens your portals to the next Jump, which will stay open for up to 24hrs. If you wait the portal out another adversary will appear eventually, every 5 years on average, at most 20. There is a matchmaking component to adversaries selecting them for potential conflict, you will be at odds in terms of personality or

ideology, often appearing on opposite ends of existing conflicts, or with opposing goals. This usually means they're someone you'll at least strongly dislike, but at bare minimum need only be someone you're willing to fight, even if that simply means one or both of you are motivated enough to move on to fight it out once your business in that world is done.

Your adversaries are intended to have powers that allow for this conflict to be relatively fair as well. They will either have the same number of worlds with a roughly equivalent number of wins, or a greater number of worlds with more losses, generally worlds of similar power level. There's a margin of error due to not considering how well those powers work together or how well they've been mastered, and the system seems to assume you'll both capitalize on the opportunities of the current world equally well, even if it's not true. But you will usually find the fights to be fair or in your favor if you've made the most of your opportunities. In some cases two weaker Thresholders are paired against one stronger one, or teams of 2v2 or more may appear on worlds where a conflict has run for too long, in any case the portals will always chiefly prioritize matching the number of prior wins on both sides.

There Are Always Allies

The portals are somewhat predictive by nature, that is how they guide your fate, even if it can be imperfect, possibilities rather than certainties. One way they do this is by placing you somewhere that guarantees a possibility for your immediate and long-term survival, assuming you act prudently. Part of this is selecting worlds that are fit for you, or fit for your adversaries in opposition to you, with you appearing near potential allies that can introduce you to the world and guide you in some way. Depending on your preferences they may have a bias towards something like romantic partners, groups of like-minded friends, or kings you would wish to serve.

To facilitate this the people you meet shortly after entering a world will always at least be able to communicate with you, generally speaking a language you can understand or vice versa, and either human or capable of relating enough to one that they don't mind your company. If you have a Thresher ally as part of a 2v1 or other team battle set up, they will be chosen in a similar way as your typical allies, when possible. In such cases that you pass through the portal greatly injured, you will always arrive in the next world close enough to medical care to survive and recover. Regardless if they're your ally or not, anyone passing through the portal will arrive in their own world separate from you, a Thresher themselves now even if you carried them through in your arms. The only exception is if they're somehow separated from outside space but still carried with you, such as by smuggling them through your Warehouse, even your adversary could be dragged with you using such a method, but any person smuggled in this way will be counted as a Thresher in your next world, with their own adversary or as your ally against a stronger one.

Rule Exceptions

You've been passed from one system to another, tied to the Great Spell of the portals by outside forces, you carry with you different expectations and established systems. Some of these were clarified above, others still sit unanswered. On the question of companions, a vital concept for most Jumpers, true companions are considered exceptions to the rules of the portal, able to traverse them with you without becoming a Thresher themselves, treated as powers by the portals. This means their safety won't be considered in the portal's predictions, nor will any powers be available to them that you don't provide with your own efforts. Simultaneously they will not receive an adversary in that world, or count into the calculations of your own, as an allied Thresher at least. If you want to make companions in the future any properly established method for doing so will work, other than simply wanting them to be. If you possess no such method a person can be chosen as your power and count as a companion from then

on, the portal setting you up for a pleasant meeting, though it's up to you to convince them to follow you further unless you plan on kidnapping them.

On the topic of previous Jumps, one will not count against you but any further will be treated as past wins, assuming you gained any powers of note. There is also the question of endings. A Thresholder must continue on forever, even staying in one world won't grant them rest, you have two ways out. The first is to stay for over 10 additional years after letting a portal fade, meaning an average of two more fights, after which in addition to your last portal you'll receive the normal Jump ending choices, a path to being a Jumper again. The other method is to win in the world of a Jump that grants a Spark, which will give you the option to accept it or enter the next portal.

Startup Worlds

If you wish you may visit some canonical worlds before you start Jumping as a Thresholder, or ones of a similar nature and opportunity, as many as you want before moving on, though the wins will count in your future. For each you may select one of their listed powers to be your fated one, though some will be easy enough to obtain without that. If you select a world with the listed number of wins under your belt or less you can replace a relevant Thresholder in their position there, taking their fate for your own. Otherwise you can enter at any time in its history and receive your own new adversary. If not enough information is available to list worlds or Thresholders with certainty or at least speculation, they won't be listed.

0 Wins:

- **1. Earth 2:** So close to home in so many ways, but a divergence in the time of Napoleon has left it an uncanny modern world, with harsher wars in the past and more advanced technology with a bent towards paramilitary organizations. Advanced fabrication 3D printers, power armors and mechs, sub-sapient AI servants, and other just-beyond cutting edge personal scale technologies utilizing microfusion reactors small enough to hold in your hands.

Richter Power Armor: Designed and built by a very rich expert in audio devices who dabbles in other fields, this incredibly expensive exoskeletal armored suit makes use of cutting edge military equipment from this world. Built to perfectly fit your body with slight leeway and a comfortable skintight bodysuit for underneath. The plating is an alloy that can shrug off most man-portable firearms without a scratch at a size similar to medieval plate armor. Inside it you can comfortably survive in most environments on Earth, even the bottom of the ocean or a barren desert for as long as the air and water stores last. Inside it you're strong enough to easily crush human skulls in one hand or leap to the top of small buildings, and fast enough to outrun racehorses easily. Internal systems measure your vitals and can activate built-in tourniquets when needed.

The armor comes with a witty and highly capable sub-sapient AI to help manage its systems and serve a variety of functions from hacker, engineer, programmer, data management and analysis, or simple conversation. This AI can make effective use of the low caliber shoulder turret and large number of cutting edge cameras and microphones, as well as operate the back launched scout drone and pick up or transmit radio. The armor is powered by a microfusion reactor with theoretically endless recharge as long as it's in good repair, though the batteries can only hold enough power for about half an hour of constant maximum use. The AI's highly redundant computer systems have unreasonable space for simple data storage, and already hold a partial copy of the internet and most media from Earth 2, capable of being played from the internal screens or accompanying earbud.

Known Thresholders: Peregrine Holzmann (Perry), gained Richter Power Armor, 0 wins. Mordant, had a mech and lightning powers, 0 or 1 wins.

- **2. The Otter Sea World:** An ocean world populated mostly by intelligent merman and mermaids who live in simple villages built from coral, aquatic plants, and the bones of large sea creatures. They possess magic but live simple hunter-gatherer lives, a kind people worshipping gigantic beasts that live in the depths. The only land, if it can be called that, are giant rafts made of connected mangrove-like plants, pseudo islands housing furry otter people with simple technology like metal forges, basic diving gear, and harpoon guns. These otter people pollute the waters beneath them, using this to make merfolk villages sick and weak before raiding them for everything of value.

Diving Gear: A lightly armored diving suit and flippers along with a powerful harpoon gun capable of firing multiple shots before reloading and reeling in a struggling person. Easy to use and requires little to-no maintenance.

Merfolk Magic: The merfolk practice a magic that allows them, or a human they use it on, to comfortably live in the ocean without risk to their health. Breathing in and moving through the salty depths easily, and even speaking clearly to others. It can also be used to make some simple magic trinkets, shells that allow someone to breathe underwater and similar.

Known Thresholders: Cosme Walsh, gained and lost Merfolk Magic, 0 wins.

- **3. Endless Slope:** For as far as the eye can see this world is one giant slope, as if on a mountain so immense that the top and bottom are both beyond view, pockets of diverse biomes dotting its side. Among these lives a stubbornly self centered and transactional human population, unwilling to spare even the smallest inconvenience without something in return, expecting otherwise seen as a moral failing. They lack scientific advancement greater than basic metal working and farming, but can produce enchanted wonders and practice healing magics.

