



Conquest Of Elysium: High Priestess

By moorege24

Welcome to the world of Elysium. This is a land rife with conflict, war, and bloody history, the kind you remember quite fondly. You come from a group of people that remember the old ages, not the eldest age from before the gods roamed, but the age after that, the age of blood, the age of death, the age of the crimson sun and dark gods. You are a servant of Ba'al, technically an invader to Elysium for long ago Ba'al descended to the primordial land, and home of humanity, Terra. With the incarnation of Ba'al came an age of bloody suffering, the people of Terra turning to dark rituals and sacrifice of blood to appease the dark god, even angels from the celestial plane bowed to him and became the Watchers. The Watchers, led by the first to turn against the angelic host, Azazel, took wives among mortal kinds and had children, the giants known as the Nephilim. Ba'al was pleased with such an offering of souls and chose not to slaughter all in recompense, eventually withdrawing back to his home, wherever that may be. In the darkest hour of Terra a new god came, El, and brought help to the sick and needy, this angered Ba'al and so he descended once more to hunt and slaughter El and their servants. El panicked and weak ran far away to the promised land, Elysium, and sought to gain strength there. Recently Elysium was found and so Ba'al has sent his most loyal subjects, his very brides bound by blood, the high priestesses to find and slay them so that Elysium may be another one of his bloody conquests.

Take 1000 Blood Sacrifices to enable the dark ones will.

Start Location:**Terra:**

You begin in the home continent, the original from which many fled after the dark ones' descent. This is a land of blood and hunger. This land still holds Ba'al as the greatest god of all, he is the dark one, the lord of terror, the king of blood and sacrifice. This is not a place for the faint-hearted and I would not be surprised if you were to die as a sacrifice upon an altar. Stay loyal to the dark one, for he is always watching his faithful.

Elysium:

The promised land, a holy to where El fled after their defeat at the dark lord's hand. This is a strange and wild place, with many people and factions warring over the resources and territory. You have come to take and conquer in the name of the King of Sacrifice, do not disappoint him.

The Sky:

A strange and ephemeral realm, drifting above the promised land. This is a place filled with winged beings, pale imitations of the celestial host, and drifting elementals. Cloud castles and forests dot this place, with rainbow bridges connecting it to the land below.

Agartha:

The realm of the Pale Ones and their Olm ancestors, sealed deep beneath the stones of the earth. A vast cavern near unending in magnitude and filled with dangers and mysteries from the most ancient peoples to walk the lands.

The Elemental Planes: +200 Sacrifices

The seal, The hold, The lock and chain. A realm forged after the dawn of the giant and in response to your lord's descent to the world. A realm made in four. One realm burns unending filled with animated flame and ruled by the Fire Titan. One realm, an endless ocean inhabited by living water and ruled by the Sea Titan. One realm, stone and earth with creatures of the same material, ruled by the Chthonic Titan. One realm is an endless maelstrom, the winds whipping about and filled with independence ruled by the Storm Titan. In the center of these four lay a lonely prison, and within that prison our lord slumbers. Sealed there long ago, after his banishment and the Titans ensure his stay.

Era: Choose one

Dark Age: The era after the primal times. Elysium is a wild, magical, and untamed place. The dwarf holds are still standing in this era and the largest settlement you will find are towns as cities have yet to exist. The barbarians are first landing upon Elysium and the great forests dominate it.

Agricultural: While cities are rare the land is more tamed and settled, hamlets and villages are abundant and the elder mysteries have started to vanish as civilization rises.

Empire: A great empire rules Elysium, filling the land with cities and temples, humans roam and build great citadels, they wage war on a level unseen, the wilder things have all but faded and humans rule supreme

Fallen Empire: Calamity and war Unparalleled have brought ruin to Elysium. Battlefield and abandoned cities litter the land as the undead roam, spawned from the blood shed in the fall. Humanity fights for survival in an accursed land.

Monarchy: Humanity has recovered from the end of Empires and now make fortresses and kingdoms in the ash, an era of rebirth for mankind as they carve a new home for themselves.

New Empire: Humanity reborn in full having shed the terror and loss of the fall, a new empire ruled by a council has risen to claim ownership over Elysium, though they still fight the terrors of the fall, it is now but echoes of a distant tragedy.

Age and Gender:

Pick any

Origin/Race:**Mortal: +200 Sacrifices**

You are a normal human, a mortal worshipper of the Dark One. Your chiefest duty is enacting the will of his more important servants, while bowing before his laws and teachings. You are little more than a tool to be used by beings greater than you.

**Priestess: 0 Sacrifices - Female Only**

You are a Priestess, or perhaps a Hierodule, of the great god Ba'al. Elevated to this position through holy matrimony and a bloody ritual, marrying yourself to the dark one. To be his will and instrument on the plane of mortals, while fulfilling any whims he may possess, is your chiefest of duties. You are his wife and thus are his voice, your words are his. In return for the vow of marriage and servitude you are granted great knowledge and power sourced from pain, blood, and sacrifice.

