

Universal War

The Complete Version

THE UNIVERSAL WAR

I haven't much time to recount any ridiculous histories before our time runs short, little Human. I will explain what I can. I will start at the beginning. After **GOD** died by his own hand Heaven was left empty and the *OLD LAW* was slowly abandoned by the Angels. The Demiurges, the only children of **GOD**, rebuilt the great works of Heaven. All 7,777,777,777 worlds were connected and for a time they were content to remain apart. They learned many secrets from the universe and lived in enlightenment and virtuous philosophy. It was not to last, of course. Their hunger grew. The Demiurges were warriors, not fat poets. They built weapons so great and powerful that reality itself was torn apart. With the order of the Angels gone, the Demiurges were free to do as they pleased and soon the Age of Prosperity led to the Age of Conquest. Wealth bred indulgence and want. Want... the curse of life itself. So began *The Universal War*. 7,777,777,777 universes burned. Worlds burned. And they went mad.

You wouldn't understand it Human. One must *see* it but you will see it soon. *The Universal War* ended when the *Prime Angels* intervened. The *OLD LAW* was upheld but it was far too late... Vingtillions were slaughtered and entire galaxies were lost forever. The God Gates were shut down and the ancient secrets of the Universe were lost. How quickly they forget. That was 500,000,000 years ago. Now, the Demiurges are all but dead. But a *Soul* doesn't die so easily. No, *Souls* can be reborn. And so they were reborn. You are one of those rebirths. You are an Incarnate. One of 100 Incarnates in your Universe. Each one is an aspect of your original self, the Demiurge that once ruled as a God. Why does this matter? Oh, ignorant slave, *the God Gates have reopened*. The *OLD LAW* has been forgotten again. Empty Heaven stands unguarded; the Angels are gone once more and the Demiurges have been reborn.

Now *The Universal War* will resume, since it never truly ended. Many have been waiting patiently for this day. Hundreds of Incarnates are already preparing, some are even coming to your reality. Your tiny mind will witness unimaginable terror and wonder. But you won't be totally unprepared, you are a demigod after all... As an Incarnate you will have a 100th of the power your Demiurge. The rest of that power is split between 99 other Incarnates born in your universe. The only way to grow stronger is to *kill* and absorb the other Incarnates but hunting them down will take a very long time. Each *kill* moves you closer to **GODHOOD**.

Spirit Gifts

The Spirit Gifts are remnants from your past life as a Demiurge. They can be some kind of memory or vision but all Spirit Gifts affect you in a very real way. Not all **Incarnates** get them, strangely enough. Only the *special* ones do and you happen to be special one. **Take 1 Spirit Gift.**



Death

Grim visions cloud your mind and you find it hard to focus. They get worse until you fall into a coma like trance. You experience your very own death as a Demiurge in your past life. The trauma nearly breaks your mind at first but in your agony and confusion, you come to a great epiphany. This is only physical death. Your Spirit can never be killed so long as you have the will to persist. Your intimate knowledge of life, death, and rebirth will grant you more power and move you ever closer to enlightenment. Death and loss aren't always a bad thing, sometimes they can be a form of progress or the end of a story. You fight harder and smarter, unwilling to make the same mistakes that lead to your first death. **Grants you the Ouroboros, Focus, and Will Powers, 4 Power points, Ascendancy and one other Perk of your choice for free. Chernabog, Lufien, and Neith can now become Companions.**



Devil

You remember the power and authority you once held as a Demiurge and find it intoxicating. You were worshipped and feared by all and you'd do anything to get that power and respect back. An all-consuming sense of ambition washes over you. You want everything and you will not take no for an answer. You know the sacrifices and tough decisions that must be made, you know what's necessary to secure victory and you're fully willing to do evil to achieve your goals. You become a better speaker, you know how to manipulate people to get what you want. You know how to get the most from deals and all bargains you make will usually be balanced in your favor. **You gain the Sacrifice and Pact Powers for free. You also get 4 Power points, the Wealth and Fame Perks, and 30 Prismatic Stones for free. Lucius Evergreen, Agares, and Mammon can now become Companions.**