Boomerblade: Among their works the greatest seem to be enchanted blades capable of flying quickly through the air to slice through a number of targets without further direction, returning to the owner's hand safely after its pass. Tougher than ordinary steel but not unbreakable against similar weapons, they can come in the form of convenient short swords, or massive two handed cleavers.

Healing Spit: Not much is known about the holy men of this world, they are blessed with magic spit that when rubbed against wounds intentionally will heal even the most grievous injuries in moments, if they're not yet dead they'll be perfectly whole only shortly after.

Known Thresholders: Cosme Walsh, gained and lost Boomerblade, 0 wins.

- **4. Academy World:** A world of no particularly impressive technology, but a well ordered and well functioning society with a wide variety of magical artifacts. Everyone born here will spend their entire lives a student, and eventually teacher, passing on their knowledge while seeking higher learning. Magic keeps things running smoothly and Thresholders are known to them as Mundhleapan, and highly prized for their knowledge of other worlds.

Great Gift: A magical artifact given freely to you in exchange for your knowledge, there are many possibilities, many quite potent and all impossible to steal. The most notable example is a defensive staff tougher than steel despite appearing as wood with a jewel on its end, it can be telekinetically called back to the user when separated and in the process strike any intervening foes with force capable of braining an ordinary man. It carries that same force when striking with it in hand, but primarily acts automatically in defense of the user, rapidly twisting and moving in their hands to block attacks, even bullets. When spun above the head it allows the wielder to fly through the air at great speed, but can be forcibly grounded if someone triggers the automatic defense.

Known Thresholders: Cosme Walsh, gained Great Gift, 0 wins (1st win).

- **5. Psychedelic Desert:** A fantasy desert that covers most, though not all, of this world. The people here are humans living typical lives for a low tech society, with phallic buildings making up small cities around each desert oasis. There are a number of magical drugs and drug-like substances in this land, the most common is the cause of the “dreamers”, people in a blissful sort of stasis, unaware and unaffected by the world for great lengths of time.

Bounce Sand: A magical sand from the holy land, consuming it permanently grants the ability to treat any surface as bouncy, elastic in a way that can break a massive fall or rapidly build up speed and/or height through repeated hops, like the whole world is the perfect trampoline whenever you want it to be.

Fire Flower: A very rare mystic flower that when properly prepared can be used to launch a burst of flaming acid, burning and melting someone alive. Get seeds if you want to use it more than once.

Known Thresholders: Maya Singh, gained Bounce Sand, 0 wins. Gunther, had a handgun and mushroom regeneration, 0 or 1 wins (died).

- **6. Bikkun Forest:** A vast woodland inhabited by people who resemble humans except for hairless rabbit-like ears. Living in simple medieval villages near forest streams, the main standout in this world are the abbeys of the Bikkun, a religious order of secretive women who can change their appearance, though they'll take on a determined enough man in theory.

Skin Stealing: The practice of the Bikkun, allowing one to steal the faces, eyes, and tongues of the dead and make them their own. With faces you can change your appearance in part or entirety to match who it was taken from, though there are issues with large body size differences. Tongue taking not only grants their voice but their language, speaking and understanding it, as the eyes allow you to read and write it.

Known Thresholders: Xiyan (real name unknown), gained Skin Stealing, 0 wins.

- **7. Floating Forest:** A collection of absurdly large trees and other plant life connected and floating in the aether with no other land in sight. Plentiful with hostile animals and vegetation, the intelligent inhabitants are chattering people that resemble half-sized skinny humans with long thin tails and some other minor rodent traits, they can't speak with you but are simple, straightforward, and accepting, so getting along is still easy. They live relatively primitive lives, working with what the forest has to offer.

Postcognition: By eating a magical fruit hidden in the dangerous depths of the forest you gain the ability to peer into a person's past, not viewing their memories but their true

history as if a bystander in the moment. You can quickly skim through bits and pieces to find important facts quickly, or view full scenes in real time, like watching tv over their shoulder or listening to an argument they had. You can only target one person at a time, and do so by sight, to update the history available for recent events you'll need to see them again.

Float Wood: The wood taken from this world's trees can be used to build floating instruments and structures, such as boats that can be paddled through the air as if it were water, but also up and down just as easily. Obviously you'll be limited to what you can carry through the portal as usual, seeds or saplings would be smart.

Known Thresholders: Jeff, gained Postcognition, 0 wins.

- **8. Tower Dome:** An inverted world, the interior of an immense dome with a small sun in the middle, giant clouds determining night and day. The landscape is made up of countless small biomes created by magic towers in their centers, populated by ordinary humans with medieval technology.

Glerrin: A sapient magic pendant that once bonded to can telepathically communicate with her owner and observe the world through esoteric senses. She has deep knowledge of magic and artifice, and can offer expert guidance and instruction in learning or applying either. Her most notable feature is the ability to create and expand a magical mail armor over her wearer's form, scale and chain primarily, plate in places that can't flex anyways, all perfectly form fitted to the body and anything else they're wearing. This armor can be manipulated to a degree by Glerrin, locking up sections to aid defense when necessary, uncovering parts as desired, or forming small claws and spikes. The enchanted metal itself is superior to modern armor alloys and benefits from and integrates the useful properties of the user's body and other equipment it covers.

Known Thresholders: Nima, gained Glerrin, 0 wins.

- **9. Mountain Ringed Kingdom:** A chilly land with plentiful trees, surrounded by a circle of tall mountains. Inhabited by humans with roughly medieval technology, slavery is alive and well in this land, as are roving bandits looking to sell people into it. A king and his mage are the highest form of government, with upper class merchants and landowners above the slave population.

King's Vault: A vault containing immense magical energy that can somehow be possessed and removed from it. If you managed to steal it all and knew what to do with it you could make a permanent large scale change to an entire region, if not most of the world. But if you plan to barter for it the best you can hope for is a sliver, enough to give prepared magics some small boost in scale or effect.

King's Spear: Normally only entrusted to one of the royal guard, the finest example of the kind of magic weaponry that can rarely be found in this world. Nearly invulnerable in construction with a tip that can slice through advanced scifi alloys as if they were butter. The spear's greatest trick is its ability to mark a location and teleport the user, and anyone they touch with it, to that location from any distance. The user can bring themselves back to where they teleported from at will.

Known Thresholders: Third Fervor, gained King's Spear, 0 wins.

- **10. LitRPG World:** A standard low power medieval fantasy world with the exception that everyone is part of a magic gamer system that assigns them a class and grants related abilities. Those with distasteful classes can't escape the reputation because everyone can see it using Observe, while those with well regarded classes are recognized for such on sight.

The System: A magical interface, floating screens only you can see that grant supernatural abilities. The most basic abilities that everyone shares are Observe, which details information about a person, Perception Check, which gives insight into the truth behind one's words, and the Inventory, capable of storing countless weapons and armors in an ethereal space and swapping them with a mere gesture. Each person also receives a class and can increase their abilities through combat or completing quests assigned based on that class. The screens and abilities are controlled by voice or touch at first, but with practice require only a thought.

General physical abilities very slowly improve including things like healing, and occasionally the system gives skills based on your class. The Assassin class might receive a large number of weak skills improving their ability with various weapons, the swiftness or subtlety of their movements, and teaching recipes for poisons, while the Cleric might receive a small number of powerful skills related to their deity such as cleansing flame spells. These abilities will plateau somewhere a few times past human limits after many years unless greater opponents can be found, but technically never stop very slowly increasing if you keep completing quests.

Known Thresholders: Fenilor, gained The System, 0 wins.