**Lilot: 0 Sacrifices - Female Only**

You are demon spawn, native to Inferno. You trace your lineage back to Lillith, the original demon-god and mother to demons. Once, long ago, Lillith was taken as consort to Ba'al and so spawned the first of the lilin from the union, the lilin, Ba'al's true born, now serve loyally to this day. You are a creature of kind gesture and friendly face, both open and seductive, but you are a monster in truth seeking only to please your divine ancestor that is Ba'al. You fool mortals with a pleasant gesture and then devour them when their back is turned. You have the appearance of an attractive woman with the wings of a great demonic bat and furred, cloven legs.



Se'ir: 0 Sacrifices

The Se'ir are descendants of the watchers forming unions with the beasts of the land, chiefly they are of Azazel's blood. Bestly creatures appearing as humanoid animals, primarily beings like goats or oxen. They are far stronger than normal humans and roam the vast deserts in hordes doling out the will of Ba'al to the unworthy. Some among them bearing demonic blood harness the power of the storms and ascend to be Shedim.



Melqart: 200 Sacrifices

Dead are the Melqarts, vicious Rephaite kings of old, who do not see why death should stop them ruling. Once only the descendants of gods, the Malikum are now gods of the dead in truth, ruling macabre kingdoms in the underworld. They are venerated by Ba'al's faithful and will answer when the Priestesses call for them, arriving as incarnate deities with ethereal courtiers serving as their armies. They are ephemeral giants with horns and six fingered hands, their appearance mimicking the power of their Nephilim forebearers.



Nephil: 400 Sacrifices

The Nephil, or Nephilim, are the result of unions between mortal humanity and the fallen watchers. They stand as truly gigantic beings of primarily human appearance, with the exceptions of pale skin, horns, six fingered hands, and sharp teeth. They are horrifically powerful bearing magical ability that echoes Ba'al's immeasurable divine magic and a physical strength unmatched among mortal creatures. Filled with an unquenchable hunger, both physical and mental, they sought to consume and conquer more and more, eventually devouring their own sons and daughters while ruling immense nations. When Ba'al fell the Nephilim had a realization, they had no purpose, food did not quell their hunger, rulership did not fill the hole within them and so they left, travelling further than any other being had. What the Nephilim have found on their journey is unknown and only recently, with Ba'al's activity, have they begun to return.



Watcher: 600 Sacrifices

The Watchers were once divine beings, angels, in service to the celestial powers but when Ba'al arrived on the mortal realm some were seduced by the promise of power and pleasure he offered. The first to fall, and the one who convinced the others, was Azazel who led them to become the greatest of the Dark Ones servants. The Watchers did also marry mortal beings, in mimicking Ba'al's priestesses, and from these unions spawned the human blooded, Nephilim, and beast blooded, Se'ir, from which many of the dark ones servants would arise. After the Gods' war and Ba'als sealing the Watchers would be banished, damned to inferno and chained there by celestial bronze. Ba'al seeks to free his most loyal servants and unleash his dream of a bloody world once more.



General Perks:

General knowledge: Free

You have general and common knowledge of this world and the beings that inhabit it, this does not include forbidden, ancient, or mysterious lore but simply what everybody knows. A necessary thing for if you didn't you may find yourself burning to death as fought what you thought were normal dogs, that turned out to be hounds of the inferno.

Sacrificial Mathematics: 100 Sacrifices

When performing blood magics (or any sacrificial rites), you know exactly how many sacrifices you will need to receive the intended result. This perk is perfect for anyone who plans on practicing magic that requires sacrifices.

Command: 200 Sacrifices

You are experienced and learned in the ways of command, you know how to lead, organise and control a large number of soldiers to an effective degree. This is an important perk if you wish to have higher ambitions and carve out your own kingdom among the madness of Elysium.

Bloody Evaluation: 400 Sacrifices

You gain the ability to identify, evaluate, and rank the value of an individual for blood sacrifice. This means that the process of studying people to ensure they will work in a ritual is entirely skipped. This also has the byproduct of allowing the identification of bloodlines and inherent power in an individual.

Better To Be Feared Than Loved: 600 Sacrifices

You are a loyal adherent to the Dark Lord of Terror and as such have taken many lessons from his rule. Chief among the lessons is that fear is a powerful tool for inspiring loyalty and worship. As a consequence of such fear Ba'al gained power, now so will you. The more feared you are and the more people who fear you the more powerful you become. This perk does grant only minor benefits per person who fears you, less than a percent of a percent boost, but with the numbers you may be dealing with it adds up quickly.

Mortal:

Fear Is The Mind Killer: 100 Sacrifices

You have an uncanny ability to operate under even the most extreme of emotional stressors. This perk does not remove the ability to feel emotions, primarily fear, but instead allows you to continue thinking and acting clearly no matter your emotional state, useful for one who serves the lord of terror.

Fanatical Loyalty: 100 Sacrifices

You are loyal and so your lord is loyal to you in turn. As long as you serve an individual or organization to the best of your ability and do not betray them, they shall do the same to you. Never will you be sacrificed, never will you be left behind, never will your pension be revoked. A useful ability.

One Among Millions: 200 Sacrifices

You are but one faceless slave in the face of the Great Lord of Darkness. This is a benefit to your survival, should you ever find yourself in a situation where a portion of a group is to be harmed, punished, or slain (sacrifice, decimation, group punishment) you will never be chosen, regardless of odds.

