

EXALTED  
DESPONDENT UNDEAD



The creators of this world did not design the afterlife. The dead were meant to reincarnate immediately rather than linger. Then, however, the Primordial War occurred, and some of the creators of the world died, breaking reality in the process. After all, Creation was not designed to handle the death of one of them, as a Primordial dying was not something that any of them thought possible. And yet it happened, and the Underworld is the result. As they fell and clogged the mechanisms of reincarnation, the dying Primordials witnessed everything they had made, their life flashing through their vision just like any mortal would experience. This flashback granted them even greater understanding of their creation in their final moments, and as the understanding of a Primordial lends substance, so too did their sudden understanding form the Underworld around them.

The dying Primordials, now named Neverborn, found themselves at the edge of Oblivion, tethering off the cliff's edge between existence and cessation. And they could not take the plunge, as tormented and despairing as they were, for something held them back. The newly arising mortal dead in the Underworld gave them the insight to realize why; just how like a mortal ghost lingers beyond death, unable to move on due to their attachments and fetters to the life of the living, so too were the Neverborn too closely tied to Creation itself to truly embrace Oblivion. From then on, they have schemed and plotted to destroy all of Creation, so that they may finally plunge into Oblivion and cease to suffer.

But of course, the Underworld was populated by the ghosts of mortals, mainly humans thanks to their rise to supremacy following the Primordial War. And those mortal ghosts did not want to submit to the madness of the void. They built cities to house themselves in, to repeat the toil they remembered from their life. And thanks to the aid of the Exalted Host, they managed to hold back the forces of the Neverborn. Later, during the Usurpation, the greatest armies of the Neverborn started pouring out of the Mouth of the Void, and it was thanks to the repentant ghosts of the Solars that they were beaten back and defeated.

Now, it has been some years in the living world since the Scarlet Empress has vanished from her throne in the Realm. On top of that, Solars have started appearing in mass quantities again, not seen since the last years of the High First Age. Already, some Solars have been captured, tricked, or were sorcerously bound into servitude by some of the Deathlords, not to mention the newly arrived Abyssals, also known as Deathknights, who act as powerful agents of the Deathlords as well. It is the year RY 768, and the future certainly seems to hold much tumult. You will be in this world for 10 years, although perhaps to the dead, such an amount of time might not seem much. And lastly, you may have a gift, to help you survive better in death;

**+1000 Corpus Points**

# Origin

You won't actually get to choose what you are. Instead, here's an explanation of the state of being that ghosts experience.

## Ghost -0cp

The Primordials did not design undeath. Neither ghosts or the Underworld existed under Primordial rule. No, the Underworld only appeared once the first Primordial casualties of the Primordial War happened; reality was not designed to process the death of such immense and powerful beings, and it broke a little. This is why in current times the souls of dead mortals can linger in Creation after death. While initially the Solars of the First Age disapproved of this lingering, they came to appreciate the potential allies against Oblivion, and created various rites to prevent the hungry dead from rising and to empower their undead allies.

As a genuinely unnatural state of existence, ghosts are unlike other spirits. Instead of Charms, like other spirits obtain, they have Arcanoi, which are inherently restricted to be aligned with a domain of death and decay, and do not have All-Encompassing variants that provide more power than normal. Additionally, the innate attunement to death that all ghosts have provide them with greater senses, and an instinctive ability to recognize all wounds, diseases, and infirmities. This is why, to a ghost's senses, everything in creation stinks of decay; a blooming rose carries in its petals its own inevitable rotting, for example, leading to most if not all ghosts thinking of Creation as a dreary place. Additionally, ghosts are unable to respire living essence, able to recover essence only in the Underworld or through their Fetters.

To be a ghost is to be a memory given form, a pale reflection of who and what the ghost was during their life. Due to this, most ghosts take on the forms they had during or slightly before their deaths, and usually bear some identifying mark related to how they died, such as a large circular bruise around the neck of a ghost who was hanged, persistent coughing for those who died of tuberculosis, or eternally wet skin for those who drowned. These are simply markings, however, not actual wounds; even those ghosts who died of old age and thus look frail will be just as athletic and enduring as those who died young. Similarly are their clothing not such a thing in the normal sense; rather a memory of what they wore during death, the clothing their corpse was outfitted with in burial, or perhaps even an outfit that best represents their station in life, depending on which is more important to the ghost, formed out of the same essence that composes their naturally immaterial bodies.

All ghosts feel the subtle pull of Lethe, as their souls instinctively seek to continue on the journey designed for mortal reincarnation. If you ever succumb to this pull, of course, your chain will end. You at least will be guaranteed to possess the bare minimum strength of will to resist the pull of Lethe for a full decade and a little more, so the only way for you to succumb to such an instinctive temptation will be willing choice or someone forcing you into Lethe in some way, such as a ruthless necromancer.

As a former mortal, it is worth noting that human souls are structured peculiarly, relative to other spirits; unlike demons, elementals, or gods, a human being is composed of two souls, the Hun, the soul in charge of higher thought, and what becomes a ghost after death (and what you become in this jump barring certain options), and the Po, the soul in charge of instincts and baser functions, which becomes a hungry undead akin to ethereal zombies after death if not placated.

# Locations

Life is pain, and the Bishop agrees

## The Stygian Isle

Not very welcoming and kinda shit overall since the Immaculate Order completely stamps out ancestor cults

## The City of Stygia

Right over the Well of Oblivion, the ghosts living here are basically locked in a meaningless repetition of their lives and roles and react violently to those trying to bring peace because they want passion and predictability

## The Sea of Shadows

Equivalent to the Inland Sea

## East

### The Empire Of Aki

### Hanau And Tyoka

### Deheleshen

### Sijan

### The Pyrron Ossuary

### Thorns

### Noss Fens

Where the Dowager and the Well of Udr are

### The Bayou Of Endless Regret

## South

Chiaroscuro

The Thousand

West

Fallen Lotus

Whale Bay

Haggard's Keep

Lintha Ng Oroo

The Skullstone Archipelago

Saigoth That Was

North

The Northwestern Islands

The Kunlun City-States

Whitewall

Or at least nearby

The Icewalker Tribes

Dead Gradafes

The Frozen City-States

Tzatli

Marama's Fell

The Silent Meadow Of Dust

The Labyrinth

The Mouth Of The Void

Cavern Of The Ending

Oblivion's Passage

The Ocean Of Unending Night

Zhokai

Cadaverous

The Deaconry Of Profanation

The Infinite Prison

Orak-Tau

The House Of Succulent Tears

# Perks

Of course, you'll have the opportunity to gain some power at least. You have a number of floating discounts with which to halve the price of a given perk, as well as making 100cp perks free. You gain 2 discounts for each price tier.

## Dark Unlife -100cp

Ghosts are beings of memory and stasis, and as such tend towards gravitating to the roles and jobs they had in life. Farmers who died are farmers in the Underworld, the ghosts of blacksmiths ply their trade in the Necropoli cities of the dead, and so on. Moreover, ghostly society has changed little if at all since the formation of the Underworld. You're used to this stagnant society, not finding it mind-numbingly tedious, and additionally you're able to perform repetitive and tedious tasks without getting tired or bored of them. Certainly a help for killing the eternity of time you can now look forward to as an undead.

## Rock Bottom -100cp

Sometimes it can be hard to find the things that still tie you to life, especially if some disaster befalls them. Still, it would be painful to be unable to find the things you used to value in life, and perhaps you'd rather not have to worry about that. With this, you are unusually good at finding people, especially those you are attached to. Whether it's your scattered descendants after a disaster wiped out your main lineage, a specific person you still bear a grudge against, or perhaps even individuals that would have proven to be exceptional but yet lay dying ignominiously by some dark twist of fate. Perhaps you'll find estranged and unfortunate people and grant them some power and a second chance?

## Luminary Of The Underworld -100cp

Despite the general disturbing air surrounding the dead, there are many among the living who admire, or perhaps even worship death. Ancestor cults are simply the most inoffensive example, and anything from suicide artists to mass murderers can be considered among those who are not repulsed by the undead. You, in particular, have somehow accrued a positive reputation among such people, being known as a great sage of death. This reputation as a luminary of the grave will make forming connections with such groups significantly easier. Just remember to prove your reputation isn't baseless.



### Power Of The Dead -100cp

Arcanoi, just like spirit charms, can be developed and innovated on with much effort and experience. If you'd like to skip ahead a few steps, with this you'll gain a small number of custom Arcanoi, to perform whatever feats you'd like to be capable of. They won't be too potent to start with, but nobody else will know of them unless you tell them, and it's entirely possible to develop them further to grow in strength. Maybe you'll share these Arcanoi with your allies?

### Mortician Order -100cp

Ancestor cults are not particularly rare. But that also means there are many ways that the living venerate their dead ancestors, and not all such ways are particularly effective. There is a group that takes care of designing such methods of worship though, to help the living better worship their lineage. This being the Mortician Order of Sijan. Whether you're one of their priests or somehow infiltrated it for a while, you've now gained all the training that a professional in the Mortician Order has, being an expert in funeral design and ancestor prayer, and well qualified to lead an ancestor cult in ways that maximize the benefit to the ghosts receiving the worship. Perhaps you'll sell your services to ghosts?