- **11. Markat:** Originally a simple medieval fantasy with cocooning elves, large orcs, hardy dwarves, the scurrying melekee, shrimp headed pennic, and basic humans. Once all races lived separately with diverse cultures, and the magic of the world took the form of powerful spirits. The actions and endless battles of Fenilor introduced countless foreign magics and caused the Age of Kings, the rise and fall of the lanterns, and their pollutant effluence that scarred the world and flooded it with monsters and sickness. Eventually The Culture rose with his help, slowly repairing the damage and uniting races around the world who now live in highly functioning socialist communities, the last of the kings soon to fall.

Implement: Magic artifacts, most often weapons, made in the distant past with the aid of spirits before they fell into obscurity due to foreign magics. Each implement is nearly indestructible and capable of cutting or piercing lesser metals with ease, the same as many enchanted weapons Thresholders come across. They each come with one or two simple powers, often including something to aid movement. Canon examples include a spear that grants the user rapid swooping flight and allows them to teleport to it when thrown, a giant sword that's light in the hand and allows massive leaps when striking, and a bow that can continually fire powerful arrows while simultaneously safely launching the wielder through the air to keep distance from foes or lead them into a trap.

Lantern Making: A crafting and engineering based magic whose principles center on the use of various fuels, wicks and formulated metal casings to guide their light, literal or otherwise, for countless purposes. Lanterns can produce light or other energies, create or reduce heat in an area, melt flesh and most non-metal materials, and produce, theoretically, any mundane material or substance with the right math and configuration. They're the ultimate low tech magical solution to high tech problems, but come with the

side effect of creating effluence, a magical pollutant that causes mutation and transformation of materials or lifeforms randomly when built up too much in an area.

Mask Carving: A form of artifice based in symbolic and formulated carving, and sympathetic infusion of intent. Masks can be made from any material, but possess no extraordinary physical properties, instead they carry the magic of perception. When carving a mask the maker grants it a particular perception based power that affects all seen through it, they may view others as slower, giving effective superspeed, trace certain forms of movement or substances in their vision, or do stranger things like utilizing perspective to affect them with your hand from a distance as if it was giant, or glare a hole in them like a beam weapon. The actual physical perspective matters as much as the intent, you can use wider views to affect yourself such as with masks that increase toughness, focusing lenses to get a clearer or further view for others, even prism lens to evaluate magical energies or “ear masks” as listening devices.

Most of these require a high degree of skill and every time you create a mask the resulting magic is stronger, notably at first and subtly after enough practice. Masks are inherently linked to their carver and only function for them, with the exception of some very difficult cutting edge masks that perform at a middling level despite being masterworks, but work for anyone.

Known Thresholders: Fenilor, gained many stolen Implements and magics, 0 wins (77 unaccounted for). Nima, gained Lantern Making and Mask Carving, 1 win. Mette, gained Lantern Making, 0 wins. Third Fervor, gained nothing noted, 5 wins. Perry, gained Mask Carving and stole an Implement, 5 wins.

- **12. Psychic Moth World:** An alien world with a third the gravity of Earth but a higher atmospheric pressure, populated by large beasts and plants that somewhat resemble smaller examples from Earth such as birds, bats, toads, and especially moths. The life here is psychic with the ability to sense minds and navigate the land through natural psychic pathways. The moths get confused by intelligent minds, which attract them like a bright light to an Earth moth, but are otherwise harmless. The same can't be said of the predators that hunt them. There's an obscure and low tech population of people, and an advanced human military platoon from another world stranded here and willing to aid and even train other lost people.

Psychic Cloth: A flowy piece of clothing woven from moth hair, such as a scarf or cape, it binds itself to you and gains a small semblance of life, able to move at your whim or automatically to protect you, regenerate slowly from damage, and perform an endless variety of psychic tricks. With it you can guard your mind, or influence others in subtle or not so subtle ways after learning the right methods.

Known Thresholders: Queenie, gained a psychic scarf, 0 wins.

1 Win:

- **13. Seraphinus:** A typical fantasy kingdom with a typical fantasy king. Wizards in courts, healers at camps, and knights directing peasant levies in defenses against assaults from orcs, goblins and other typical fantasy monster races, though with societies of their own. This land takes the ideas of chivalry and honor supremely seriously, and embraces a more romanticized view of them. In addition to the standard extreme traditional values you expect is the practice of always allowing the removal of the dead from the battlefield by both parties, even the orcs, whereupon powerful recovery magics are used that can bring back even the recently dead as long as they're intact enough, especially the head.

This prolongs conflicts, a portion of the dead returning every battle, and sees even poor soldiers investing in impressive helmets.

The Firmament: A catch-all term for anything not of the material realm, but an essential aspect of the practices of healers and wizards, the latter known for having enlarged glands in their brains called the Mortis Mundi, which seems to govern one's connection to it. One can quickly learn to draw on its power to create glowing sparkles of energy from their hands, or with more time and dedication launch condensed orbs of energy that hit like baseball pitches or heavy punches. Eventually a wizard is capable of launching many attacks over a short period, reliably killing from a distance, and able to put up powerful magic barriers or utilize the resurrective arts of the healers by reversing a body's wounds to that of their spiritual body within the Firmament.

Magic Sword: A treasure of the kingdom of Seraphinus, indestructible and capable of cutting through steel with enough strength behind it. Once bonded to it one can call on its magic to make it glow and send it flying through the air, only fast enough to threaten an unarmored man, but meaning it's never out of your reach if there's a path to you. If you keep it in hand when this magic is active it will render your body and possessions weightless, carrying you through the air as well and allowing flight at greater speeds than a horse runs. This effect maintains up until about thrice the weight of the average man give or take, where further weight slows it down. If you rise up until the air grows thin the speed will increase, and in space will continue to accelerate without hard limit, allowing very indirect travel around a planet assuming you can survive such a thing.

Known Thresholders: Perry, gained Magic Sword and learned surface level Firmament magic, 1 win.

- **14. Human Terrarium:** A technological zoo or holding cell the size of a city with no visible watchers, indestructible metal walls and a great glass ceiling that lets in light from a star. The land is wild though not overly hazardous and on the sides are giant pipes that bring in water and sludge-like food, enough for everyone living there. The humans populating the zoo are simple minded and pliable, easily convinced to follow anyone charismatic, but not above attacking and stealing from someone who appears weak and alone.

Aquatic Integration: The humans of the zoo have a practice of bonding with the aquatic lifeforms that live in the waters of their enclosure. You too will have the opportunity to fuse your body with one of these creatures, such as an octopus, taking its useful traits for your own.

Known Thresholders: Cosme Walsh, rejected Aquatic Integration, 1 win.

- **15. Fascist Dystopia:** A very controlled high tech urban environment with a fierce government watching and suppressing the people, throwing dissenters in prison or asylums. Pleasant on the surface with buildings and clothes all in bright colors, but undeniably oppressive with a downtrodden lower class and criminal underbelly. Resistance movements exist but haven't made significant progress, yet.

Telekinesis: There exist in this world expensive pills that grant a weak form of telekinesis, moving small things from a distance with only your concentration and intent. This grants enough power and control for one to covertly stab someone with a poisoned needle from behind for example. The effects of the pills are temporary but with long enough consumption or the right treatments this may change.

Known Thresholders: Cosme Walsh, gained and lost Telekinesis, 1 win. Kingmaker, gained and may have kept Telekinesis, 1 win.

- **16. Ornamental Forest:** A forest of giant trees with thin and lanky near-humans living in large glass ornaments hanging from them and connected by thin bridges. A peaceful people who know nothing of violence or conflict, not a single weapon or martial tradition is known to them. The ornaments sway slightly above the untamed and dark forest ground far below.