Reward For A Job Well Done: 400 Sacrifices

If you are promised a reward, no matter how vague or grand, should you succeed at a task it will be fulfilled. No matter how impossible, strange, or powerful a gift promised is a gift given for you as the very universe will conspire to grant you your dues.

Only I Will Remain: 600 Sacrifices

The greater the terror you feel the more powerful you will become in turn. If you are under the influence of a minor fear of spiders you can expect a boost of 1.1x power but if you are under terror for your life the boost can be massive, up to 10x strength. There is no technical limit.

Priestess:

Unholy Matrimony: 100 Sacrifices

To be a priestess to Ba'al is to be a loyal and loving wife, while many take this as metaphor it is, it is in reality a literal fact, the last step in training into the priestess is a grand and bloody wedding ceremony to the Dark God. You have the ability to bind the Soul and Destinies of yourself and others through a ritual of marriage, the effects may be subtle but are clearly visible to those who can see into the supernatural. What precisely this does depends heavily on the rules of whatever setting you may find yourself in.

Master Chef: 100 Sacrifices

Many of the most powerful rituals, particularly those associated with the dead, require a proper feast to attract the long dead kings. This perk includes comprehensive knowledge on traditional Terran cooking as well as the skill to utilize such things. The primary benefit comes from improving ritual spells but being able to make good food is still a nice skill to have.

Surgical Skill: 200 Sacrifices

To be a priestess of Ba'al you must be skilled in the arts of torture, vivisection, and keeping even the most horrendously wounded alive. The reason for requiring these is that torture and blood sacrifice are very important rites and rituals for Ba'al. This perk grants you comprehensive knowledge on the body of any sapient you encounter in the setting as well as how to keep them alive long after they should have died. This perk is intended to enable inhuman torture techniques but it can also be used as normal medical skill. This will update when entering a new setting to give you knowledge of the biology of any sapients there you previously had no knowledge of.

Dark Prayer: 400 Sacrifices

Prayer and devotion is the source of your power on this world as a priestess to Ba'al. This perk grants a few things, the first is the ability to cast spells contained under the dark prayer sphere. Spells included will cause the opponent to spontaneously bleed, enslave their will to you, paralyze opponents, curse them with bad luck, instantly kill targets, and many more possible effects. This perk also includes the ability to use and fuel any magic dependent on faith/an outside source without that source being present within a given setting. This will allow you to use dark prayers in future jumps.

Darkness Descends: 600 Sacrifices

You gain the knowledge and skill to call forth the most powerful beings in any world you may inhabit. For this Jump specifically you gain the ability to break the chains of Ba'al and summon him into the world, casting the land under the red light of the false sun. In future jumps this perk gives you knowledge of the greatest powers and the rituals required to call them forth. This does not mean they will not kill you though so summoner beware.

Lilot:

Demon Blood: 100 Sacrifices

Lilot, also known as Lillim, are descendants of Lillith, one of the original inhabitants of the Inferno, and so carry her demonic blood within them. This grants increased resilience, heat and cold resistance, and very minor regeneration. It also means you will not be attacked on sight by those bearing infernal blood.

Charming Facade: 100 Sacrifices

You have a very pretty face and a very charming tongue. This perk grants a cosmetic boost but this is secondary to the other ability, the skill and knowledge required to charm, seduce, convince, and ensnare people with only words and voice. You are a very skilled manipulator and this can only be spotted by those as skilled as you.

Hellfire: 200 Sacrifices

You are born of Inferno, the lower realms of the world, illuminated by everburning fires and never-cooling magma. Now this heat lies within you. You have immunity to fire, both mundane and supernatural, as well as the ability to summon and command 'reasonable' amounts of infernal flame. This does not mean you could scorch an entire planet but a small village being engulfed is not out of the question. Infernal fire is near impossible to extinguish without it burning out naturally and can feed on magical sources of fuel.

Illusion Spinner: 400 Sacrifices

You are a master of illusion magic, particularly over your own form. Even if you stood at the size of a skyscraper you could easily trick someone into believing you to be the size of an ant. You do also have skill in other forms of illusion, able to conjure mirror doubles and fake walls. You are not a master illusionist by any measure but deceiving the senses of another is quite easy to achieve.

Mother Of Monsters: 600 Sacrifices

The Lilot are the children of Lillith and so have her penchant for mothering monsters. The great lords of inferno are rumored to be her children and now your own descendants will have similar blessings of strength. Your descendants can inherit your perks, abilities, body mods, and any other esoteric abilities you have picked up in your travels. You can toggle what abilities are inherited at will.

Se'ir:

Beastly Blood: 100 Sacrifices

Born of broken divinity and the beasts of the land you have a kinship with mortal animals. You have the ability to interpret and understand animals in a way no other race can, this also grants an animal passivity when they are near you. Even the most aggressive beasts will ignore you as long as you do not disturb them overmuch. This does not mean assaults upon them will be tolerated, only your presence.

Crackling Blood: 100 Sacrifices

You have blood that literally crackles with power, while not a fully ascended Shedim you bear their mark. This perk grants two things, first your blood with shock and electrify any that injure you acting as a minor deterrent, second you will never be struck by the fury of a storm if you walk into the heart of a great thunderstorm lightning will never strike you, walk into a tornado and wind will never pull you, travel into the eye of a hurricane and the water will not drown you. The storm is within you.