### Ominous Divinations -100cp

The sky of Stygia is nothing like the sky of the living world. Even putting aside that only the Calendar of Setesh keeps it moving every day, any form of divination using the stars of the Underworld is too ominous to gain any useful information out of. However, ghosts who know astrological divination techniques can perform divinations regarding the Underworld normally. Perhaps you'd like to look into such matters yourself? With this, you've learned many divination techniques, and can use them in the Underworld to attempt to predict future events. It's not always reliable and tends to be vague, of course, but it's better than nothing, no? In future jumps, you will also be able to perform divinations regarding the realms of the dead and the fate of those who linger after dying.

### Exalted Past -100/200/400cp

Oh, it seems that you weren't simply another mortal in life. Rather, before you died, you were one of the Exalted, blessed by the gods with immense power and potential. Unfortunately, now that you are dead, you no longer have the power of your Exaltation at your disposal, but that does not mean you have lost all of your experience and skills. While you can no longer wield the charms you used in life, you still have all the puissance you developed as you grew in power, however strong you became in life. But of course, there is a world of difference between a young and an old Exalt, so below you'll see the price options you have for your level of experience.

For 100cp, you were very young, just starting out even, and likely hadn't lived more than a decade after your Second Breath. You're comparable to a Heroic Mortal, reaching the limits of ability for mortals. Hell, you may optionally simply have been a Heroic Mortal in life rather than an Exalt, if you would like. While you certainly stand head and shoulders above most ghosts, keep in mind you aren't the most powerful undead around.

For 200cp, you used to be somewhat experienced, having a few adventures under your belt and likely having accrued much power, and your natural abilities and skills will be stepping beyond the limits of mortals, albeit not by much. As a Sidereal, you can now use your divination in the Underworld, and likely retain knowledge and perhaps even usage of many Terrestrial Martial Arts, and one Celestial Martial Art. As a Lunatic, then regardless of where your focus lies you'll find that you are very talented in intrigue, espionage, as well as hunting prey, whether that be beasts or people. As a Dragonblooded then you're almost definitely very experienced at court intrigue and politics, and as a Solar you'll have noticeably better raw abilities than the rest, and are more of a jack of all trades in terms of skill.

And finally, for 400cp, you used to truly be one of the elders of your kind, firmly superhuman in all but your least attributes. Few in the Underworld can match your sheer breadth of skill, much less the depths of it, and you could easily be a major player in the geopolitics of the Underworld. The Deathlords will definitely consider you a threat, so be careful and make sure to leverage your abilities to the fullest. Just remember that the Deathlords are stronger than any ghost. Perhaps you intend to become one of them?

#### Listen To The Whispers -200cp

From the depths of the Labyrinth, the maddened whispers of the Neverborn and even those of Oblivion itself emerge, straining the sanity of those who can hear. Still, these whispers hold many secrets, as the Neverborn know anything that happens in the Underworld or is known by any mortal souls in the Underworld, so those willing to take the risk can stand to gain much information. Whether by training or instruction, you've learned how best to avoid the worst of these whispers and how to extract as much useful information from them as possible.

While you are very much not immune to the sanity-eroding influence of the whispers, you know when you're reaching your limit of resisting the influence and should leave to try again later. If you aren't particularly resilient then you probably won't be able to listen to the whispers long enough to get much of import, but if you're powerful, there is much knowledge and lore you can gain by taking risks.

## Fetters To Mortality -200cp

Ghosts are tied to the mortal realm through something called Fetters. Sometimes an object, other times a friend or family, other times a location, Fetters aid ghosts in anchoring themselves in Creation to avoid succumbing to Lethe. For you, though, Fetters are a bit more useful. You see, ghosts can draw energy from their Fetters daily, replenishing any spiritual exhaustion they might be in, and obtain an amount of energy appropriate to how important the Fetter is to them. However, ghosts cannot have more than a handful of Fetters they can actually draw energy from in general, which can lessen the benefit they give.

Fetters also allow ghosts to enter Slumber when near the Fetter itself or a representation of it, during which the ghost falls asleep and merges with the Fetter or representation for a duration that the Calendar of Setesh indicates lasts approximately 8 hours. After this, the ghost wakes up and heals to a limited extent from any damage it suffers from, if it is wounded. This is the only way for ghosts to heal from damage, as they cannot heal naturally. Needless to say, the ghost is completely vulnerable while in Slumber.

You, however, can treat as a Fetter anything you consider important, and are able to draw energy, usually spiritual, from all of them rather than only a handful. It is worth noting however that the amount of energy you can draw from Fetters every day is directly relevant to how much you value it. An interesting trinket that's ultimately a curiosity will yield very little, while the love of your life would provide a significant although not vast amount of energy. While it's not possible to draw great amounts of energy from Fetters, it can be done daily with no particular limitations, so it is still a great boon to those ghosts able to utilize it.

Additionally, you were a particularly virtuous person in life, and this has resulted in you having particularly potent Passions, especially when compared to most ghosts. This strengthens your will, enduring for longer than most would be able to, and even enhancing your own efforts whenever you are acting according to said Passions. What those passions are is up to you, likely being things you are particularly attached to, but as a special bonus, unlike other ghosts you'll be able to change what your Passions are if they ever become invalid, such as finally vanquishing a hated foe.

### Maddening Whispers -200cp

Well. It seems that you've somehow learned strange tricks from the Neverborn, as you can now inflict your own Whispers on those in proximity to you. Just like the whispers of the Neverborn, your own whispers can damage the sanity of any who hear in whatever manner you please, or perhaps not at all if you want, and it also lets you reveal information that you know through these whispers. Unfortunately this doesn't guarantee that such information will be received properly, as those who are trying to not hear too closely might not get much more than vague visions and metaphoric imagery rather than the full information you're trying to communicate. Lastly, anything that you imbue your own essence into can be made into a conduit of these whispers too, spreading them beyond your immediate presence.

### Necromantic School Of Thought -200cp

Despite thousands of years passing since its discovery, Necromancy is still just a budding art, at least compared to sorcery. This is to the extent that there are no Absorptions of Necromancy, as in specialized charms that any sorcerer can learn, and which modify their ability to utilize sorcery to enhance certain sorcerous endeavors to the detriment of others. Now, however, you've gained your own Necromantic Absorption, a true innovation in the land of the dead. You could keep this secret, and use the strange benefits you gain as a trump card, or spread it through the Underworld to advance overall Necromantic knowledge. In future jumps, this Absorption will also apply to any necromantic magic you encounter.

### Forced Enlightenment -200cp

Sometimes a teacher must be a bit harsh to truly impart important lessons onto their students. Or at least, that's what you insist. With how effective your teaching methods are, it's hard to argue. You're a very competent teacher, able to impart not just your skills, but even your expertise to your students, and have quite a lot of experience in indoctrinating your students into whatever philosophies you'd like. The teaching process may seem horrific to those watching, and it's certainly quite painful for the students, but results speak for themselves, no? Even if a student isn't putting in all their effort, or don't want to learn, that won't be a particularly big obstacle to making them learn new things. And even if their minds break from the knowledge you're giving them, that would simply mean you can fit more knowledge in their head.

### Advanced Necrophysics -200cp

Ash, Bone, Pyre, Blood, and Void. The Five Elements of the Underworld are twisted parodies of the elements of Creation, lacking the vitality of life and infused with the nihilism of the Neverborn. Still, unlike the elements of Creation, nobody truly knows how to tap into these dead elemental essences in the same way that the living can tap into the powers of Air, Wood, Fire, Water, and Earth, and unlike the five varieties of Jade the living world has, the Underworld can only boast of Soulsteel as their unique magical material (albeit the five varieties of Jade can be found in the Underworld too). Until you came along that is. Somehow, perhaps from sheer chance or a vision from the Neverborn, you've learned how to utilize the elemental essences of the Underworld.

At first, you will know how to produce Jade variants of the Underworld elements, whether by corrupting Jade materials or through some esoteric method, and have enough understanding of geomancy to construct Demesnes and Manses attuned to one of these dead elements. With more work, immense amounts of resources, and perhaps some help from more powerful beings, you could develop necrophysics into an actual science, perhaps even developing Martial Arts attuned to those elements. Hopefully you have a way to protect yourself from the Deathlords, as they will doubtlessly want to both procure your skills and deny you from their rivals.

### Black Reflections Of Craftsmanship -200cp

There are many craftsmanship disciplines in Creation, and the Underworld is no different in that regard. The craftsmanship of the dead is generally unknown among the living, either because it is jealously guarded, or because the living cannot practice it. You, however, have become a master at all the disciplines of craftsmanship unique to the Underworld, and possess all the relevant Arcanoi that allow you to perform them. Jadecrafting, for directly manipulating jade, Molation, for shaping the corpuses of other ghosts, Necrosurgery, for preparing corpses for necromantic spells and rituals, Pandemonium, for haunting and manipulating the living world, and finally Soulforging, to forge souls themselves into useful items or batches of soulsteel. All these are the disciplines you are a master of.