Ornamental Choker: A well fitted and comfortable choker made from abnormally tough materials with a defensive enchantment. It has the magic property of absorbing any damage done to your person onto itself instead, but if overwhelmed over a short period can be broken.

Known Thresholders: Cosme Walsh, gained and lost Ornamental Choker, learned useless 'leaf style' martial arts, 1 win.

- **17. Bony Desert:** A dry land that's actively touched by the hands of gods, the people seeking their aid or learning their magics through prayer. Slavery is common in this world, groups of bandits extorting villages for valuable slaves and selling them in the small desert cities, the people often wear leather and wield simple iron weapons. The sands are littered with countless bones large and small, especially near cities, many of people but plenty of beasts including those long extinct. The influence of the God of Bones means that all bones in this world are indestructible and never crumble away, important buildings sometimes have the giant bones of immense animals used in their construction.

Dragon Sand: The deserts are red with the sand said to be particles from the scales of a dragon larger than the world. Whatever the truth these scarlet sands are drawn to blood and will seep into wounds to close them, stopping bleeding and speeding up the healing process. You could take as much as you could carry out.

Holy Rites: There are many gods in this world and many ways to honor them for various powers. For most that seek this path it means a regular cycle of simple prayers and a basic magic related to that deity such as controlling an element, with level of control and power depending on practice and the difficulty of the rites. Hidden from the public are forbidden magics with darker rites, ritual sacrifice such as the practice of taking people's body parts and grafting them into yourself, able to call forth their many limbs from within your body to strike with a torrent of fists.

Known Thresholders: Cosme Walsh, gained Holy Rites for weak water magic, 1 win.

- **18. Holy Nation:** A government controlled entirely by the central religion, with no difference between the head of the religion and head of state. Close to modern with many urban aspects, but also simple magics. Blasphemy is a high crime, as is being from the wrong people, with a large ethnic group currently under threat of annihilation and putting up what resistance they can.

Clerical Healing: The clerics of this world's religion can conduct simple healing magics through the practice of prayers. Weak by the standards of most other healing magics, but supernaturally effective in combination with near modern medicine.

Ruby Bracer: A supernaturally tough metal bracer with slots for a number of rubies. These rubies can be made from the blood of the user, or that of the same blood type, and possess an impressive level of magic within them. By burning them up the bracer can empower the wearer, glowing red hot and increasing their strength and speed or healing their injuries for a time, the more rubies used the stronger the effect, but it will fade immediately if all are used up.

Known Thresholders: Cosme Walsh, gained Ruby Bracer, 1 win (2nd win).

- **19. Big House, Small World:** A giant modern house owned by giant humans, from your perspective. There are several tribes of tiny humans living here, smaller than mice and mistaken for them when spotted, each group has distinct cultures and often conflict with each other. The Rat Riders of the Glasshouse, led by the prestigious riders of two rats and living in the greenhouse garden. The Silver Spoons of the Chill Tower, living in the walls of the kitchen and taking advantage of the fridge and its food. The simple folk of the bedroom, half starved living off the scraps of snacks. The Crow Riders of the Attic, unconcerned with the business of the house. And the Craftswitches of the Craft Room, with their blessed armaments.

Needle Sword: A sharpened and blessed needle that fits like a rapier in your hand, its magic toughens the steel and gives you a keener instinct for battle, making your blows more sure and your head clear and focused.

Known Thresholders: Maya, gained Needle Sword, 1 win. Ming, gained a sharpened toothpick, 1 win (died).

- **20. Stranded Shipyard:** A large flat area filled with grounded and nonfunctional spaceships, populated by a number of stranded people of various races and simple robots. Supplies are provided through machines connecting to a vast underground complex filled with automated processes and robots, its entrance hidden. The people here are surviving fine, but desperately searching for a way off world.

Blaster and Change: There are numerous scifi devices to find in this world, most fairly unimpressive tools and gadgets, the best being rare blaster pistols capable of putting holes through people with little resistance.

Known Thresholders: Xiyan, gained Blaster, 1 win.

- **21. Witch's Wasteland:** The people of this world are human adjacent, carrying some small inhuman influences physically and mentally, inhuman hair and eye colors, seemingly eternal youth, laying batches of eggs, and ethically questionable magic instincts. Once they've come of age children are sent out to fend for themselves in the deadly wastes, young women instinctively creating burrows and producing supplies for themselves with their magic, young men seeking shelter in the burrows of already established witches. If these witches find the men impressive enough they'll offer them tea and repeatedly seduce them until they've gathered enough to fertilize their eggs for a few decades, then they'll kill the man and hide the body. Large multi-limbed "delivery men" of unknown origin reach into the stores of these burrows and trade out packages of excess artifacts and messages from their backs, a witch's only and very chaotic method of trading supplies or knowledge with others.

Shelfspace: The wasteland witches produce many enchanted objects, magical jewelry most common among them, this is an example of the peak of their crafts. A magic ring

that's nearly indestructible despite appearing wooden, it perfectly resizes itself to your finger, or safely sits against the bone under the skin if you take action to hide it there. With a wave of your hand and your intent the ring can open a passage to a room made of indestructible stone brick, lit by glowing crystals and seemingly closed off on all sides save for the passage. The space contains breathable air and the passage has a semi-permeable barrier that can resist around an atmosphere of pressure on either side, making it safe in a vacuum, but not deep underwater.

The extradimensional shelf space is perfect for storing your things where no one can touch them, or hiding out in a pinch, dumping you exactly where you entered once you leave again. With practice you can vary the size and location of the opening, allowing you to retrieve the item you want or pass one inside with only a gesture, though the opening will never be much larger than a typical doorway. If you pass through a portal with someone inside they will actually come through with you, but will still become a Thresholder, attracting their own adversary or affecting yours as your ally.

Alchemy and Artifice: The women of this world have an innate affinity for these two distinct but heavily related magical practices. With alchemy they alter and transmute materials, going through cycles to create rarer and rarer materials, even creating seeds, water and crystals, and producing overall more material than the mud they started with. This is essential for their survival and supplies the material for their artifact crafting, often dabbling in many things for minor utilities and tools to make their life and work comfortable and easy, but eventually specializing in a particular form such as rings or potions. These artifacts are not easily weaponized, though they may be cursed, but with enough knowledge and experience they can eventually produce true wonders like the Shelfspace, or potions that heal great wounds in minutes.

Known Thresholders: Jeff, gained Shelfspace and stole far too many things, 1 win. Chrissy, gained nothing, 1 win (died).

- **22. Tower Kingdoms:** A land of mostly wasteland, save for kingdoms made up of singular giant towers and some buildings around their base. A place of swords and spellcraft with constantly warring kings, their armies marching between towers for one purpose or another.

Kingly Empowerment: The tower kings can channel a magical power that bestows their greatest champion with inhuman physical prowess, allowing the warrior to easily scythe their way through battlelines of ordinary knights without concern due to their unnatural strength and speed, as well as fully recover from great injuries in a fraction of the time as a man with great medical care, even if what they received is subpar.

Known Thresholders: Third Fervor, gained Kingly Empowerment, 1 win.

- **23. Shifting Kingdom:** A land constantly warping and changing in obviously unnatural ways, the landscape altering as you walk by. The people wear clothes made of long tied together strips and have less sense of modesty. Their king is a romantic sort and their magic one of shifting enchantment.

Armor of Resolve: A magical armor form fitted to the user's body, with a skin tight and stretchy undersuit that wicks away dirt and sweat, never needing cleaning and helping the body stay that way too. The armor itself is strengthened by the wearer's resolve, completely unshaken it's practically invulnerable, when questioning themselves it's only comparable to steel.