Desert Survivor: 200 Sacrifices

You gain all the necessary skill and knowledge to survive for extended periods of time in even the most barren of environments. This also comes with increased hunger and thirst thresholds. If it takes a man three days to die of thirst it will take you three months.

Call The Horde: 400 Sacrifices

Se'ir are pack animals at their base and now so are you. Whatever race you happen to be you can now summon a horde of them to come to your aid, this horde will vary depending on location and your personal power but will contain at least ten members. This can only be used once each week but technically has no limit on the amount of times you can use it in total. The horde will be utterly loyal to you and do any command you wish.

Storm Manifest: 600 Sacrifices

You are Se'ir no more, now you are Shedim. Great wings sprout from your back and your entire form crackles with great power, you have shrunk in height but grown in power. Standing at the height of a normal man you bear the ability to wield the great storm magics, hastening allies, flinging lightning, calling tornadoes and more. Let none stand before you without trembling before your might.

Melqart:

Flickering Lights: 100 Sacrifices

You are a creature of the lower realms, long dead and long lost. This means that walking the lands of mortality and enforcing your will upon it is stalled by the fact you cannot reach it. This perk allows you to see distant flickering lights, paths out of any realm you may find yourself in, this perk does not tell you what kind of path, whether portal, summoning, road, sea, door, or many more, only that it is a way out.

Revelry, Unceasing: 100 Sacrifices

You are dead, you have passed on to the next life and this comes with a few benefits. First is that you never get tired, you literally cannot be exhausted and expended, you have infinite stamina and no need to sleep. Second, you cannot be affected by mortal concoctions, any form of drug, alcohol, or poison that does not contain at least a little magic will have zero effect on you. Finally, pain has no hold over you, you still feel the sensation but it is no longer uncomfortable or crippling, merely informative.

Army, Unbreaking: 200 Sacrifices

Death did not stop you and so it will not stop your army. Any soldier that serves you faithfully will, upon their death, rise again as a loyal undead warrior. Some of their personality may be lost, their will subsumed by your greater power, but their skill never dims, their strength never wanes, and their loyalty never falters. Do not take this to mean that your army is unstoppable because a second destruction of them will cease them forever but every warrior has two lives when they serve under you.

Kingdom, Unchanging: 400 Sacrifices

Yours is a kingdom that has passed the test of time, even death did not bring your empire's collapse. Any territory/dominion that might be considered 'yours' whether in the literal sense in ownership or the metaphorical sense thorough recognition will endure through even the most difficult of times. A blight strikes the land and the people go hungry? A miraculous trade deal gets you enough food. A drought strikes the land and the people are dying? A freak storm arrives just in time to relieve them. The literal apocalypse occurs and the world is destroyed? Awaken as a king still as the empire in totality is reborn in the afterlife. You will rule forever, no matter what.

Life, Unending: 600 Sacrifices

You do not die. You cannot die, at least not completely. You will now resurrect if your body is in good enough condition, if it is not you will awaken in the underworld as whole as could. Should your underworld self be slain you will reincarnate in a mortal form once more. Should even your soul be obliterated, you will still exist as ephemeral essence until the day it can settle together once more and coalesce into your soul untainted. You cannot die, though this is not always a blessing.

Nephil:

Divine Right: 100 Sacrifices

You are Nephilim, bearing the blood of higher powers from the celestial planes. This perk grants you the ability to wield divine magics and walk in divine realms without protection. This means that prayer is not the only path to the power of the gods for you, the celestial magics can be used as if it were any other arcane secret when mastered by you requiring no outside energy sources. The other part of the perk means that, no matter how hostile, you can enter and travel within celestial planes without issues, as is your right.

All-Consuming: 100 Sacrifices

You are hungry, so hungry, endlessly hungry. There is a never ending pit in your gut and no matter how much you devour it will never be sated. Despite this it can be calmed for but a moment by eating and eating. This perk grants the ability to consume anything and derive nutrients from it, rotten meat, soil, magical artifacts, beings made of pure soul, and many more things are but fuel for the ever-hungering giant you have become.

Divine Generator: 200 Sacrifices

You are practically a generator for pure divine energy, radiating it like a nuclear reactor. This perk grants unlimited amounts of divine energy to fuel any magics you could possibly wield. This does not grant the ability to wield an infinite amount, only produce an infinite amount.

Far-Walker: 400 Sacrifices

You and your kin have travelled far in your wanderings, further than any being, mortal or immortal, ever have. As a consequence of these long travels a few benefits have been bestowed upon you. This perk primarily grants immunity to any and all environmental hazards that would naturally plague certain environments, cold no longer harms you, heat no longer burns you, madness no longer takes you should you traverse the void. The second benefit is a limitless well of stamina, you will never tire or slow in your march towards the horizon. The final benefit bestowed by this perk is a sense for landmarks, you have a natural inclination and pull towards any feature in a landscape that might be considered 'significant'. You will be drawn towards cities in nations, the tallest peaks in a mountain range, ancient structures in long ruined civilization. The world is your oyster, you should be able to find all its pearls.