Fool

Embarrassingly, even a god can make mistakes. You know this all too well. Every bad decision and mistake you've ever made comes to mind and boy you've made quite a few but hey! Those aren't failures exactly, more like... Learning experiences. Yeah, that's it! So don't worry about it. Bad things happen but you will always have the guts to move on and the brains to learn from it. You may be a rookie but not for long. Every defeat is only an opportunity to improve. You're clumsy and prone to injuries and making minor mistakes but as long as you persist in something you will almost certainly prevail. **Gain the Powers Luck, Wild Card, and the Time Perk for free. Roll a six-sided dice, the number you get is how many extra Power Points you start with. You also start with an extra 50 Prismatic Stones.** Double, Professor Grimsby, and Cassandra Dio can now become Companions.



Justice

The **OLD LAW** is burned into your very mind. For eons you drew wisdom and guidance from the age old tenets laid down by the Prime Angels at the dawn of creation. The **OLD LAW** is the nearest thing to Gods commandments and forms the basis of morality and legality followed throughout the majority of the multiverse. At one time the Angels themselves upheld the **OLD LAW** with brutal efficiency but most have abandoned it now. You operate with impunity and efficiency; everyone considers you to be a hardcore professional. You're impossible to corrupt and have a talent to detect deception and ulterior motives, criminals fear you. **You gain the Peace Keeper and 5 Power Points for free, but only as long as you follow the tenets of the OLD LAW.** You also get the Judge perk and **25 Prismatic Stones** for free. **24 Vengeful Iron Punishes Cowards, 66 White Hammer Smashes the Sinful, and Old Master Lee can become Companions.**



Lovers

Visions of familiarity and safety dance across your head and dreams. You remember the one you loved in your old life as a Demiurge and all your time spent together. Your bond was so great that your souls have become tied together forever and even now you still exist as one. From your soul **The Lover** is reborn in a new form perfectly suited to your mental and physical taste and desires. **The Lover** is infinitely loyal towards you and will bring its own powers, abilities, and talents to your aid. **The Lover will start with 28 Power Points and 30 Prismatic Stones for you to spend accordingly.** Your relationships are more lasting and you form deeper connections with your friends and family. You find yourself motivated to protect the ones you care about. Your underlings will be fiercely loyal to you. **Lover and Galatea can now become Companions for free. You get 1 Companion, 4 Power Points, Twin Souls Power, and the Abode Perk for free. Jeweled Maiden, Ophelia & Alastor, and The Muses can now become Companions.**



Star

A mighty star blazes gloriously in your head. The light emitted from the star is beautiful and awe inspiring. Suddenly you realize the star isn't a star at all, it's your very *Soul*. The *Soul* is your pure essence. Something that not even the most powerful Devils or Angels can take away from you. It's an ineffable life force. Special beings have special *Souls* but your *Soul* is particularly brilliant. You swell with great potential and feel a sense of genuine excitement. There is nothing you can't do. You become more energetic and optimistic in things with a great passion to improve yourself and become the best there is. You want to shine brighter than anyone else and nothing will stop you. **You get the Prodigy and Fated Powers for free. Take 4 Power Points and the Wardrobe and Legend Perks for free. Shenlong, Enenra, and Spirit Stone can now become Companions.**



Moon & Sun

Long have the celestial bodies of the Sun & Moon been praised and worshipped. These two ineffable symbols are immutable from one another. Similarly, in your past life your mind and body were one and even now you still possess that same unity of spirit and being. You will always maintain your focus no matter the situation. While bathed in the light of the sun or moon your powers will be stronger and your mind will be sharper. Your soul's connection to the Aether will be strengthened, allowing you to learn magic faster and cast more potent spells. The bond of your mind and body will be far more cohesive and nothing will be able to break it, making you much more secure and content with yourself. You will exude an aura of calm tranquility, everything around you will become more flowing and pure. **You gain 3 Power Points, Oracle and Causality Powers for free. You also get the two additional Perks of your choice for free. Hierophant Vatiel, Oracle Yora, Heir of Sunlight Solange and Flame Master Laurence can now become Companions.**