Known Thresholders: Third Fervor, gained Armor of Resolve, 1 win.

- **24. Techno Theocracy:** A more cyberpunk take on the 40k Imperium, with technologically backed and enhanced priests and enforcers, and back breaking labor and terrible living conditions for the working class justified through rabid religious extremism. The central religion vaguely resembles Christianity with a triangle instead of a cross, but the priests are even more flexible about the exact messaging as long as it keeps people obeying and working. Here there are a wide variety of scifi gadgets and cybernetic enhancements backed by powerful computers and power supplies, and rebellious “pamphleteers” working to undermine or overthrow the oppressive authorities.

The Big Gun: A powered scifi rifle with oversized ammo that, with the right user, can hit targets from absurd distances and blow through any conventional armor. Appropriately massive, and even heavier than it looks, a normal human can’t even carry it without cybernetic augmentation or some other source of strength.

Theocratic Cybernetics: You’ve been cybernetically augmented and equipped to the limits of this world, an implanted exosuit with powered legs, arms, spine and more, a body stronger, faster, and especially tougher than any normal human, and a number of other useful additions. Your eyes can magnify and clarify images better than the highest quality modern scopes and cameras, you have jump jet “wings”, high grade ballistic armor plating wherever you can tolerate, and a personalized com device that functions similar to a cutting edge modern smartphone, though filled with religious fervor.

Known Thresholders: Queenie, gained cybernetic enhancements and a powerful sniper rifle, 1 win.

2 Wins:

- **24. Teagewater:** A city within a kingdom of the world Merreck, in the middle of its industrial revolution. People dress in well tailored and conservative suits and dresses, firearms and simple cannons in use only by the king and his forces. Here a police force under the king patrols the towns and cities to keep order, and rich inventors meet to discuss new technology. Unknown by the common man, hidden by the Custom and its Jade Council, is a society of supernatural beings, mostly vampires with some werewolves and other strays. They're aware of Thresholders and watchful for them.

Werewolves: One of the rarer though not the rarest supernatural species, disliked because of how easily they spread and how hard they are to hide. By ingesting the tooth of a werewolf anyone can become one, instantly starting their first transformation. The most minor physically but completely overwhelming mentally and emotionally, filling them with bouts of uncontrollable murderous and lustful rage and losing their intelligent mind to that of the wolf. Each transformation afterwards is easier to control but it's a slow process, transformations coming when exposed to moonlight of a similar intensity to the full moon, and disabled by time without it, or sunlight. In more proper transformations you take the form of a horse sized wolf with unusually dextrous and powerful claws, your fur color reflecting your hair, your physical might great enough to tear through plate armor like tissue paper.

Afterwards even at base your body is changed, a bit hairier, within human norms, and much tougher and stronger, easily breaking world records for people with your build twice over. Your senses are greatly enhanced, eyesight clearer and more tolerable to darkness, hearing and smell similar to that of a wolf. Your hunger for meat and tolerance

for it raw goes up notably, and when transformed you can regenerate rapidly from nearly any wound with a full stomach, even quickly replacing lost limbs. You'll find your lifespan longer than most humans, though not as much as a vampire's.

Vampires: There are 5 groups of them, each with unique dietary needs that rely on humans, and different appearances and powers. The traits they share are a lifespan of several centuries, the ability to survive and heal from gruesome injuries through feeding, and inhuman strength, speed and toughness, greater than world records and slowly growing with age or excessive feeding. There are the Strix who must feed on organs such as the kidney or liver, they are stronger and faster than average and can grow claws capable of carving steel and sprout wings of shadow to fly through the air at high speeds, they have the palest skin but redder lips than normal. The Varcoli feast on blood and can spit and telekinetically control their own, allowing them to blind or drown others with it, and prevent themselves from bleeding, they can heal from worse injuries on average.

The Terrine eat flesh and can take the form of their victims, though these forms grow unstable over time, they hide more easily than most and are shunned by the Jade Council. The Cerebol eat brains, the fresher and smarter the better, they absorb the knowledge of their victims and it can be seen shifting in their swollen heads at times, they are metal crafters and create the glamours they all rely on to stay hidden. And lastly the Osten eat bones, any human ones will do however old, giving them perhaps the easiest dietary restriction. They have the toughest bodies, especially their skeleton as you'd expect, and can extend their bones as cutting and stabbing implements.

Glamours: Created by the Cerebol vampires, mind altering marked metal pieces, the larger and more complex, the stronger the effect. The more common amulets and similar can make one's attention slip off of the wearer, and their mind fill the gaps with justifications when seeing minor supernatural events, a distant flying man is just a bird, fangs or purple eyes were a trick of the light, signs otherwise forgotten for a time. On the most extreme end a metal structure comparable to the Eiffel Tower with appropriate markings could dominate the perceptions of everyone for many miles around, completely wiping away any memory of supernatural beings and ensuring they refuse to even consider the existence of such no matter what evidence they face.

Known Thresholders: Cosme Walsh, gained Varcoli Vampire transformation, 2 wins (8th loss). Perry, gained Werewolf transformation, 2 wins.

- **25. Rampart:** The stellar government overseeing one of the last specks of humanity in a dying universe, the stars have faded and while the end is still many lifetimes away, everyone can see the writing on the wall. Rampart keeps a stranglehold over the population and its resources while seeking a solution to entropy and suppressing groups that don't appreciate the status quo. The technology available to them is incredible even by the standards of most space faring civilizations, but there's still no solution in sight, unless someone shows up through a portal or something and breaks all the rules.

Cybernetics: Among the misfits rebelling against Rampart is a small pirate faction that wants to elevate themselves and ride out the end for as long as possible with transhumanism. Such augmentation is illegal under Rampart but can bring serious benefits, with well made and highly reliable robotic limbs and organs that far outstrip the performance of humans, including integrated computers and laser weapons.

Nanoarmor: You've been equipped with a tightly controlled carbon-based nanite swarm that normally takes the form of a thick black bracelet, with some small portion within your body and brain for interfacing and protection. It's meant to be your prison and safeguard both, killing anyone else who tries to remove it, and forming an incredibly durable skin tight armor over your body when threatened. They never seem to run out of power but very slowly deplete their numbers from wear and tear. If you can find a way to jailbreak the nanites you can gain some control over these functions and even direct them to do more, such as repairing clothes or forming simple melee weapons for you.

Known Thresholders: Maya, gained Nanoarmor, 2 wins. Morton, gained nothing noted, 2 wins (died).

- **26. Bulb World:** A world of countless separate bulbs containing environments ranging in size from single rooms to small islands, lit by powerful artificial "suns" and connected to one another through pipes allowing the flow of water, air and people. The tech level within them is low and the people are mostly simple farmers and fishermen, save for opposing kings and queens, one of whom has claimed a large bulb for their castle with the pipes blocked by metal grates.

Shadow Anointment: A blessing that allows one to wreath themselves in smoke and shadow, muffling their movements and concealing them from sight to a degree, especially in darkness.

Known Thresholders: Xiyan, gained Shadow Anointment, 2 wins.

- **27. Prison Planet:** Controlled by a tyrannical space faring civilization, this planet is dotted with many grand prison colonies where prisoners do hard labor in the mines looking for a special mineral machines can't detect. Some small forests and deep seas lie beyond but all the prisoners know is their harsh lives as effective slave labor in grey uniforms, especially the Kinmet whose entire ethnic group had been unfairly imprisoned due to their sensitivity to the mineral. In dark green are the common guards that oversee the prisoners directly, and armored in blue the Blue Boys are superpowered super guards brainwashed into near-robots.