### Dual Jumper -200cp

The Dual Monarchs of Stygia are quite a mystery. Seemingly normal ghosts, and yet possessing significant power (even if not as much as the Deathlords). But the Dual Monarchs aren't the same as the ones from the founding of Stygia. No, the Dual Monarchy is a position that is passed down. This is done through their masks; a ghost that wears one of the four masks of the Dual Monarchs becomes them, and the ghost that used to wear that mask loses that identity and becomes another ordinary ghost. However it happened, you've learned how to craft these sorts of masks, imbuing them with powers and skills you possess so that the wearer may use them. Be careful though, as you will lose anything you infuse into the mask.

### Darkest Nadir -200/400cp

Wrested from the Corpse-Tombs of the Neverborn by a group of Exalted during the First Age, Necromancy is a dark mirror of sorcery, manipulating the essence of the dead to manipulate and create undead and perform other similar horrid feats. Now, you've learned Necromancy down to its second circle, the Onyx Circle of Necromancy, as far as most know even exists, much less can use. Even if you're a normal ghost, you're still capable of Necromancy somehow, definitely a curiosity that will attract attention. Of course, if you're strong enough, you'll also be able to wield Void Circle Necromancy, the third and greatest circle. Do note that while you can lie and pretend that Necromancy isn't inherently evil, all forms of Necromancy harm the world, living or dead, and bring it ever so slightly closer to Oblivion.

If you'd like to pay an additional 200cp, for a total of 400cp, you also become capable of teaching anyone down to the Onyx Circle of Necromancy, even if they wouldn't normally be capable of it. Should this be known, you will essentially have an endless quantity of volunteers among the ghosts of the Underworld to become your student, and of course quite a bit of attention from the Deathlords, and perhaps from those of the world of the living as well.

### Tired Beauty -400cp

Well then. It seems you have quite the background of your living life, or perhaps you were simply very good at hiding while alive. Either way, you would certainly catch a lot of attention. You are extremely beautiful, certainly more than normal mortals can be, and have quite the talent in seduction and corruption. With some time and effort, you could single-handedly corrupt a whole staunchly chaste monastery into a degenerate orgy of debauchery and lust. Any charms or other abilities that revolve around manipulating others comes more easily to you, and you're very good at learning what you need to seduce someone. Hopefully you don't indulge so hard in debauchery that you burn yourself out.

### Abyssal Torment -400cp

As ghosts are aligned with the essence of death, and the Neverborn wish to corrupt the undead to their own service, quite a few very nasty arts have spawned from the agents of the once-Primordials. While you may not be actually in service to them, it certainly would seem like it, what with your sheer expertise at tormenting other beings. Torture, psychological mind games, identifying what a person values most and how to break it in front of them in the most impactful way, you are nearly unmatched in your sheer knowledge, skill, and experience in how to force people to feel great physical, mental, and spiritual pain.

You might require special tools for the really exotic or esoteric torments, but you know how to perform them should you have such kinds of tools on hand. You are well learned in the arts of breaking people's wills, although such will require total control on what forms of stimulation your victim has access to, such as having them locked up in a dungeon and barred from anyone else, as well as plenty of time to work your art. You also have some minor skill in crafting mundane torture tools, but your focus is on implementation, not crafting the implements themselves.

#### Theological Void -400cp

As with everything, you can spin quite a bit of theology around something as powerful and incomprehensible as Oblivion. And it seems that you've gazed upon it directly, or perhaps received very peculiar blessings from the Neverborn. Either way, you're able to write scriptures about the Void that drive readers as insane as if they had approached the Mouth of Oblivion personally. You can also write safer scriptures to use as a basis for ancestor cults if you'd like. And of course, you yourself possess an incredible mental resistance to the insanity of Oblivion, being able to operate generally fine even with the maddened whispers of the Void filling your mind. All the better for you to spread the unholy word.

#### Nadir Of Concordats -400cp

Initially, the Neverborn were locked in their Corpse-Tombs, only able to affect the Underworld indirectly. Most of the horrors they held were firmly entombed within them. But then, a group of Exalts of the First Age cracked open their tombs, extracting the secrets of Necromancy from within and allowing the Neverborn to act far more directly. If it weren't for those Exalted, things might've gone very differently for the Underworld along Creation's history. Perhaps you'd like to benefit from such turns of fortune yourself. In essence, whether by chance or hubris, you'll find that when you are trapped somewhere, there will be a group or individual coming along to free you eventually, whatever their reasons might be.

#### Ancient Memories -400/600cp

You aren't just any ghost, you're one who has been lingering since the First Age. While this means that your connection to Creation is rather tenuous and it is slightly more difficult to resist the pull of Lethe, it also means you have many memories of the time where humanity was at the peak of its power. Of course, you can choose what disciplines you learned the most about, such as combat, or sorcerous and occult lore, or perhaps social techniques. In such a discipline you're the best at it as a normal human can get, perhaps from being tutored by Exalted teachers to be their assistant. Even in other areas you're well-learned, certainly knowing more about it than most in the current Age.

And of course, if you also have the Exalted Past perk, this also means that you're one of the Exalted who lived in the First Age, with all the expertise and knowledge that comes with. If you purchased the maximum tier of Exalted Past, and also purchase this perk, you may optionally spend an additional 200cp to become a Deathlord, enhanced by the powers of the Neverborn themselves to approach the immense power you wielded in life. Hopefully you'll train your deathknights well.

#### Necrotech Scientist -600cp

Death in Creation is irreversible. Once the spark of life leaves a soul, only Lethe may return it. However, some curious scholars discovered ways to make use of the corpses left behind. Experimentation and innovation resulted in the creation of zombies and other lesser undead, crafted from preserved body parts and animating it with the essence of death that wafts through the Underworld. Thus the field of Necrotech was born. Since the millennia that followed the first few First Age Solars investigating this new field, many advances have been made, and while the Usurpation and the resulting loss of knowledge set necrosurgeons back nearly to square one, most innovations have been rediscovered by the Deathlords and built upon by the many undead scientists investigating and learning the arts of reanimation.

You in particular have mastered the field of necrotech, at least the subject as it has been advanced to at the moment when the Solars will return to Creation. Provided you have preserved corpse parts and a proper workplace, you'd be able to make anything from the common zombie or skeleton to more powerful undead designed as siege weapons, to even the titanic forms of the behemoths themselves. Sadly, by yourself you are restricted in the undead you can reanimate by your own power, but should you have powerful allies you will be able to teach them the proper rituals to imbue a constructed corpse with the essence of the Neverborn and gift your creations with a twisted mockery of life. Additionally you have some experience with teaching your craft to others, and know the designs for acceptable tools and can handcraft those, but your knowledge concerns primarily the building of undead.

The field of necrotech is still young, however, and there is much to learn and experiment to expand your expertise and knowledge. And expand it you likely will, as you are one of the foremost innovators of necrotech science, matching the Deathlord known as the Mask of Winters in your innovative designs and your masterful advances in this science. Even alone you could make significant strides in this discipline with some level of regularity. Perhaps you'll try to form an actual scientific community around necrotech so that you have some help?



### Gentle Embrace -600cp

In the world of the living, there are martial arts that call upon the powers of the elements. But that shouldn't be unique to the living world, right? Thankfully, you have sufficient talent in martial arts to bring that kind of thing to the Underworld as well. Whether calling on the dead elements of the Underworld, or the energies of Oblivion itself, you can develop it into a martial art with some time, and less effort than you would think would be needed. Calling on such greater powers not only grants significant might, but can also allow you to spread their influence. Perhaps a strike allows someone to hear the whispers of Oblivion, or a kick makes their bones wither and crack. After that, all that's left is teaching the martial art to others, no?

### Pioneer Of Undeath -600cp

Necrotech deals with corpses and dread unliving creatures. But that's only one side of the dead. What about the soul? What about the transformations ghosts suffer when corrupted by the Neverborn and Oblivion? The arts of Soulforging seem promising, but perhaps you'd rather take things a step further? You've already taken a few steps in learning about the nature of death and undeath, enhancing and improving any Necromancy, Arcanoi, and other abilities that pertain to modifying spiritual forms, or even those related to shaping new forms from raw essence. Additionally, you'll find yourself particularly receptive to self-modification, especially in regards to improving your power and evolving your essence. Perhaps, with the right opportunity, you might be able to turn yourself into a Onceborn, a better, more active mockery of the Neverborn themselves.