Hunger, Endless Hunger: 600 Sacrifices

The Nephilim are hungry creatures, though there was once a time where it was merely a pang of hunger rather than the starvation that consumes them now. During the early years, when they were but children, they were more voracious than most but not concerningly so but as they aged it became more and more, first they began to eat livestock whole and dominate their friend groups, then they began to eat people and rule villages, then they ate cousins and siblings and dominated kingdoms, finally they began to devour even their children and rule as emperors. Nothing filled the hole inside them. Now a hunger of similar proportion grows within you but not a hunger of born of monstrous heritage as takes your kin, this is one of desire to be more, to grow forever. You have no upper limit in skill, power, strength, energy or any other category you can think of. No matter how long it takes that small spark will grow into a blazing flame, from the weakest man in the world to one who could crush the universe, all you need is time and motivation.

Watcher:**Power Through Suffering: 100 Sacrifices**

You draw energy and sustenance from suffering of others, it fuels both your body and your soul. You can now draw actual energy from the pain others go through, instead of eating a burger someone suffering a stab wound would provide a similar boost. A feast substituted by the torture of an innocent, begging as they die.

Desecrated Light: 100 Sacrifices

Despite your corruption and your folly, following the first betrayer in rebellion against your forefathers, you remain a being born of the divine realm and such its power is yours to wield. You exude divine energy, carrying an aura of decrepit light. This aura will bring harm to your foes and help to your friends and grows stronger the closer to you they are. an enemy may begin to bleed, old wounds opening and sores appearing, while an ally will have old pains soothed and minor wounds mended.

Great Betrayal: 200 Sacrifices

One of the pivotal aspects of your very being is betrayal, to stab a friend in the back at their lowest point. You are a great betrayer, both in the way that your betrayals are great and in the way that you are good at it. This perk will grant the ability to know exactly when, where, and how a betrayal will be most effective and will also grant you the knowledge to escape the consequences.

Dark Power: 400 Sacrifices

You are a fledgling divinity in a way, and a horribly corrupted one at that, where the light you wield once scoured the land clean, it now dirties and twisted all it touches. This power is yours to command, shadows will rise and devour your foes, wounds will open and bleed, the weak minded will break and die at your mere presence becoming slaves to your will. You have all the power of the dark things in the world and all the skill to command it.

Darkness Rising: 600 Sacrifices

The time of Ba'al has come to an end, the old fool is trapped, sealed between worlds by workings he cannot hope to escape. In this era an opening has been made and an opportunity is ready to be seized. You are granted the power of usurpation with this perk, should a great power, god, demon, angel, or some other higher being, become indisposed through death, imprisonment or impotence their position become 'open' and this opening allows you to step right in gaining all their power, titles, servant, property and other miscellaneous things. You replace them, you become them, a better them that will not fail as they did.

Items:**General:****Supply Of Gold: 100 Sacrifices**

Gold is the very lifeblood of Elysium, it is the currency used by everyone that lives in the realms from the mighty Troll king, to the Guildmaster, to the Pale ones, to even the Dryads. Gold is an important commodity for many reasons and can get you many places. You will be given a small supply equaling fifteen coins and receive another each month. This may not seem like a lot but most farms and villages only make one or two gold coins in a month so it is quite a substantial sum.

Sacrifices: 200 Sacrifices

A large array of sacrifices, ripe for use in dark and bloody rituals. This will contain a shipment of twenty sacrifices and you will gain another twenty at the end of each month. Low level rituals require five to fifteen sacrifices while the greatest can require more than one-thousand.

Mine: 400 Sacrifices

A large mine containing a wealth of iron, gold, and precious gems. A very important resource for the people and nations of Elysium. This mine is deep, producing up to fifteen gold coins, five units of iron, and eight units of a gem of your choice (Fire rubies, water sapphires, earth emeralds, or sky diamonds). This is an incredibly important landmark that many will want and seek to take from you, its veins of materials will never run dry and it has a defensible position allowing for effective protection. A cadre of workers to operate it are given freely, keep in mind they will not fight for you.

Guard Tower: 600 Sacrifices

A large and well fortified tower that stands alone, a perfect location to ward off the malicious powers that wander the land as well as serve as a forward location should you seek your own conquests in Elysium. The guard tower may also serve as a place from which to recruit soldiers for any purpose you desire.

City of Ba'al: 1000 Sacrifices

An immense city dedicated to exalting the glory of Ba'al to any who may lay their gazes upon it. IN the center of this city stands a temple to Ba'al's glory. The temple itself comes equipped with a retinue of priestesses and chambers designed for ritual purposes. The city is armed with a thriving population and an army of loyal thralls serving Ba'al. This army does not include any supernatural soldiers, only mortals, but it is still an army numbering in the thousands.

Mortal:**Iron Sword: 100 Sacrifices**

A simple iron blade, dependable and durable. It will stay by your side even on the darkest days.

Steel Armor: 200 Sacrifices

Simple steel armor, It covers you completely. The set includes chainmail, gauntlets, leggings, coif, helm, and padding. Nothing like plate armor but serviceable enough.

Siege Weaponry: 400 Sacrifices

Your choice of a ballistae, catapult or trebuchet and a crew to man it. When you are tearing down the walls of your enemies magic is all well and good but sometimes simple engineering is the best solution.

Barracks And Camp: 600 Sacrifices

A large barracks and surrounding camp for housing the career soldiers in the service to a High Priestess. This building and all its inhabitants owe their loyalty to you. Included with this is a legion of warriors one thousand strong alongside with all the personnel required to maintain it, this includes but is not limited to cooks, maintenance staff, trainers, scouts, messengers, and more.