Mineral Treatment: The mineral being mined is something humans have varying levels of sensitivity towards detecting, and manipulating in minor ways with practice. By refining, processing, and developing it into specialized treatments it can be infused into bodies of highly sensitive and well trained individuals (normally the Blue Boy candidates). When successful it greatly improves one's physical abilities, strength, speed and toughness all at notably superhuman levels, shrugging off low caliber firearms and smashing through thin metal and stone walls. It also grants the ability to sense and identify the aura of living beings from great distances and reactionless flight with a glowing aura of its own that can compete with high performance aircraft in speed.

Known Thresholders: Jeff, gained Mineral Treatment with extra experimentation, 2 wins. Petra, gained basic Mineral Treatment, 2 wins (died).

- **28. Philosophy Kingdom:** A kingdom entirely made up of philosophers, with an actual philosopher king. They are completely immersed in academia and possess incredibly advanced magics, but do not commit or allow violence. Disputes are settled through fierce and endless debates, which is how they'll force you to combat your adversary as well. They seem to value debate for the sake of itself with no concern for the validity or

actionability of the conclusions, only the arguments. This might explain how so many philosophers accept a monarchy in the first place.

Knowledge Transferral: A gift from the philosophers if you win your debates. The magical power to absorb, retain, and transfer knowledge. You can soak it right out of books in your presence and easily peruse them in your head, and gift information to the minds of willing persons or imprint it directly into new books.

Known Thresholders: Third Fervor, gained Knowledge Transferral, 2 wins.

- **29. Glass Loom:** Another world of giant trees, glass buildings, and unusually tall and thin people who've never known conflict. Here the people use magic to manipulate objects and creatures, most especially glass, to solve all of their problems and live in harmony, which cities of glass bulbs, bubbles, and spires. The people are as peaceful and friendly as can be, and may not speak your language at first but as a group can learn it within days through their magic.

The Loom: Everything has a set of elemental “strands” or “threads” running through it, whose nature is composed of both physical and emotional associations, which can be seen as colorful glowing lines while being worked. By manipulating these threads one can emphasize or de-emphasize various traits or physically reshape them, a magical method of construction, chemistry, and even genetic engineering performed with your bare hands. With training this can turn living creatures into docile servants, subtly alter or enhance their physical and mental nature to produce more wool or learn a language, or assemble a proper meal out of nutrient mush. This magic is most effective at reshaping glass, which can easily be worked into livable structures, but a true master can “enchant” objects to greatly enhance and add to their features. By choosing this your talent for the Loom is assumed to be exceptional.

Upgraded Threads: One or two things you own have had their threads optimized to their limit by one of the greatest experts in this world, this improves their general functionality in a variety of ways while making them easier to wield, supernaturally tough, smarter where relevant, and even self repairing, which replenishes ammo or fuel for items that need it.

Known Thresholders: Queenie, gained upgraded rifle and scarf, 2 wins.

3 Wins:

- **30. The Great Arc:** A land of martial arts and magic, a monstrosly huge band floating in space with much greater livable surface area than Earth, it possesses three small but close fluffy moons and night-time is dictated by the shadow of the arc as it blocks the distant sun. The most numerous people here are the first spheres, who mostly live very primitive lives with animal skin clothes and stone tools. From the second sphere and up populations become less numerous, more isolated, and vastly more powerful with plentiful riches and mystical abilities. This is a land where armor is shunned and a precise fist or blade is prized, face and honor are everything and karma is a tangible force, unburied bodies will rise as various undead monsters and betraying your tethers will weaken or kill you.

Second Sphere: For those who possess spirit roots, like you as a Thresholder, it's possible through years of guided training and enlightenment, or dangerous shortcuts (which you can withstand safely), to awaken to an awareness of your metaphysical meridians, and through them the physical body parts they're linked to and the energy

flowing through them. This will elevate your physical abilities beyond human limits, and much farther through meditative practices. A fresh second sphere can easily overpower or disarm small groups of ordinary first spheres, and with a bit of practice perform prepared movements with faster reactions than they can consciously perceive, such as deflecting bullets. The gulf between a second and third sphere is just as vast and veteran second spheres completely outmatch their youngers.

The most important aspect however is techniques. Those shared by all, practically instinct, include mastery over the internal alchemy. Allowing the reduction and eventually removal of the need for food, water and air, and resistance to things such as temperature, poison, bleeding, disease and aging. The second sphere passively releases energy that keeps their body and clothes clean and well kept, even repairing rips and tears overtime, with practice energy can be focused to aid and accelerate the healing of targeted body parts and combat things such as radiation. They will also quickly master control over their expressions and movements, even unconscious ones, and learn to bend language to communicate with anyone or anything that can communicate.

More specialized techniques involve tethers and drawing energy from things like the sun, moon or insects, channeling it with your body or specialized vessels for all kinds of attacks or esoteric skills. Among all Thresholder powers this is perhaps the number one most widely compatible and adaptable.

Known Thresholders: Perry, gained Second Sphere, 3 wins. Maya, gained Second Sphere, 7 wins. Xiyan, gained unknown, 10 wins (died).

- **31. Land of Myth:** A world overseen directly by Greek style gods with their own goals and politics, and corresponding levels of technology. The people are all invariably touched by their presence in some way, though the extent varies greatly. Most have some form of minor blessing or sign of favor or devotion, fishermen with patches of fish scales or seaweed hair, soldiers with horns or discolored skin. Those most favored by the gods are sent on various tasks and mettle in all sorts of affairs at their behest, often seen as above the laws of mortals, only reproachable by the advocates of other gods in their never-ending social struggles.

Avatar of the Gods: The most favored of a god's advocates, their chief representative among mortals is known as their avatar. An avatar is responsible for the most important tasks and their successes and failures both reflect on their god, so they're quite discerning in their choices. Depending on which gods favor you and whose favor you return, this blessing could take a variety of forms. The avatar of the God of Water can comfortably survive in the depths, breathing and swiftly swimming like a bird flies, they'll always be slightly damp as if shortly after a shower and can command water to do their bidding, large enough volumes to batter or drown their foes. The avatar of the God of Wine for comparison would be the ultimate reveler, around them people are more friendly and pliable, their inhibitions low and their moods easier to shift.

Known Thresholders: Maya, gained and lost Avatar of the Gods (water), Needle Sword was further enchanted, 3 wins (1st loss).

- **32. Jungles of the Lost:** A continent full of dangerous jungles, deadly diseases, exotic bugs and beasts. Currently crawling with wannabe explorers from across the sea seeking tales of riches and adventure. Wandering it you'll find mostly trees and vines, but also large cats and snakes, even oversized red eyed baboons with needle-like fur. The

natives suffer from their attentions, many taken back overseas as slaves, others guard the secrets of the lost city of the sun god.

Blessing of the Sun God: By completing the journey through the lost city and its trials one can earn the power of the sun. This power is a reserve of slowly building solar energy, recharged much faster in sunlight, which passively enhances your health and physical abilities slightly, and actively can be spent to rapidly heal yourself or create blinding bursts of burning light. The ultimate power of the blessing allows you to channel the spirit of the sun god, causing a brief solar eclipse and filling your body and steadily making it glow with as much power as it can stand, a tremendous boost over your normal abilities that leaves your whole body bright as the sun itself by the time it's done. The boost lasts a few minutes and once finished leaves your reserves empty and your body completely exhausted and heavily strained for at least several days or longer as you slowly recover.

Known Thresholders: Maya, gained Blessing of the Sun God, 3 wins. Clarence, gained nothing, 3 wins (this is his 25th loss).