### Righteous -600cp

Many of the dead, especially those who used to be Solars, miss the feeling of warm sunlight. As undead, it burns them, so they cannot truly enjoy the warmth of the sun again. However, it is not impossible for the Unconquered Sun to grant his blessings to ghosts. You serve as living proof of that, as somehow you have been blessed by the Unconquered Sun to become a Righteous Dead. Perhaps the most obvious effect of this is that you are no longer a creature of darkness, and may walk under the sun like any living being. Additionally, Necromancy no longer works on you, as if you weren't undead at all, and the same goes for the powers the Deathlords wield. And most importantly, you are empowered to crusade against the forces of Oblivion, effectively having an Excellency that makes all of your actions Holy so long as you pursue the goal of overthrowing the forces of the Void. And of course, any ghost or other undead that accepts and joins your cause is transformed into a Righteous Dead as well. You could likely snowball your own forces into a great golden army unmatched in the Underworld. In future jumps, your vow of fighting against Oblivion will also apply to any forces of nothingness or pure destruction that seek to unmake all that is.

## Absolute Horror -800cp

Oh. You aren't a ghost at all. Not the ghost of a mortal at least. You are a Hekatonkhire, a tormented remnant of a Neverborn's soul hierarchy. Your power is comparable to that of a Deathlord, but it is entirely yours, and likely far more horrible and disorganized besides. Your power is immense, practically unmatched in the Underworld, and your rampages would be calamities to most who are living or dead. You can even deny the pull of Lethe to ghosts that fall under your power, trapping them forever should you wish to have some company in your torment. Unfortunately, existing is painful for you, wracked with the energies of Oblivion yet unable to take the plunge into it, and incapable of growing deaf to the whispers of the Void. Still, it's not too incapacitating, and you may think the power is worth the suffering.

If you also purchase the Ultimate Heresy item, you may optionally choose to be a Neverborn outright. Tortured, immobile, and dreaming, every second will be transcendental pain for you, hanging oh so close to Oblivion yet unable to take the final step into cessation. Well, perhaps with enough strength of will and resolve, you might be able to keep your wits to some degree, but even with transcendental willpower this won't be a permanent solution. Hopefully you find either a way to truly kill yourself, or a method to heal and reincarnate yourself properly.

# Items

You'll have a number of floating discounts to use on each price tier. 2 discounts for 100cp items, 3 for 200cp items, also 3 for 400cp items, and 2 for 600cp items.

## Grave Goods -100cp

The objects that ghosts are buried with form a plasmic copy of themselves in the Underworld, providing them with a panoply called Grave Goods. Only the wealthiest or most popular of ghosts are buried with significant objects, however, with most ghosts possessing a few trinkets or automata based on effigies as their panoply. You in particular have a handful of minor objects, such as a particular vase, or perhaps a picture, that reminds you of your best memories in life. Pondering them, aside from giving you some measure of spiritual energy due to automatically being Fetters, will always lift your spirits from even the darkest depths of despair, and will help you greatly in retaining your will to live. If broken or lost, they are repaired and brought back to you after a day.

## Getting Started -100cp

Necrotech, being a science of undead flesh, generally requires resources with which to craft. Likewise, necromancy does require appropriate regents too. Unfortunately, having a good supply of such needed ingredients generally requires you to be part of some faction or other. Fortunately for you though, you've somehow managed to secure a steady if small supply of such things, fresh blood for necromantic rituals and corpses to experiment on. They are not of particularly high quality, but it's better than nothing, isn't it? Besides, the aspiring necromancer has to start somewhere.

## Soulsteel Materials -100cp

There are two ways of obtaining soulsteel. One is to forge it directly out of ghosts, forming normal soulsteel that wails with the pained howls of the ghosts that were used in the forging, and mining the soulsteel veins found in the Labyrinth, which lets you obtain soulsteel that is eerily silent. But perhaps you don't want to go through the hassle. In such a case, with this purchase you will find that you receive a monthly shipment of a few dozen kilograms of soulsteel, of whichever of the two variants you would like. It would be enough to forge some equipment for yourself, but if you want to outfit an army, you'll have to find other sources.

### Hungry Anger -100cp

When mortals die, their Hun lingers in the Underworld to become a ghost, but their Po remains in Creation, bound to the corpse. To those with the right tools and knowledge, manipulating these hungry ghosts can be quite convenient, for intimidating or dealing with normal mortals if nothing else. Here, you will gain a small pack of about a dozen leashed hungry ghosts, bound to follow your orders. They're about as weak as a normal hungry ghost, so most well-trained mortal soldiers will likely be able to defeat them, but maybe you just want to bully a poor village or something.

### Sacrificial Animal -100cp

Just like how mortals can raise and bond with pets during life, so too can they bond with pets during death, perhaps even keeping their old pets by their side in the Underworld as they did in life. You're no different, and you have one sacrificial animal bonded to you, essentially the ghost of a tamed animal of your choosing. They'll be as loyal as the most devoted dogs, and quite brave too. Thankfully, even if they get killed again, you'll find them back at your side the next month. Please treat them well.

### Ancestor Cult -200cp

Ghosts, just like every other spirit, can benefit from worship by mortals. This has influenced the creation of various ancestor cults across Creation greatly. You are now among the ancestors of a notable family, which might hold an important position in some minor kingdom but are ultimately mortals. Your bloodline will, for the most part, survive even without your intervention, but they do not have good chances of survival in great cataclysms such as the Primordial War and the Contagion. They will provide you with regular offerings of food and drink that they know you prefer, letting you indulge in sustenance even if you do not require it, as well as steady worship throughout the generations.

You will be expected to take in and be responsible for any members of the family that die and choose to stay in the Underworld, of course, guiding them to life in the Underworld until they can fend for themselves. If you neglect both your dynasty and your deceased relatives, however, your relationship with them will likely sour and worship shifted to a more approachable ancestor, although this situation is reset at the start of a new jump by getting a new dynasty. You can of course request specific offerings, but you do need to keep in mind that they are still mortals, and not among the wealthiest families, barring your intervention to change this. Finally, they will benefit from any inheritable powers you might've possessed in life, as they are of course your descendants. For example, if you purchased the Exalted Life perk and decided to be a Dragonblooded, your descendants will have the potential to Exalt as Dragonblooded as well. In future jumps, your descendants in any given jump will have whatever inheritable powers you might've had in your background if you haven't decided to be a Drop-In

### Depths Of Death -200cp

The Labyrinth, despite crawling with the whispers of Oblivion and the Neverborn and generally being an incredibly unpleasant place to be in, is still populated by nations of ghosts, usually protected from the natural hazards of the Labyrinth in some way. You in particular have come to own a place within the Labyrinth, the exact details of which are up to you. Maybe it's a humble home despite the location, or perhaps a dungeon where you torture captured enemies. Either way, it has some artifacts to shield the property from the terrible whispers, and you'll find that the monsters and twisted ghosts that prowl the Labyrinth tend to ignore your little abode.

And of course, this can be a rather useful place to hide in when running from your enemies, unless they are truly foolhardy or have the means to navigate the Labyrinth with some measure of safety themselves. In future jumps this abode will be in any similarly dangerous locations within the local afterlife, or is simply hidden by a chunk of the Labyrinth that otherwise wouldn't be present.

### The Skull Diaries -200cp

A collection of engraved skulls first found in the later years of the High First Age, the Skull Diaries describes the findings and knowledge of an unknown necromancer, detailing many spells of the first two circles of Necromancy and theorizing about a way to achieve access to the third. It is perhaps the most complete record of Necromancy you can find outside the private libraries of the Deathlords, and now you have all of it somehow, or at least a full copy of it. With it, even a complete novice could become respectable in the art of Necromancy, potentially being able to master the first two circles with effort and time. As for the third circle, achieving it will depend on your own power.

### Necropolis -200cp

There are many cities by and for the dead in the Underworld. And now, there's one more, yours. This necropolis is about as large as a normal human city, and is almost definitely connected to a city in Creation as well, as those who die and yet linger find themselves in the equivalent location in the Underworld. The running of the city is up to you, although keep in mind that ghosts generally just want to repeat the events of their lives and do not like new ghosts (or even particularly old ghosts) trying to enforce their culture on them. Given that the cultures and nations of the living world can change a lot with time, this unsurprisingly can cause issues. Still, ruling your own city does have some prestige, and you can tax some essence from your citizens. If you've also bought the Calendar of Setesh, you may optionally be one of the Dual Monarchs ruling Stygia, even if only in name since the Deathlords appeared.

### Mercantilism Of Unlife -200cp

Arcanos, just like the charms of spirits and living beings, are not easy to learn. And while they are technically immortal as spirits (despite the pull of Lethe) allowing any ghost plenty of time to learn, few have the inclination of spending their time training to get stronger, much less possess enough acuity remaining to give the idea any thought. However, people selling their services is an ancient tradition that even the oldest ghosts are familiar with, so ghosts that possess uncommon Arcanoi and have the motivation to do so can sell their services to other ghosts, perhaps even taking in young ghosts and training them to expand their business into a whole guild.

It seems that you've skipped this initial process, as you are now in command of a relatively small guild, stretching across a few cities in a Direction of your choosing, that utilize some Arcanoi of your choosing to conduct business. Maybe they use corpus-shaping Arcanoi to perform what are essentially aesthetic surgeries, or maybe it's something closer to a mercenary company. Whatever your business sells, it'll bring a tidy profit of essence, and it's definitely possible to expand with some effort. In future jumps, you will find a branch of your guild already set up in the local afterlife to conduct business there if you wish.