Priestess:**Ritual Blade: 100 Sacrifices**

A sanctified and purified dagger designed to predominantly be used in the sacrifice and bloodletting of chosen thralls when performing great magics. Can be used as a weapon of last resort.

Ritual Robes: 200 Sacrifices

The robes of office worn by all of Ba'al's priestesses. They are heavy and cover your entire body, covered in iconography of the great god Ba'al. They are also surprisingly comfortable.

Fountain Of Blood: 400 Sacrifices

A great fountain spouting an endless amount of still warm blood, ruby and liquid as if freshly spilled. The fountain has no apparent source and will never run dry. The first purpose of the fountain is as a source of fresh blood, as it has a surprising amount of uses. The secondary use of the fountain is as a nexus of dark magic, amplifying its effects up to twice their normal strength.

Temple Of Ba'al: 600 Sacrifices

A great temple to Ba'al's will and majesty. This temple serves as a fine base of operations and includes a staff of zealot warriors as security, Hierodules as servants and neophytes, and a single high priestess to serve as mistress of the temple.

Lilot:

Whip: 100 Sacrifices

A whip made of leather from an undetermined creature, a serviceable weapon.

Hellish Armor: 200 Sacrifices

Armor forged in the pits of inferno, stronger than mortal armor but not by much. It seems to glow with the fury of the depths and will burn all but you who attempt to don it.

Lair In The Mountain: 400 Sacrifices

A hidden sanctum deep within the mountains that split the desert. This place is near impossible to reach, much less find for the majority of beings on elysium. It comes equipped with prison, defenses, and supplies as well as a retinue of Lillim numbering in the tens and near uncountable number of Mazzikim, small imp like cousins to the Lillim.

Portal To Inferno: 600 Sacrifices

A great and hideous tear into the veil that divides the realms that make up elysium, this hole allows any who pass through to enter the blazing, and sometimes freezing, realm of inferno ruled by the demon lords in the dark. A perfect place to stage an invasion by Ba'al's more demonic servants or a place to begin the search for the long lost Lillit.

Se'ir:

Lightning Rod: 100 Sacrifices

A great rod made of pure iron, perfect for conducting and drawing lightning unto yourself. It serves as a sufficient tool for bludgeoning enemies into a fine paste.

Bestial Garments: 200 Sacrifices

Some small and pitiful covering scavenged and modified in the limited ways available to the children of the beast. Not very protective or warm but makes you look sufficiently intimidating.

Primal Village: 400 Sacrifices

A roaming, nomadic village fit to burst with a braying and screaming horde of Se'ir warriors. This moving tent village hosts a gathering of one thousand that may grow with your leadership. Keep in mind you have no supply network and rely entirely on hunting, raiding, and looting.

Eye Of The Storm: 600 Sacrifices

A great castle floating in the centre of a hurricane that moves slowly at your discretion. Few can reach it and fewer can breach it. It hosts a small number of Shedim, perhaps ten, and little else in the ways of amenities. It would be good bones for a staging ground or moving fortress.

Melqart:**Kings Armament: 100 Sacrifices**

A great and terrible blade, encrusted with excessive finery, gems, precious metals, beautiful etchings. It might not be the most practical weapon but it is certainly the most impressive one.

Royal Regalia: 200 Sacrifices

A set of full armor that covers you head to toe and is absolutely gorgeous to gaze upon. It is not designed for proper protection as most armors would be but rather designed for ceremony and impressing your subjects. It is smothered in expensive art and painting, made from the most expensive materials, and decorated with the rarest of gems. It would make for a king's ransom, but might be found wanting should you actually need to go to war.

Eye Of The Empire: 400 Sacrifices

A grand and illustrious palace, the size of a city on its lonesome. Within it lay the eternal slaves to serve and care for your every need and a personal army to enact your will upon your lifeless dominion. Your army is ten thousand strong and your servants are enough to populate an entire city.

Portal To Hades: 600 Sacrifices

A grand tear in the edge of the world, one under your control and care. This is a valuable resource to the dead for it is a path back to their home. Whether you hide it, share it, profit from it, or forget about it, this portal connects the lands of the living and dead permanently and cannot be destroyed.

Nephil:

Great Club: 100 Sacrifices

A great and terrible club, the size of ten men stacked together. One of very few weapons to fit your monstrous size. It is sturdy and will crush your foes, what else do you desire?

Endless Food: 200 Sacrifices

A bag containing a supply of endless food, bottomless and unending. What the food precisely is may change at random, raw meat, porridge, soup, uncooked grain, and many other things may be dumped from within. A useful thing to have when hunger consumes you.

Primordial Cloak: 400 Sacrifices

Nephilim are not known for being particularly clothed beings, often forgoing all coverings except for a grand cloak upon their back. You now have an empowered cloak to envelop yourself in, wearing this cloak renders you invulnerable to non-magical attacks and double your physical might.

Lonely Throne: 600 Sacrifices

An empty throne, an empty palace, an empty city, an empty empire. This item is the collected infrastructure, wealth, valuables, and more of the old nephilim empire that stretched from shore to shore across a continent. There are none left but you to appreciate such things for all of the old world have passed on. Will you loot the place for all its worth and abandon it or will you return life to this corpse of a nation?