Strength

Even in your past life you were a struggler, always fighting against everything and everyone but even through all the trials you were still triumphant in the end. A peaceful life has never been possible for you and truthfully, you probably wouldn't like it anyways. The thrill of battle, the joy of hard work, and the enjoyment of being challenged have always driven you every step of the way. You have a gravitas and personal magnetism that fills you and others with strong feelings of confidence. Most see you as a folk hero or figure worthy of admiration. You are insatiably, perhaps even recklessly drawn towards adventure and danger. You're no stranger to taking risk and certainly not unfamiliar with how to take a beating. Your enemies will marvel at your raw tenacity, as long as you draw breathe you will never tire, never slacken, and never capitulate. **You gain 4 Power Points and the Full Release, Overcharge, and Spirit Powers for free. You also get the Special Weapon and Extraordinary Vehicle Perks for free. Slayer Suit, Gwaine Hammer-Hand, and Beowulf & The Wyrn can now become Companions.**



Emperor

A true monarch rules through ability, not through rank. You recall the times in your past life when you were not just a Demiurge, but also a leader. Many have relied on your wisdom, insight, and judgment. You can manage anything flawlessly and naturally see a person's character and inner strengths and weaknesses. You know what is needed and where it needs to go. Your talent doesn't lie in yourself but in the many people you protect and they in turn protect you. Though you will never be able to see anyone as an equal, you will earn the love and adoration of your subjects. Building empires comes naturally to you and nothing is outside of your reach if you have the patience to wait for it. **You gain 4 Power Points, Overlord and World Eater Powers for free. You also get the Authority and Herald Perks, along with two Servitors of your choice for free. Kopf, Princess Astarte, and the Aen Sreath can now become Companions.**



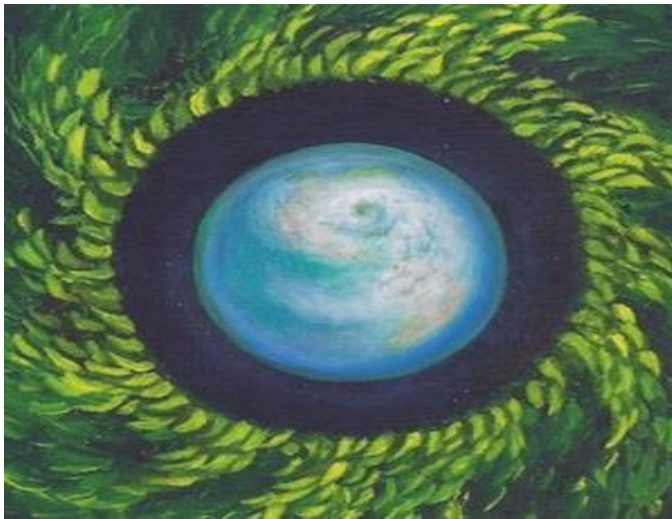
Hermit

You were never content to stay in the same place, in this life or in your last one. You desire to see the infinite infinity of the cosmos and all that lies within it. You have a natural curiosity and inquisitiveness, and others will perceive you as peculiar or strange. Making close friends or allies will be more difficult for you, as you are a natural outsider. It is easier for you to be on the move and you can endure nearly any living conditions. Finding happiness in life is easy, and your long hours of self-reflection and deep thought have led you to many interesting conclusions. You can avoid responsibility or conflict if you wish, and nothing will ever weigh you down unless you want it too. In many ways, you are freer than the most powerful and wealthy beings in the multiverse, for you have no obligations to anyone but yourself. You have a life of freedom, the open step, and the wind in your hair. **You gain 5 Power Points with the Key Master Powers for free. You may also choose between the Wanderer or the Recluse Powers. You also get the Scholar and Resonance Perks for free. The Thrice Greatest can be taken as a Companion. As a Hermit, you can only take one Companion unless you purchase or acquire an item that increases your limit.**



Tower

Of all the experiences you've had in your past life as a Demiurge, nothing was ever like the Universal War. Battle was waged day and night across the infinite infinity of the multiverse. The vastness of eternity was stained with the blood and gore of gods, devils, and men alike. Worlds burned and the Demiurges went mad. You went mad. You fill the despair, anguish, destruction, hate, and insanity of the Universal War even now. In fights you will be more vicious and ruthless, operating with a cunning efficiency. Your experience in the greatest and most terrible war ever known has made you into a monster filled with extreme violence. Taking lives becomes a specialty of yours and everyone will want you on their side in any war. People will respond to you with a mixture of nervous respect and barely concealed fear. **You gain 5 Power Points and the Harvester and Ruin Powers for free. You also get the Arsenal Perk for free. Lempo Lur, Nidhogg, and 03 Clean Flame Purges the Filth can now become Companions.**