### Dark Connections -200cp

But the afterlife is just one world. There is plenty of opportunity to be had in the land of the living for the (vanishingly rare) enterprising ghost. And just like a certain puppeteer's guild, you've obtained some connections with a powerful organization among the living, most probably the Guild or something. Through them, you can have help with whatever goals you might have in Creation, in exchange for providing your connections with a bit of help of your own of course. In future jumps you will similarly have connections among one powerful organization among living mortals, and they will be willing to help you in exchange for you helping whatever goals they might have in regards to the afterlife.

### Sacrificial Slaves -200/400cp

As some of those who die to the raiders of the northwestern islands learn, dying does not mean you escape the troubles of life. In fact, it's entirely possible to be sacrificed in a ritualistic manner such that you are bound to your killer after death. This is what happened to these half-dozen ghosts, which are now bound to be your servants. Technically they don't have to follow your orders, but they are marked as property (which most ghosts in the Underworld generally accept) and are particularly vulnerable to your social manipulations. If you don't want to bother with even that, for an additional 200cp you can instead get slaves that are actually supernaturally bound to follow your every order. Be careful with how you word your commands.

### Shadowland -200/400cp

Shadowlands are places where the barrier between Creation and the Underworld is thin. So thin, in fact, that the two realms are practically joined together; when exiting the shadowland, you'll find yourself in Creation during the day, and in the Underworld during the night. Thanks to this, shadowlands serve to connect the living and the dead together. Even more so by the fact that ghosts are material during night time while within the Shadowland. You, in particular, have obtained control and ownership over a relatively small shadowland, not much bigger than a town. You can expand it easily by killing many people within the shadowland, or perhaps through geomantic sorcery and landscape engineering. Either way, it'll be a good spot to communicate with your descendants should you have any, and perhaps you'll even try to grow it into a nation of the dead, just like the Skullstone Archipelago. This shadowland may be anywhere in Creation that you prefer, although it's recommended that you don't be too close to a major player in Creation's geopolitics.

If you would like a large shadowland to start with and don't care for performing genocide to expand it manually, then for an additional 200cp you may gain one, large enough to house a small country, in fact. Additionally, with this level of a shadowland, it also comes with a specific region within that is particularly ominous. This region will be immune to divinations and other such supernatural observation, and will somehow be difficult to find without your explicit guidance. Perhaps you can use it to hide large scale military forces you may be building?

### Artifacts -200/400/600cp

Despite the dreadful environment of the Underworld, it very much still has resources, and of course, ghosts can still craft artifacts with the right know-how. If you'd like some Artifacts of your own but don't want to craft them yourself, you may purchase some with this option. Each individual purchase must be discounted separately, mind. For 200cp, you may purchase Artifacts of a rating of 1 or 2 dots, relatively minor but still significant to most ghosts. For 400cp you may instead gain Artifacts of 3 or 4 dots, powerful enough that you risk the attention of the Deathlords if you're a nobody of no renown, but unsurprising if you are an influential figure in the Underworld. And finally, for 600cp, you may gain a 5 dot Artifact, extremely powerful and the like of which the Deathlords prefer to wield. There is also another level of Artifact, of N/A rating, but those aren't available for purchase here. Below is a non-exhaustive list of examples for Artifacts of each available tier.

1 dot Artifacts are as minor as a collar that keeps the wearer clean in every respect no matter how much they dirty themselves, or perhaps amulets with a Hearthstone slot that might provide minor benefits to the power of a Hearthstone. Bracelets that provide notable bonuses when slotted with a Hearthstone would be Artifact 2, and so would a mask that allows the wearer to change their appearance to look like anyone they can think of and permit them complete conscious control over their expressions, on top of making it easier to misdirect others as to one's true intentions.

At the 3 dot rating, Artifacts can be something like an intensely sharp dagger that is able to grievously harm immaterial spirits cut with it, or perhaps a shapeshifting nearly indestructible suit of armor that allows the wearer to take on any appearance (within their own species) they can think of, including any form of dress of protection, although the armor would not be able to increase or decrease the amount of protection it offers.

A third good example of a 3 dot Artifact would be the Ultimately Useful Tube; a stick a third of a meter thick, which may be twisted one way or the other for two different modes, that of a flute, or a snorkel that keeps out water waves and spray while modifying its own length up to two meters to maintain an ideal length to the water surface. If used as a snorkel above water, it also filters out toxins in the air to a limited degree. It can also be twisted to be a cm thick, to use as a straw to filter any poison in imbibed drink to a limited extent. Additionally, by pulling on the ends of the stick you may lengthen it to be a meter long, allowing you to use it as a blowgun, shooting sleeping darts made from essence if blown from the blue end or deadly poison darts if blown from the red end. Finally, the stick may also be lengthened to two meters in length to use as a fighting stick. The stick also always hides its own power, seeming as a mundane object when under scrutiny, although the darts it can shoot don't benefit from this. Such is the level of versatility 3 dot Artifacts are capable of.

4 dot Artifacts are even more impressive. They can be a very protective suit of armor that allows the wearer to breathe underwater, manipulate their buoyancy to rise or sink, and swim at twice their normal speed, as well as allowing the wearer to ignore water drag, to fight normally underwater, although this protection would not extend to ranged projectiles. Its visor would allow the wearer to see through water as if it were air, as well as possess two Hearthstone sockets, one on the helmet and one on the chestplate. Another example is a thick and always clean cloak that allows the wearer to teleport to anywhere that they can clearly see in their line of sight in a flash of white light, or perhaps a bow whose arrows shine red like the setting sun and always strikes true, unless the target utilizes a Perfect Defense to dodge the undodgeable, as well as allowing the wielder to supercharge the arrows with a small cost of essence to let the arrows hit immaterial targets as well as aggravate the damage dealt to those who are struck by the arrows.



5 dot Artifacts are considered true marvels to the learned of Creation. Examples of such Artifacts are the Forgotten Blade, which cuts away at memories instead of a target's flesh, as well as the Ring Of Being, a ring that prevents creatures of the Wyld, demons, gods, and even the ambient chaos of the Wyld itself from affecting the wearer with supernatural abilities. It does not block physical or social attacks, but no Charms or powers sourced from beings not of Creation itself work. A third example is the Soul Mirror sword, which can imprison within itself up to 7 souls of those killed with it, which can be consumed to greatly increase the sword's efficiency in combat for a week, or condemning one of them, along with most of their motes, to Oblivion, to fully block an attack that would've killed the wearer and heal all damage. The Soul Mirror also possesses a dreadful aura that cows the weak-minded.

All Artifacts tend to share a number of traits. Firstly, they are all magical. Perhaps because of this, or some other reason, all Artifacts are eternal, and extremely difficult to break. Artifacts don't wear down, rust, or break accidentally. Some exceptions are fragile by necessity, but even these Artifacts never wear down from constant and regular use, provided they are used properly. An Artifact's power never fades and does not require maintenance, although knowing how to use it is another issue entirely.

#### Stygian Advisors -400cp

The Dual Monarchs of Stygia once had Seven Counselors, who provided advice to the rulers. After an altercation with the First And Forsaken Lion, however, they were beheaded and their heads attached to a belt that the Deathlord carries with him. Somehow, you have come to possess a similar item. A belt with seven heads attached to it, that will dispense wise, if perhaps occasionally impractical, advice, at your behest. They will only obey your commands to provide some contribution to some particular choice, of course, and nobody but you will be able to hear their whispers when they offer their guidance. After the jump ends, you may choose to have the heads turned into soulsteel boxes that house the seven ghosts instead, if you wish to have a less foul source of help.

#### Po -400cp

Ghosts are the Hun of human souls, the higher reasoning and what is generally considered rational thought. The Po of human souls are the base instincts, the animal within, the primal part of the mind that governs passion and violence. Sometimes, ghosts are able to put their own Po on a leash, using them as powerful guardians, as the Po is just as powerful as the Hun. Now, you have obtained command over your own Po. If you're a Hekatonkhire or a Neverborn, then something truly strange must've happened.

They are a part of you, and share in your raw power, even possessing mirrors of any of your powers and abilities, albeit twisted towards death and decay (if your abilities weren't like that already) but possessing none of your skills or knowledge. They are recognizably you in appearance, although ragged and crazed. The main difference is that they are almost mindless, being driven mostly by instinct and emotion rather than what any sane person might recognize as logic. Thankfully, they follow your own orders to an extent, which depends on how much self control you yourself are able to exercise. Your Po is literally your instinct and passion, after all.

#### Dread Army -400cp

The living go to war quite regularly, almost constantly even, and as the dead generally wish to repeat the labor of their lives, so do many of the dead wish to wage war eternally as well. And with war, come armies. However it came to happen, you're now the general of a massive undead army, comparable to the one that the First And Forsaken Lion has built up in his remote southern fortress. Thousands of siege weapons constructed using necrotech, and possibly millions of ghostly footsoldiers, and everything inbetween, your army is truly a sight to behold. And thanks to their undead nature, they require very little attention and resources to maintain, although expanding the army is another matter. Hopefully you have some fortress where you can house this army, although given the might of your forces, it probably wouldn't be difficult to conquer one anyway.