- **33. Sandswept World:** A land of deserts with near constant massive sandstorms caused by the passage of immense bugs. The people live in sky villages far above the storms, their societies running on simple magitech and slavery, their fighting men equipped with various forms of flight and enchanted equipment.

Flight Pack: Either a pair of functional wings affixed firmly and semi-permanently into your back, or glittering jewels that carry you with magic pulses. They can carry you, your equipment, and someone in your arms through the air at reasonable travel speeds without impacting your stamina. In either case you'll likely also pick up a set of gleaming armor a bit tougher and more comfortable than steel plate.

Hidden Dagger: A large magic knife you'll find to be a bit unusually fast and hard hitting in your hand, with an edge that easily gouges metal. An enchantment allows it to be sheathed into nothing, hiding it away in thin air and retrieving it again from the same exact spot relative to your body when desired.

Known Thresholders: Xiyan, gained Hidden Dagger, 3 wins.

- **34. Shallow Seas:** An abnormally flat world mostly covered in water less than 2 meters deep, the only land being islands at most a meter or two above the waterline. Populated by froggy-fish people who can't spend too much time out of the water. They possess almost no notable technology save for the marvels of the pump systems they use to make very rare and expensive multi-story buildings in their small cities, and the enchanted weapons owned by the greatest warriors in each of them. These people have quite a reverence for things outside the water and would think highly of someone who can walk there freely. They carry great expectations for what one may find in the middle of those rare islands they can't venture onto and survive.

Dragon Heart: In the middle of those islands are sleeping dragons, great wyrms large enough to easily swallow a man whole and even tougher than they look. If you find one alive and somehow manage to kill it you can extract its surprisingly tiny heart and swallow it to replace your own. The dragon heart provides a tremendous boost to your health and physical abilities, exceptional speed and reflexes, the strength to easily shatter stone and steel, the toughness to shrug off small and not so small arms fire, enhanced healing and a large number of immunities to normal biological ailments.

You no longer need to fear temperature extremes that would instantly kill a normal man, deadly poisons or diseases, hunger, thirst, suffocation or even aging. Whether in a burning wasteland, frozen tundra, or even the vacuum of space, you can wander comfortably. Your greatest power however is the ability to take on the form of an immense dragon yourself, flying through the sky as a mythical serpent with relatively tiny limbs. You do not gain a full immunity to nuclear radiation or its side effects.

Known Thresholders: Jeff, gained Dragon Heart and many stolen magic weapons, 3 wins (1st loss). Gordie, gained Dragon Heart, 3 wins.

- **35. Vegan Ecumenopolis:** A world covered in its entirety by an endless sprawling city with a modern flavor, but powered primarily by magic rather than advanced technology, plants rather than electricity or much in the way of metal. Buildings made from the wood of magically grown trees, important ones assembled from marble. Nature in a sense is everywhere, small parks and large trees isolated by pavement, gardens and flower beds at every home, water flowing clean and clear, but there is no wilderness anywhere. The population is strictly vegan and no one goes hungry since fresh produce is always an afternoon at most away, no farms required. People are free to pursue the arts and with a planet wide city you'll see entire sections of the population devoted to things like theater or dance.

Growth Magic: The most common practice in this world, divided across several branches of focus but ultimately based around the nourishment and acceleration of a plant's growth. Produce food or fresh wood in a matter of hours, stack up enough lumber or grain for a small village in only days of dedicated work. With experience you can dictate a great deal about the results, like a carefully guided growth over months at the hands of a skilled botanist.

Plague Magic: A more combat oriented magic practiced by a hermit living in the endless labyrinthine sewers and storm drains. Mastery over diseases and vermin, the power to cultivate and direct deadly plagues and ferry them to the public with swarms of controlled insects and rodents. Once claimed you can share in your minions senses and command them from over a mile away, though fine control in a non-general sense will strain your concentration.

Known Thresholders: Jeff, gained basic understanding of Plague Magic, 3 wins. Marjut, gained Plague Magic, 3 wins.

- **36. Containment Facility:** A seemingly endless advanced complex designed for containing and studying supernatural entities, staffed by seemingly endless scientists, guards, janitors and more following the orders of computer systems to gather as much data as possible, they are only confused when questioned about the place they live and work. If you can't blend in on arrival you'll be captured, invasively examined, and torturously experimented on daily until you manage to escape or fight your adversary.

Experimental Results: If you tolerate their testing long enough you can gain a number of new powers and abilities, while they continually bump up your threat level. Physical abilities comparable to large predators, highly efficient acidic blood that eat through any conventional materials save your own body and consciously sprayed from open wounds, and the ability to "shift" your flesh to instinctively copy others voices and appearances, or with practice heal yourself from any injuries that wouldn't kill you in moments.

Known Thresholders: Queenie, lost cybernetics but gained experimental results, 3 wins.

4 Wins:

- **37. Esperide:** Long ago an isolated population from a space faring civilization of genius humans lost contact with home and were forced to land on the nearest planet due to a sudden impact. This planet would be named Esperide after one of their myths and is nearly tidal locked to its star, one side burning desert, the other frozen wastes, only a thin strip of temperate land shifting about a mile a day, populated by fast growing plants and giant migratory insect hives. These geniuses possess incredible technology but little use of wheels or treads, preferring great mechs that were historically powered by fusion reactors, now running off batteries filled through the reactors of ancient mechs still carried with them. They survive in several different splinter groups, small city sized mechs walking across the habitable band weekly, or less mobile compounds weathering the cold and making a trip every few generations.

Core Tech: While the secrets of the ancient mechs are lost, at least one sect of these people still long to return to the stars and constantly work at expanding their population and recovering the advancements of their ancestors. With your help they may complete their new miniature reactors, their size and output not even a fraction of their predecessors but capable of outputting impressive amounts of power for generations with little maintenance, forever if properly cared for. To make use of it you could ask for one of their powerful laser cannons scaled down to your size, or even something like a custom mech assuming you have some way to get it past the portal.

Known Thresholders: Perry, gained Core Tech and laser rifle, 4 wins. Jeff, gained nothing, 4 wins (died). Marjut, gained nothing, 4 wins (died).

- **38. Biopunk 2077:** A futuristic dystopia of mega corporations in a society run almost entirely on wetware. Living computers and drones, fleshy prosthetics and biological implants for uplinking to the aforementioned computers or various other devices. At the top are the effectively immortal wealthy upper class with next gen implants leeching off the population like any discerning late stage capitalist, playing a literally cut-throat and bloodthirsty game, custom made viruses targeting the competition a common tool of assassination. Below are the poor and downtrodden lower class with their cheap, short lived, buggy implants and under constant surveillance, with only plucky biopunk mercenaries fighting on their side and extensively using slang that'll take getting used to.

Bio Implant Tech: A technology that's a mix of advanced genetics, fleshy mad science, and a hint of arcane practices that almost lean towards magic. You can learn to create and redesign countless living implants and prosthetics, the holy grail of wetware transhumanism, mastery of biology and the code underlying it.

Tuned Up: Instead you might devote your time to getting as much work done on your body as possible. Either more mild but tried and true modifications of the past with no risk of failure or special maintenance requirements, putting you a step above normal human limits with some small extra utilities like bio-uplinks. Or you could go whole hog. The cutting edge, machine printed muscle and skin fibers comparable or superior to kevlar, bones analogous to titanium alloys, acidic blood, implanted "natural" weapon systems, a mathematically calculated and lab optimized physique. Such extensive changes are untested in the long term and would require you to memorize and somehow supply light chemical treatments and pheromone triggers every couple months or so on their own.

Known Thresholders: Maya, gained Tuned Up (mild), 4 wins. Eli, gained Tuned Up (extreme), 4 wins (died).