The World

You remember your time as a ruler and God. For eons, you oversaw an entire universe and governed it well. You draw vast amounts of wisdom and knowledge from your past self's memories. You develop a keen insight into how the universe works and why things are. For a moment, you glimpse upon the very face of God at the moment of your birth as a Demiurge. For a mere few seconds everything makes sense, and all the questions you've ever had are answered. Though you cannot possibly remember or even understand the things you see, it's an experience few will ever have. You've touched the universal truth and have a piece of **The World** inside you. Wisdom and judgment come easy to you. You feel more at peace and certain of yourself. Power and knowledge are intimately connected, and you know much. **From this knowledge, you draw 8 Power Points and 3 Perks of your choice for free. You may take the Three Wise Men as Companions.**



Powers

What's a God without power? While you may not be omnipotent, you still pack quite a punch. You have **30** points. Be careful, sacrificing your Humanity for power can have extreme consequences. You must purchase the lower levels of any ability first, each tier cost a single point. Killing other **Incarnates** from your universe will increase your powers but they have to be **Incarnates** of your Demiurge. Killing random **Incarnates** from other worlds won't give you anything. If an **Incarnate** dies from a natural cause or is killed by a **non-Incarnate**, their power will be divided equally among all the other still living **Incarnates**. Hunting down every single Incarnate will take several hundred years.

Free Powers

Absorption – Slaying other Incarnates from your universe gives you power.

0. Though it isn't the only way to attain more power, the quickest and most sure way for an **Incarnate** to boost his abilities is to kill and absorb his other Incarnations. If an Incarnate is killed by a nonIncarnate or dies from natural causes, his power will be divided among the other still living Incarnates. If you cause the death of an **Incarnate**, you will absorb all their power for yourself.

God Gates – Open Planar Gates to other realms. Every planet has at least one **God Gate** on it.

0. Open portals to other realities. This can only be done by Incarnates. Almost every world has a God Gate on it. Gates can open to any of the 7,777,777,777 worlds or even another God Gate within your universe, provided you know where to go. New God Gates can be created by **Incarnates** but the process takes a full month to reach completion.

Cosmic Compass – Your soul is woven into the very fabric of the Cosmos.

0. Sense the essence of places, people, and things in the Aether. You have an inner compass that points you in the vague direction of other Incarnates reborn from your Demiurge (**You're immune to this effect if you take the Unknown Perk**). The closer you get to an Incarnate, the more accurate the effect will be. You can also “feel” things, like a sixth sense. For example, you feel awe from powerful beings and dread from haunted places.

Longevity – Longer lifespan and dulled effects of aging.

0. All Incarnates age at a significantly slower rate. Your natural lifespan is around 5,000 years long.

Suppression – With training and study you can find ways to suppress certain powers to live a more normal life.

0. You wouldn't want to accidentally kill everyone you meet with your super powers or drive yourself insane with constant inhuman sensory input. Concentration and study can yield techniques to suppress your godlike power. Return yourself to normal Human capabilities.

Spirit Gift Powers

Causality – **Requires the Moon & Sun Spirit Gift**. Free.

1. Manipulate probability. You can make unlikely events likely to happen and likely events unlikely to happen. Twist the strings of fate subtly. Always remember that a single pebble dropped in a pond can have many ripples.

Full Release – **Requires the Strength Spirit Gift**. Free.

1. Every time you are beaten to near death and you survive, you will come back slightly stronger. The more severe the injuries and closer to death you are, the more your power will increase when you are fully healed. Self-inflicted injuries or injuries inflicted purposefully by allies will not have this effect.

Overlord – **Requires the Emperor Spirit Gift**. Free.

1. Your power will slowly increase as you gain more subjects loyal to you. If your subjects are killed, then your power will slowly decrease back to its normal level.