Watcher:**Blade Of Light: 100 Sacrifices**

A grand blade formed from the resplendent light that permeates the celestial realms. It is ephemeral and ethereal with no true physical, and it does not truly cut, rather, it cleanses and cauterizes anything it comes into contact with.

Weeping Halo: 200 Sacrifices

A great halo of crimson light that seems to weep dark streaks across the sky. Despite the wounded nature of its divinity it remains bright enough to blind any who gaze upon it to your form and intentions.

Binding Chains: 400 Sacrifices

Chains forged from celestial bronze and inscribed with the most powerful runes are the realms of elysium now. These chains can contain and restrain near any power with almost no exceptions. It is these very chains that bind the watchers to the realm of inferno and keep them from their divine home.

Portal To The Celestial Realm: 600 Sacrifices

A gateway into the celestial realm, a perfect place to stage an invasion to the heart of Ba'al's sworn enemies. This portal will connect any mortal realm to any heavenly realm in a permanent way in future jumps.

Companions:

Companion Import: 200 Sacrifices

Import a companion and gain **600 Sacrifices** to use for such an endeavor.

Giant Scorpion/Spider: 100 Sacrifices

A giant scorpion or spider that is easily comparable or may even dwarf a full grown human in size. It can act as a mere companion in battle or even a mount with enough practice.

Young Hierodule: 200 Sacrifices

A young and ambitious fledgling priestess, newly officiated among the wives of Ba'al. She seeks greater knowledge and power with the ultimate goal of seeing her lord husband walking among the mortal realm once more.

Manticore: 200 Sacrifices

Manticores are beasts descended from the demon goddess Lillith bearing the head of a man, the body of a lion, the wings of a bat, and the tail of a scorpion. They have great fanged mouths, deadly venom, and powerful musculature, though they lack any real talent in magic.

Lamashta: 400 Sacrifices

A horrid and grotesque handmaiden of Ba'al. Once divine messengers among the celestial realm, these lesser angels followed the masters, the watchers, in corruption and sin. They appear as horrifically disfigured and ugly winged women constantly dripping with blood. They still have their skill as an agent and messenger and are immune to all non-magical damage.

Sirrush: 400 Sacrifices

Great and terrible wingless dragons of the desert, rumored to be the very first of dragon-kind, they once served as guardian beasts of the world before Ba'al's descent where they followed him into darkness. They have reptilian heads with three horns, great barbed necks, scaled bodies, the legs of a lion, and a serpent for a tail.

Desert Sun: 600 Sacrifices

An artificial creature made in imitation of the great miracle of Ba'al's incarnation, the appearance of the second sun. These beings are forged at the top of the highest mountains and spread the great desert from its origin, appearing as a glowing crimson orb with stone wings and a head atop them. They are great and powerful users of pyromancy.

Scenarios:

Dominion of Ba'al: (Priestess Required)

You are a faithful priestess of Ba'al, his wife and voice upon the mortal world. This scenario commands you to bring Ba'al once more upon the world, gather the sacrifices and tools, armor your citadels, prepare your armies and begin the rites. The scenario is ends when the ritual is complete and Ba'al is born anew

Reward

As you die so Ba'al may use your corpse as his new body you will awaken as Ba'al. Your reward for thai scenario is all his power and ownership over Terra, the great and ancient continent from where he hails.

O Mother Where Art Thou?: (Lilith Required)

You are one of Lilith's true descendants in both form and blood. This scenario requires you to discover the location of Lillith, or at least what happened to her. I can give no hints for none know where she fled, not even the greatest deities. Completion is fulfilled when what happened to Lillith is discovered.

Reward

Your reward for completing this scenario is command and control over all those that descend from Lilith's blood. This means all the greatest monsters of Inferno, your Lillin sisters, the manticores, and many more. They will be slaves to your will.

The Storm Cometh: (Se'ir Required)

The storm and sky is the realm of the Shedim, to be controlled and commanded at the whims of their bestial minds. There are those that would contest this idea, elementals, cloud lords, titans of the storm and all of them despise your kind. Your goal is singular, ensure that the might of the storm is your alone. This scenario is complete upon the extinction of the cloud lords and sky titans.

Reward

Your reward for this endeavor is control over the elementals of air (cloud, storm, sky, wind, and air) as well as control over all weather phenomena to be summoned, directed, and dismissed at your pleasure.

A Kingdom Returned: (Melqart Required)

You are dead, this is an undeniable fact. Your kingdom is ash, this too is undeniable. You still rule your empire but only in the underworld and you long to return under the sun. The objective of this scenario is to launch an assault upon the mortal world and reestablish your empire under the sun once more. The scenario is complete when the last citizen is in the world of the living for at least five years.

Reward

Your reward is what you have built, your empire, its wealth, its people, its power, and all else it holds is yours to own. Forever, immortal.

Home At Last: (Nephil Required)

The Nephilim have wandered far and long, traveled for so long that even gods forgot their passing. Ba'al, your divine parent, has sent forth the call to return home, to return to Elysium. Your goal is to reach the shores of Elysium and will be completed once this occurs. Keep in mind you have travelled so far that you may have crossed uncountable worlds and planes. It could take you centuries.