- **39. Candyland:** A land of endless sweets, cream rivers and chocolate dirt, sugary animals and plants as far as the eye can see. Said by locals to be the results of a haphazard wish from a stupid little boy, signs point to an ancient Great Spell like that of the portals. The people are the only exceptions to this magic and work to remove sugar from food sources and filter out what water they can to drink, rotten teeth seen as an inevitability. Technology as you might expect is quite simple, with a kingdom and its clothes and weapons built from sweets.

Licorice Lash: If you can track down the origin site of the spell you can gain a portion of its power. You'll be able to generate and somewhat direct strings and ropes of licorice from your hands with unusual strength, allowing you to strike at or bind your foes, or quickly replace clothing if need be. Also a snack of last resort of course.

Known Thresholders: Xiyen, gained Licorice Lash, 4 wins.

5 Wins:

- **40. Points of Light:** A world of barren wastelands, flowing with dangerous tar and never ending "demons". Humanity lives in tiny isolated city states protected by magitech lanterns that repel the demons with barriers of electric light. The easiest way to make a living here for a fighter is to hunt demons, doing so you can collect their hearts and receive compensation by showing proof. The people have running water and basic electricity but lack video and some other modern conveniences.

Demon Hearts: By eating the hearts collected from the demons a unique power will manifest within you, somewhat weak at first but slowly growing with more hearts, which will also develop additional minor powers of a more general sort in you. Without more hearts these powers won't grow further on their own or with normal use, but you can always refine your control and efficiency. Examples include telekinetic links that allow someone to control a few chosen objects with their mind from a distance, or multiversal senses that can detect the imminent arrival of portals and teleport small random objects to you from other universes with the right support.

Electric Magitech: You've taken the time to learn how to create and maintain these electric lanterns yourself, creating zones that resist the influence of specific hostile magics. With this comes technology that can support your other magic powers, devices built for the purpose of expanding or directing their "signals" and similar, as well as of course some basic if unusually convenient electrical engineering.

Known Thresholders: Maya, gained Demon Hearts (telekinetic links), 5 wins.

- **41. Artist's Utopia:** A fairly modern and incredibly beautiful world, virtually everyone here practices one or more forms of artistic expression, and tied to those expressions is magic. There's not an advertisement in sight, but aesthetically pleasing murals, statues and giant paintings wherever you look, even common laborers wear fancy clothes. They have little in the way of advanced weapons, but still have police and a government with a tight structure and control over society. Underneath are plenty of misfits using the world's art to reject the status quo through expression and magic.

Artistic Talent: Here one who masters the arts can express their desires not only in appearance but in reality to an extent. A painting of a landscape can be walked within, a painting of an apple eaten. A singer can fortify themselves and those that hear them, and fashion brings tangible benefits with its beauty.

Muse: A different sort of magic, rather than a creator you are the ideal others use to create, a muse guiding their hands. This gives you influence over your own image wherever it's rendered, you can see through the eyes of paintings of yourself, alter their form within the image, even direct statues of yourself like an army of golems. Nothing technically stops you from making these depictions yourself, but they need to hit a certain level of quality to work.

Known Thresholders: Xiyan, gained Muse, 5 wins (1st loss).

- **42. Medical Utopia:** A technologically advanced world where injury and disease are problems of the distant past, a practically immortal transhumanist population with no need for traditional hospitals or clinics. The idea one might need a doctor's aid to recover is baffling to them, a curiosity they can quickly correct.

Cockroach's Tenacity: Should you ask or appear here greatly injured they'll happily bring your body up to their standards, and finish before you even wake up. Like them your body will retain peak health effortlessly with the bare minimum of food and water, your physique a bit beyond the peak of humanity by Earth standards. "Minor" injuries will heal within minutes at worst, even some bullet wounds, major ones such as massive tissue damage and crushed limbs will usually regenerate in hours unless you're under continuous attack or your body is largely destroyed. As long as your brain is largely intact you also have an escape of last resort, your head able to detach and run on insectile limbs sprouting where the neck used to be, retreating with hopes of slowly regenerating the body.

Known Thresholders: Xiyan, Cockroach's Tenacity, 5 wins.

- **43. The Dusklands:** A dark land reminiscent of the Mohave lit mainly by a variety of moonlight, some almost normal, some quite sickly or even shattered, heralding the state of the world. The land itself is called "the flux", constantly shifting and changing, time, distance, and landscape unreliable in the extreme, even empty towns and fields appearing and disappearing without living humans there to anchor them in place, foreign technology failing, and horrible monsters appearing and disappearing with the moon cycle. The native people have traditions established to adapt to and take advantage of these phenomena, but are being overtaken by outsiders from a portal, western settlers who forget their original world but are steadily colonizing and slowly industrializing this one with railroads and cowboy towns running on a supernatural form of "electricity". "Demons", "angels", and even stranger beings can sometimes be found interfering from their own worlds.

Dusklands Technology: A form of industrial and basic electronic technology that utilizes magical bioelectricity in living beings to perform a variety of tasks and make devices that can manipulate or ground the reality shifting nature of the flux. In theory it can be used to channel or manipulate virtually any form of powers, and defend from the most exotic of "natural" phenomena. You have a "Harmonizer", the epitome of this technology, theoretically able to amplify virtually any effect and apply it with incredible precision, or over an area wide enough to cover a small town.

K-man Treatment: You've been metaphysically altered through the use of a harmonizer, like a reverse of the flux your existence has been solidified considerably. A normal person after such a treatment has flesh like steel, bone much tougher, the speed and stamina to outrace a horse, and the strength to leap rooftops and tear through normal people like taffy. Your reaction time is also slightly improved, and your blood pressure is immense but healthy. Your healing isn't notably enhanced but you're now nearly immune to conventional degradation, even your corpse wouldn't change with the passage of time.

Shoreboth Contract: There's a price to be paid for some powers, for this one the price is to watch, to observe the horrors of the world and share them with Shoreboth, an eldritch being that through you can contact minds and force them to relay to you anything they've seen or heard in perfect detail, whether they remember it or not. Shoreboth will be pleased as long as you see enough death, gore, and sex, and can also use this connection to psychically drain targets of their bioenergy.

Peony: Rarely in the flux a person can be altered in unpredictable ways, they might receive a strange wound that never fades, some form of animalistic mutation, or suffer an even stranger fate like being frozen in time. Even more rarely this kind of encounter leaves them better off, mutations with tangible benefits like functional wings or powerful animal limbs, or an exotic talent related to the flux like a ghostly arm that can only touch or be touched by what you wish, or the ability to cross from one door to any other you've been to in that world. You have one such talent or mutation.

Known Thresholders: Perry, gained Shoreboth contract, 5 wins (final win). Queenie, gained K-man treatment, 5 wins (died).

6 Wins:

- **44. Domain of the Calamat:** A world with a Victorian style and, to a degree, culture. The ebony skinned natives serve under the absolute authority of their national "Calamat", or people who visit from another world, who make every decision for their lands and solve diplomatic issues with, usually, non-lethal arena matches between them. A land without their Calamat can't change laws or make reforms, what decisions absolutely must be made are made by the Consistory, the collection of other Calamat, who have no problems with slowly eroding the resources and rights of such a land.

Calamat Implements: You fit the description of a Calamat who has not appeared for some time and their implements respond to you as if their rightful owner. A simple circlet or crown and a weapon of your choice, both supernaturally tough and effective as most enchanted tools a Thresholder can obtain. The crown is capable of empowering you in some way, granting or enhancing your abilities in a limited way, such as superspeed that must be charged up over a long period and released at a planned date.

Known Thresholders: Maya, gained Karia's implements, 6 wins.