#### Calendar Of Setesh -400cp

The Underworld was not created by the Primordials. It was not a world intended to exist. And yet it does, which comes with a few issues. Chief among them is that time does not pass within the Underworld; when it came into being, the pale sun in the Underworld's sky did not journey from East to West, but hung low in the sky, stationary. Then came the Calendar of Setesh, a great clockwork artifact hanging from the Underworld's sky, fueled by the prayer of the dead, which caused time in the Underworld to pass, revealing the dark stars of its night. Beneath it was built Stygia, foremost city of the dead that the Dual Monarchs rule. Whether you had a turn at taking on the role of one of the Monarchs or some other reason, you've obtained access to the Calendar of Setesh, and some manuals on the astrology of the dead.

Through this strange astrology you're able to divine the fate of the ghosts dwelling in the Underworld to learn their futures or any other information about the Underworld and its events you might want to know, for whatever purposes you might want. The Calendar also has a few flaws in its making, which while they are not critical and can be safely ignored, does mean all the prayers focused upon the Calendar leak out in a mildly intoxicating mist of faith and essence that greatly boosts the rate at which ghosts regenerate essence.. In future worlds, you'll bring the Calendar of Setesh with you, although you'll need the Necropolis item if you wish to take the city of Stygia along as well. With it you'll be able to build an afterlife in the world you're going to, even if it didn't already have one before.

### The Tomes of Endless Night -400cp

Personally written by the Bishop of Chalcedony Thurible, the Tome of Endless Night is a philosophical and theological treatise on the Void, and how everyone should embrace it. This, and many other of the Bishop's various tomes and books related to the Void and the nature of undeath, are now in your possession, in what is possibly the most outrageously dangerous library in Creation. Some of the books are relatively harmless religious texts that could easily be used as the foundations of ancestor cults, others are meaningless gibberish, and yet still others describe Oblivion in such perfect detail that it drives readers as insane as if they were standing in front of the Mouth of Oblivion in person. Needless to say, with a bit of clever scheming, you could easily use the contents of this library to undermine the foundations of nations, whether those of the living or those of the dead.

### Industry Of The Forsaken -400cp

Having a big army is all well and good, but you know what's better than a big army? Having the industry and resources to make and reinforce said armies. Something you have a claim on now, as you've become the owner of a decently large military industrial complex, one comparable to the military industry of the Skullstone Archipelago ruled by the Bodhisattva Anointed By Dark Waters. With it, you could churn out naval fleets or land armies, provided you have a way of obtaining the large numbers of souls to provide as victims to the soulsteel forges. If you don't, it's not too much of an issue, but you'll have to settle for your army having inferior equipment. Now the question is what you're planning to use your armies for.

### Monstrance Of Celestial Portion -600cp

The Abyssal Exalted are twisted forms of the Solars, changed so utterly and thoroughly that they are ironically recognizably their mirrors and opposites. The process of this corruption was done through an N/A ranked Artifact called a Monstrance Of Celestial Portion, a nearly unbreakable large black sarcophagus, barely big enough to hold one human adult. The Monstrance has an unholy design that causes terror in the hearts of those mortals who look upon it, and being trapped inside is a thoroughly unpleasant experience. Additionally, it is nearly impossible for those locked within to escape, even with external aid, for the Monstrance rejects any magic which attempts to unlock it. Additionally, the Monstrance is just as solid to immaterial beings as to material ones, so intangibility provides no escape. Even peaceful sleep is denied to those locked within the Monstrance, for all dreams yield the dreams of the Neverborn themselves.

When the will of a Solar placed within the Monstrance finally breaks, they have three choices; kill themselves, become permanently catatonic unless supernatural healing is used on their mind, or to become an Abyssal. Normally the last option requires a powerful necromancer who knows a specific spell, but this particular Monstrance takes care of that step itself. Those Abyssals produced this way are loyal to the master of the Monstrance, at least initially, and they may be communicated with or punished through the connection between their Exaltation and the Monstrance itself.

In future worlds, this Monstrance will be able to twist the powers of any being to be aligned with death, in the same way Solar Exaltations are turned into Abyssal ones, although this will do little if the subject doesn't already possess potent powers to corrupt in the first place, and those who are already steeped in death will simply have their loyalties realigned. One last noteworthy facet of this corruption is that any curses, even those laid by great and powerful beings, such as the Great Curse of the Neverborn, are replaced with a similar mechanism for control over the corrupted being, which is tied to the energies of Oblivion. And should said twisted beings find a way to undo their corruption in some way, undoubtedly requiring a legendary and arduous journey, they will find that the curses they once held do not return to them.

#### Final Maelstrom -600cp

Just because they are dead and stagnant, it does not mean that ghosts are incapable of innovating. And the designs and blueprints you've gotten your hands on is quite an innovation indeed. Being penned by the First And Forsaken Lion, these are the designs to build a flying warship on par with the Five-Metal Shrike, an obscenely powerful First-Age weapon. But of course, this is just the design, not the ship itself. Building it will be entirely on you, but if you manage to obtain the resources and expertise required to fully understand the blueprints and implement them, you'll find yourself with one of the most powerful weapons Creation has seen since the end of the Primordial War. Make sure to keep these documents secret.

#### Strange Well -600cp

One day you came across a hidden place, a terrible and dark place. Merely being there makes any but those deeply attuned to death such as ghosts uncomfortable, but that's not the most interesting trait of this location. In the middle of it is a well. A circular hole marked with a wall of stone, but not one that leads to a reservoir of water. Instead, looking into the well lets you see other things. Strange universes and potentialities, vague and twisted "what-if"s, and incomprehensible visions.

What you have come across is the Well of Udr, mixing the terrible nothingness of Oblivion with the unstoppable chaos of the Wyld, resulting in a doorway into strange and alien possibilities that Oramus did not approve of existing. The Dowager pulled the Contagion, the deadliest disease known to Creation, out of this Well, and has constantly sought for an “anti-Creation” within the Well since, in search for a weapon that would let them destroy all of Creation. But the Well of Udr gives access to all kinds of strange things, not merely weapons of destruction. Hopefully you have less malicious plans for the Well, as it can be very useful for procuring strange and otherwise impossible resources, provided you’re willing to spend time looking into its mind-bending depths.

In future jumps you will find a door leading into a room containing the Well in your Warehouse or somewhere in the world that you choose, and find that new kinds of visions and strange twisted mirrors of reality have joined the ones already swimming among the alien contents of the Well, appropriate to whatever settings you have visited. What will you drag up from the Well?

#### House Of The Void -600cp

Oblivion is utter cessation. The complete destruction of all, that erases anything that falls into it. Only Exaltations are known to be able to survive such metaphysical nothingness in this world, and while the Neverborn would love nothing more than to plunge into it, their ties to Creation forbid them from doing so. From Oblivion itself creeps up horrible whispers, twisting any who hear them for long enough into omnicidal monsters.

Now you have direct access to this hungry void. You now own a large manse attuned to the energies of the Void, the specifics of which are up to you, although it’ll be a very useful base of operations regardless of what you decide its composition to be. What’s peculiar about it, however, is that it has a balcony overlooking the Mouth of the Void itself, connecting directly to the deepest level of the Labyrinth. This close to utter destruction, size ceases to matter, so if you wish to dispose of something, you may only need to carry it through the passage and drop it into the hole of Oblivion, even if normally it might be too big to fit through the doors and hallways of the manse. Of course, as mentioned before, there is one thing in this world that Oblivion cannot destroy, and that’s the Exaltations, made by the Primordial Autochthon. In future worlds, you might find other things that transcend Oblivion’s nothingness, but to do so would require quite the mighty power indeed. Try not to fall in yourself, even if you somehow survive it’s not going to be very pleasant.

## Ultimate Heresy -800cp

Well then. Somehow, you have managed to create a Corpse-Tomb of your very own, or somehow managed to evict a Neverborn from theirs or something, or some other bizarre and unprecedented occurrence. Whatever the case, you have your own Corpse-Tomb in the lowest layer of the Labyrinth. It serves as a body of yours, of course, so even if any other body you have is killed, if this one remained undestroyed then you'll still survive. The tomb is initially shaped like a massive gothic cathedral, but you can reshape it to some extent slowly, as long as the aesthetic remains dreary and dark.

In practical terms, the tomb is nearly indestructible, requiring extreme power to even dent it from inside, much less crumble its walls. Additionally, within it you'll find that your mind exerts extreme influence, similar to the influence the Neverborn have within their own Corpse-Tombs, albeit you're probably a bit more benevolent than them (not a high bar to clear). Unfortunately, this does not grant you the immense powers, awareness, and Primordial knowledge of the Neverborn, but having a practically indestructible body down at the edge of cessation can be plenty beneficial on its own, with how difficult you'll be to kill.