Reward

Your reward for this endeavor is a very special map. A map of all things in a given universe, what it shows responds to your mental commands. It displays every dimension, portal, path, kingdom, border, and more. The collected knowledge of every Nephilim came together to forge this map in their long wanderings.

Be Free My Brothers: (Watcher Required)

You are a betrayer of the divine order, one who seeks to defy heaven and bring it low in the name of Ba'al. Your brothers stood with you and followed Azazel into corruption but at the very peak of your dominion, it all came apart. Ba'al was banished, the power of the warlocks sealing him, the Nephilim left, damned to wander in search of purpose, the Lillim fled back to their infernal pits, and your brothers were chained and sealed in celestial bronze, damned to Inferno. You slipped the eye of the heavens and stand alone. Your goal is simple, find where your brothers are sealed in the deep and free them from their chains. Heaven will fight you but you must win. The scenario is complete when the last chain breaks.

Reward

Your reward for freeing your siblings from prison is their undying loyalty. A legion of ninety-nine corrupted angels to lead. Elysium will tremble once more.

Drawbacks:

Pixel hunting: 100 Sacrifices

The world of Elysium appears... kinda low rez. The entire world is made of pixels, and not particularly high quality ones. This doesn't really do anything except maybe give you a headache.

Longer stay: 100 Sacrifices (repeatable up to ten)

A rather straightforward drawback that simply extends your stay by ten years per purchase up to a maximum of ten times.

Wilder: 200 Sacrifices

The world is just a tad bit darker, crueler, and more aggressive. Hateful moose, giant spiders, purple worms, and roaming hydras and now far more common and aggressive to about triple what would be standard.

Elemental Fury: 200 Sacrifices

The world trembles for the elementals are leaking through the veil. About double the amount of roaming elementals compared to standard are free and traveling Elysium. They are aggressive.

Portals galore: 400 Sacrifices

Several portals to various planes open across Elysium, while by themselves they are not particularly dangerous it can cause occasional problems like a roving god or chained titan walking through and wreaking havoc before being put down. This may even be an opportunity in the right hands.

Pacifism: 400 Sacrifices

You cannot hurt a fly, literally. You are incapable of intentionally doing harm through your own actions BUT you can still command others to do harm for you.

Diseased: 400 Sacrifices

You have the plague. It's terminal. You will slowly decompose and there is no cure. There are a few ways to bypass this, the first is to die and get a new body, the second is to gain regeneration which would lead to you effectively going back to being normal, the third is to find a way to remove the concept of disease from existence but that's not really feasible.

Forgotten: 600 Sacrifices

You lose all powers from previous jumps for the duration of your stay. That's it

Hunted: 600 Sacrifices

The Empire has come again and they HATE you. For the duration of your stay you will be relentlessly hunted by the Empire of Elysium. They will send vast legions, high level mages, and any monsters they can acquire to try and kill you. Hide or fight, it doesn't matter, all you need to do is survive.

Angels Grace: 600 Sacrifices

El HATES Ba'al and his servants. So now the angels of the celestial realm will make consistent assaults upon you to try and break the will of Ba'al. Once every year a wave of angels and divine beasts that increase in power and number will assault you and attempt to kill you, they will never surrender or retreat.

Apocalypse: 800 Sacrifices (repeatable)

The Apocalypse has come to Elysium and it is great and terrible in its majesty. When selecting this a random apocalypse from the list below will be chosen and you can take it again until all apocalypses are active.

1. **The Fury Of EL:** The seven seals lay broken and the world weeps for it. EL is free and so are the lords of hell. Plagues of demonic locusts and monstrous frogs descend upon the world. The forests burn and the armies of both inferno and the celestial realm march to war. Survival may not be possible.
2. **Fury of the Elements:** The four elemental planes, fire, water, earth, and air, for the very first time are in alignment, they seek the destruction of Elysium. Unending legions of elementals, led by the elemental kings and queens, rise from various portals across the realms.
3. **Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn:** The High Cultist and his loyal followers, aided by the lords of basalt, have called forth the gods of the void. Terrible beings such as Hastur, the King in Yellow, now walk the land destroying all in their wake. Breaches to the void spill forth endless hordes of abominations from the deep void.
4. **Ants:** The ants, they're everywhere, in a secluded part of the world a monstrous ant colony will be created. If you don't stop them they will grow and expand to devour the entire world.
5. **Unity Unleashed:** The Sealed Chamber at the depths of the world is broken and the amalgam deities forgotten and imprisoned there run rampant. The three dead pantheons, sealed and merged within three dead titans, run rampant across Elysium, seeking to destroy everything in their madness. Should their titan containers fall, the pantheon will emerge complete as UNITY, the amalgamated power of every god that was slain in the god's war.

Primal Return: 800 Sacrifices

The time has come, the world is returning to the way it was so long ago. In the beginning of your stay all will appear normal but the longer you stay the more things warp and change. All the planes are slowly merging into one, as they were so long ago.

God's War: 1000 Sacrifices

The gods have begun to war once more. The great and terrible event that sundered the old world has begun anew, all the planes have marshaled their forces and begun the long war against each other. You are on the side of Elysium by virtue of living there. Good luck.

An End, Or A New Beginning:

Return Home

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