Of course, if you buy the Absolute Horror perk, you can be a full-fledged Neverborn if you like, as described in the perk itself. It cannot be overstated how much of a bad idea this is.

# Companions

## Dragging Them Down With You -100/200/400cp

Do you have friends? Loved ones who you don't wish to part with? If so, you may kill them by importing them into this jump, turning them into ghosts and granting them builds. Each Companion imported here gains 800cp and can take drawbacks to gain more. For 100cp, you can import up to 2 Companions. 200cp increases this limit to 4. And 400cp allows you a full roster of up to 8 Companions to import. Why would you want to drag other people here though?

## Lethe, Oblivion, And The Third Option -0cp

Alternatively, maybe you've gotten attached to some specific character in this world. If so, you may take them with you as a Companion, if you can convince them to come with you. A surprisingly easy task, frankly, given that any who agree to become your Companions will be returned to life when this jump ends, albeit they'll be normal mortals, and those who weren't mortal in like such as Hekatonkheires or the Neverborn that you somehow convince to tag along won't get this benefit.

## Green Lady -100cp

The Green Lady is a peculiar Sidereal, who seemingly serves as a spy under the services of many Deathlords simultaneously through many different identities, each of her masters believing themselves the Green Lady's true master and the only one who knows her true identity. In truth, none of her current identities are real, and it is only when she finds a way to permanently defeat the Deathlords that her original and true personality will resurface. For now, however, it seems she has a new master, you. You will, of course, be her true master with whom her true loyalties lie (allegedly) and she will show her true identity to you as a token of trust (supposedly). Even if you know the trick, she is still a powerful Sidereal, and you can definitely make use of her service if you're fine with her acting as a double agent in service of other Deathlords. Once you leave this jump, her actual true identity will likely surface as the Deathlords are no longer in reach, and whatever their true personality is, they'll still remain loyal to you. Try not to spurn their loyalty.

### Death Isn't The End -100cp

While the afterlife is a commonly accepted thing, some people have... let's say strange, reactions to knowing for certain that people can still continue to exist even after dying. This particular Heroic Mortal is oddly stoked about the concept, and wants you to kill them to experience undeath for themselves. They have also agreed to do your bidding for some time in return, so you don't have to kill them immediately if you don't want to. Additionally, if Companions respawn in your chain, this mortal will be incredibly happy about this and it will cement their loyalty to you, while they ask you to kill them repeatedly (apparently they find the experience of death fun somehow). Perhaps having a gladly suicidal agent might be useful?

### Ashen Moon -100cp

Most ghosts retain the forms they had in life, with aesthetic wounds that represent the form they died in. It's unusual for the corpus of a ghost to not take on the shape they had in life, but it seems that this one was particularly unfortunate. However it happened, they have been sealed into the form of an ash tray, and whether or not their sealing is the cause, they appear to be somewhat insane, making bold and unbelievable claims. Among these claims are that he has a set of Graces as his Fetters, that obtaining those Graces again would undo his sealing, and that he swears to be loyal to you if you help him obtain freedom once again. The strangest part of it all is that those three claims are true, even if the rest turn out to be baseless rambling. This ghost used to be a Lunar in life, a thaumaturgist at that, and is a surprisingly knowledgeable expert in occult matters, despite their insanity. Maybe you'll help them undo their seal after all?

### Enthusiastic Chef -300cp

The kinds of friends one can make in the Underworld are quite varied, and some can be rather dangerous. Whether fortune or misfortune, you've found yourself with a 'friend' that is particularly enthusiastic about sharing their cooking with you. Taking the form of an anthropomorphic and remarkably well-groomed rat whose disturbing number of limbs end in strange ever-shifting edges, this is actually a Hekatonkhire, albeit perhaps the most benign one you could find. They are obsessed with cooking the perfect dish, whatever that's supposed to be, and has chosen you as a taste tester. If you can survive the influence of a remnant of a Neverborn's soul hierarchy, and the horrifying ingredients they use for their dishes (such as soulsteel flakes, bits of the brains of mortals driven insane by Oblivion, pyreflame sauces, etc), their food is surprisingly tasty. Or maybe that's the corruption of the Void taking hold. Who can tell? Certainly not you once you've tasted their dishes. Either way, if you have the resilience to make the Hekatonkhire's cuisine a non-issue, you could hardly ask for a better chef in the whole of the Underworld and even most of Creation as well.



### Golden Undead Heart -100cp

While the ghosts of mortals need a certain amount of stubbornness to be able to linger beyond death at all, you'd be surprised how easy it is for mortals to refuse the call of Lethe. So common it is, in fact, that it's not particularly strange to see the ghosts of children wandering around the streets of the Necropoli of the Underworld. This ghost is one such child, albeit one with an unusual amount of maturity. Somehow, they've attuned themselves to a soulsteel Artifact forged using her own Po, and with it she endeavors to hunt down hungry ghosts to help the living whenever she finds herself in Creation. Additionally, she sometimes attempts to help other ghosts accept Lethe and pass on, but is cagey about her reasons for not accepting Lethe herself. This child has grown attached to you, however it happened, and has slowly come to see you as somewhat of a father figure. While they cannot grow up due to being dead, hopefully you'll be a good parent to them.

### Mistakes Were Made -100cp

Sciences cannot be advanced without research and experimentation. Still, some people do tend to take things a bit too far in ways that don't seem to provide much of import. This set of haunted armor here is the victim of one such case. A ghost whose Hun and Po were merged together after death, using strange forging methods to turn them into a living set of soulsteel armor, the necromancer responsible has long ago been killed by its creation, which now prowls the world, hungering for living flesh. Despite its completely broken mind, it has somehow gotten attached to you in particular, and seems willing to be worn in battle. Be careful about training it properly though, or it may begin to rampage while you're still in it. Or perhaps you have the means and inclination to separate the two souls into a Hun and Po again?

# Drawbacks

There is no limit to how much cp you may gain from drawbacks. Torment yourself to your heart's content.

## Holding On +0cp

Have you been to this world before? If so, perhaps you'd like to return to the same instance of Exalted that you've visited before. Perhaps you could even arrange it so your state as a ghost is due to dying as whatever identity you had last time you were in this world or something, provided you were a mortal. Even if not, you'll be able to see what effects your actions had on the Underworld. The only restriction is that the Underworld will exist one way or another, despite whatever changes you might've made. It would be quite difficult to avoid the circumstances that resulted in the formation of the Underworld though.

## Dying Dreams +0cp

All that said, it's wise to acknowledge how much of a mess the lore of Exalted is. To avoid most of the headaches, you may use this toggle to tinker with the lore to some extent, to make it make sense, or perhaps to change things to a greater extent to enter a sort of fanfic of the official Exalted lore, or maybe simply focusing on the first or third edition of Exalted, as this jump mainly focuses on the 2nd edition. Do note that whatever you change, what you get from your build here won't change, so try not to make things too different.

## Underwhelming +100cp

There's something to be said about intimidation. After all, the living don't like anything that has to do with death, and even the dead don't like the Neverborn and their forces which represent Oblivion. Due to that, it's not difficult to come across very terrifying things in the Underworld, whatever you are. Unfortunately, you won't be among them, as somehow you don't look threatening or intimidating at all. You look kinda pathetic actually, and your appearance makes it difficult to take you seriously. Expect most to think little of you. Well, maybe this can be a book if you want to be ignored, but you'd need a lot of power to avoid the brunt of the downsides of being looked down on, as you can't expect anyone to bother holding back if they're punishing or fighting you.

### Age-Old Grudge +100cp

Ghosts are generally inclined to repeat the events of their lives. There are those who take this a bit too far, though, and now you're one of them. Whatever happened, you're absolutely obsessed with eternally tormenting a small group of people who slighted you who knows how long ago, perhaps even while you were still alive. This will generally be your main focus, and while you can tear yourself away from revenge if you have something important to do, it'll be begrudgingly at best. Hopefully you have the resources to carry out your eternal revenge smoothly, or you might start resorting to desperate measures.

### Strange Vistas +200cp

There are many things that can break one's mind in the Underworld. Unfortunately, it seems you've had one too many brushes with such things, and as you could expect, you've lost your sanity. This means you lack most of your self control, and your desires and impulses have been twisted to be far darker and more horrible than they used to be. You do retain enough wit to scheme and perform diplomacy, but you will not be a reasonable person by any means.

### Mortwight +200cp

While the minds of ghosts can be twisted, their forms are similarly vulnerable to corruption and mutation as well. Unfortunately, you'll be very familiar with this fact, as your own corpus has been 'rearranged' by an unlucky encounter with the forces of the Void. You are extremely ugly and disgusting to look at, and for whatever reason this can't be fixed through molation, and while it isn't too significant, you'll find your powers and Arcanoi are somewhat harder to utilize. Maybe you had an extremely violent death?

### Slave +300/400cp

You are not a free ghost. You're someone's property, almost definitely the property of one of the ghosts of the dragon kings of the northwestern islands. Mercifully, you aren't actually bound to obey them, but you are particularly vulnerable to their social manipulations, and they very much do not want one of their servants running off. Unfortunately, you've also lost most of your power, leaving you at a level comparable to Heroic Mortals at best, and you will need to trick your master into returning you your power if you want it back. Even if you don't, you'll at least regain what you lost when the jump ends. If you're feeling particularly masochistic, for an additional 100cp you actually are supernaturally bound to obey your master's orders. Perhaps you'll try to look for a way to break these bindings? Thankfully, you won't fail your chain or anything if you're still bound by the time the jump ends, and your master is unlikely to want you dead, as that would deprive them of a useful servant. Still, it's probably quite miserable to be at the mercy of another.

### Penalty For Failure +400cp

The Neverborn are not merciful masters. And it seems that you've failed them sometime in the past. If you don't follow the Neverborn, then either you had a similarly cruel master, or were just incredibly unfortunate enough to be the victim of a necromantic experiment. Whatever the case, just like the First And Forsaken Lion, you've been trapped within a full set of superheavy plate armor constructed of soulsteel. Not only is it nailed to your corpus, inflicting immense physical pain on you at all times, but every inch of the armor wails with the voices of the ghosts that went into its forging, likely of those who you knew and perhaps even loved. Maybe you're heartless enough to think that the protection of superheavy plate is worth the constant physical and mental torment, but it's not like you gain any ability to fight or the strength to move normally within the armor with just this drawback. Hopefully you're powerful enough that this is more of a benefit than a punishment.

### Weakness +400cp

Having power is all well and good, but a strange part of this world is that powerful beings tend to have weaknesses that they are particularly vulnerable to, despite all their might and abilities. You're no different. You possess a secret weakness that, if exploited, could easily be used to kill you, no matter how much power you've accrued (or perhaps even *because* of how much power you've accrued and the manner in which you did so). To start with only you know the secret, but you have no guarantee it isn't recorded in some remote hidden cranny somewhere in the world, and it's very much not impossible to divine the weakness, and probably won't be impossible to divine even if you take extensive measures to prevent that method. Have fun ensuring this weakness of yours remains secret.

### Whispers Of The Damned +600cp

The whispers of the Neverborn are not a pleasant thing. Too bad you have a very strong connection to them now. Rather than whispers and abstract visions, you can see and understand precisely what the Neverborn attempt to communicate with you, which given their alien awareness and cosmic nature, is usually not a good thing. Additionally, they'll expect you to obey them and will punish you with unimaginable horrors beamed directly into your head if you don't. And given that you can tell exactly what they want, you have little leeway to loophole your way around orders. You cannot take this drawback if you choose to become a Neverborn.

## Whispers Of The End +600cp

The Neverborn are pretty bad, but they're downright preferable compared to Oblivion itself. Unfortunately, you won't be able to look away, as for some incomprehensible reason you've gained a strong and firm connection to Oblivion, through which its whispers and strange essence floods into your mind. Resisting will require immense willpower and a relentless determination to ignore what it tells you and resist the corruptive essence coursing through you, and every time you slip it will manage to corrupt you until you can put up a resistance again. Unfortunately, you won't be able to benefit from any perks or the like that boost your willpower, so you will have to resist entirely on your own efforts. The corruption of the Void will slowly twist you into a monstrous and genocidally violent mockery of yourself, existing only to end all things and hurl them into the Mouth of the Void. Even being a Neverborn is no escape, particularly because you'll be stuck next to the Mouth of Oblivion itself. Mercifully this corruption will be undone when the jump ends, but you will likely need divine levels of therapy to cope with the experience if you were too corrupted.

# Scenarios

## Revolution Of Unlife

The Deathlords rule the Underworld almost unopposed. The powers they wield, granted by the Neverborn, allow them to simply control ghosts, and to strike down those strong enough to resist. Before they grew bold enough to rule, the Underworld was a safe haven for the undead, free to the endless repetition of their mimicry of life. Now, many are forged into soulsteel, conscripted into their armies, or simply terrorized by the horrors they allow to crawl out of the Labyrinth. This cannot stand.

You must overthrow the Deathlords. However you do it, you must vanquish all of them, push back their armies, and reclaim the city of Stygia from the horrors and abominations that crawl from the mad dreams of the Neverborn. This will of course be nearly impossible, as each Deathlord has immense power over ghosts, being able to slay them with a look or worse. You will have to not only muster armies, but find ways to protect them from the powers of the Deathlords. Perhaps you'll try to bring some Abyssal Exalted to your side?

Should you succeed, your reward shall be your own empire of the dead; You'll be able to bring the Underworld with you to future jumps, complete with all the ghosts living under your reign, and potentially even the Abyssal Exalted should you convince them to join your empire, serving as an afterlife should there not already be one in the worlds you arrive in.

## ONCEBORN

The Neverborn hold great, immense, cosmic power. And yet they are practically catatonic, stuck at the bottom of the Labyrinth and wanting nothing more than to plunge into it. But perhaps you can be something more?

Your mission here is simple; become a Onceborn, a being with all the power of the Neverborn, with few or none of the drawbacks. Chief among the differences would be that you aren't immobile and stuck at the bottom of the Labyrinth, instead capable of moving freely and wielding your power however you wish. Your reward is simply keeping the power you've gained, no doubt enough to obtain anything you want anyways.

## PLEASE NO MORE

The Neverborn see that the only option for them to end is to plunge all Creation into Oblivion, so that their connection to it is severed and they can take the plunge into Oblivion themselves. But perhaps there's another path? One they are blinded to by their misery and depression? Whether or not there is one, it is one you must achieve.

Your mission is as simple as it is incomprehensibly difficult; you must rehabilitate the Neverborn, either kicking them out of their funk and restoring them to sanity, or perhaps even reviving them as full-fledged (and most importantly, *free*) Primordials. The biggest obstacle to this, of course, is Oblivion itself, which constantly twists and torments the Neverborn as they hand precipitously but firmly over its edge, unable to truly plunge into it. Alternatively, perhaps you'll aid in their deaths, and somehow sever their connections to Creation such that they can in fact truly fall into the Void.

As for your reward? If you manage to revive the Neverborn, they'll come along with you as Companions, almost definitely wanting nothing to do with Creation anymore. If you instead aided in their suicide, then you'll be given all of their Tomb-Corpses, which will function as the Ultimate Heresy item describes. It's approximately a dozen of them, so killing you will be rather difficult as you can no doubt imagine. Additionally, you will gain a strong connection with Oblivion, but also near-immunity to it, such that you can spread its whispers and corruption however you wish on future worlds.

# EMBRACE OBLIVION

What a terrible choice. Are you sure about this?

Well, if so, then you gain a very straightforward task; plunge all of Creation into Oblivion, leaving not a trace behind, and then jump into Oblivion yourself. There must be nothing left, so throwing the Wyld and Pure Chaos into it will likely be quite tricky, but after all of Creation is gone, Oblivion will be strong enough to warp concepts such as “quantity” and “consistency” in the same way as Pure Chaos can, so it won’t be impossible.

If you manage to surmount all the powerful defenses of Creation designed to prevent those like you from destroying Creation, and then jump into Oblivion yourself, you’ll find yourself merging with the Void, becoming it in a very literal sense. This is your reward; all the dread destructive powers of Oblivion at your fingertips, ready to be used, and a nature that makes you one with it rather than merely an agent or a puppet.

You can alternatively use this scenario as an endjump scenario, receiving your Spark as you become Oblivion and finishing your chain. Perhaps you’ll go on to devour other settings as well?



# Ending

Once the decade is over, then comes the choice of what to do. You have three options, outlined below.

## Never Let Go

What, why? Why do you want to stay here? Maybe you found a way to return to life and somehow don't want to use the other Exalted jumps to stay in this setting? Or maybe you just want to help Oblivion devour everything and then yourself? Whatever the reason, you may choose to stay in this world. Keep in mind that, as a normal ghost, you won't have the guarantee that you'll be able to resist Lethe, although you may not find that an issue at this point.

## Peace At Last

A very reasonable choice, after the horrors you've no doubt seen here. You'll finish your chain and return to your world of origin, keeping everything you've gathered thus far. Hopefully you won't bring the horrors of the Underworld to your world with you, although maybe you want to set up an afterlife of your own there?

## Through And Past Lethe

This could be considered the default option, really. You'll continue your chain and move on to the next jump. Ideally one without as much horror as this one, but it's your prerogative if you want more misery. Regardless, hopefully you won't let your experiences in this jump traumatize you too badly.

# Notes

It is worth noting that ghosts cannot use more than one Arcanoi at a time and do not have Excellencies.

>Deathlord powerlevels

Please, for the love of all that is holy, fanwank responsibly.

Specific Deathlord abilities

They may take command of any undead weaker than them, overriding the command of lesser necromancers, they may slay any mortal with but a gaze, and those they slay in a shadowland or within the Underworld must obey them for a millennia, although heroic mortals may resist this, and those imbued with great power like the Exalted are simply immune, they may drain the powers of lesser ghosts to recover their motes, and they can shape their own corpus in a manner similar to shapeshifting with great effort.

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