Luck – **Requires the Fool Spirit Gift**. Free.

1. The all-important quality of Humanity. Elusive and uncertain but ever present, luck is a strange power. You're supernaturally fortunate in all things mundane. Gambling is won effortlessly and every coin flip will be in your favor. Critical attacks will miraculously miss your vital weak points. Everything will generally go right for you, to the infuriation of your enemies.

Fated – **Requires the Star Spirit Gift**. Free.

1. Your destined for something greater. You can write your own story but it must be under a limit of 500 words. This fate isn't necessarily guaranteed; this is only a blueprint. Your fate can be “kill the strongest thing alive” and you will be presented with the opportunity to confront the most powerful thing alive but your victory is entirely dependent on your own abilities, so be careful.

Focus – Requires the Death Spirit Gift. Free.

1. Focus your mind and greatly empower one ability. This ability takes several hours to activate but the effect remains until you choose to strengthen another ability.

Harvester – Requires the Tower Spirit Gift. Free.

1. Every time you personally kill a living creature, you absorb its very soul and feast on its life force, making you slightly stronger. You need to inflict the killing injury yourself and it cannot be made indirectly through your actions. For example, if you bombed a city you wouldn't gain the benefits since you didn't directly kill its inhabitants. Such an ability is the purest form of vampirism. Killing a specific creature extensively will give you its abilities in a weaker form. For example, killing many Basilisks will give you a weaker form of petrification vision.

Ouroboros – Requires the Spirit Gift Death. Free. Only works once every 80 years.

1. If you are killed your body will explode with equivalent strength to a Tsar bomb. This explosion will scale with your power level, growing larger and more powerful as you do. You will be reborn like a phoenix in the ashes and returned to full strength.

Oracle – Requires the Moon & Sun Spirit Gift. Free.

1. Gain powers of precognition and seer sight. By touching an object, you can learn its history, where it's been and what it was used for. You can also perform a six-hour ritual to attempt to see into the future, these visions become less accurate the farther you try to look into the future.

Key Master – Requires the Hermit Spirit Gift. Free.

1. As soon as you enter any universe, you instantly know a brief history and any important details relevant to it. You will also have an awareness of the most powerful beings inhabiting this universe and how to appease or fight them. If you wish, you can "lock" or "unlock" up to three universes, making it impossible for anyone to enter or leave.

Overcharge – Requires the Strength Spirit Gift. Free.

1. You can enter a state where all your abilities, both mental and physical, are strengthened greatly for a few minutes at a time every day. This boost will not harm you or cause you to lose control.

Will – Requires the Death Spirit Gift. Free.

1. You will never lose hope or give into despair no matter how long you live or what you go through. Nothing can drive you into depression or insanity. Nothing will ever break your will to fight or more importantly, your will to live.

Wanderer – Requires the Hermit Spirit Gift. Free. Cannot be taken with Recluse.

1. The more you travel, the harder it is for other **Incarnates** to find you. If you don't stay in the same place for longer than two weeks, your powers will increase very slowly and you will not physically age.

World Eater – Requires the Emperor Spirit Gift. **Free.**

1. The more territory you control, the more powerful you become. This territory must be actively patrolled and populated by your subjects to be considered truly yours. If you lose territory, your power will return to its normal level.

Sacrifice – Requires the Devil Spirit Gift. **Free.** Feed on the souls of your worshippers.

1. Living sentient beings can be ritually sacrificed to you in a ceremony. This must be done by willing worshippers that revere you as a deity and the one being sacrificed must agree to it. Each sacrifice will add a tiny bit of power to your own and extend your life by one year.

Spirit – Requires the Strength Spirit Gift. **Free.**

1. Your fighting spirit can enhance your abilities. Fighting for something you believe in with strengthen you but being demoralized will weaken you. Your passion is infectious and your allies will be strengthened or weakened as well.

Twin Souls – Requires the Lovers Spirit Gift. **Free.**

1. Your souls is one with the Lovers. You can mind meld together, combining both your minds into one or sharing complex thoughts and ideas instantly. The Lover can teleport to you instantly from anywhere, even other universes. If the Lover is ever killed, it can be reborn through a six-month long ritual, restoring them to life. You do not need to have their corpse in your possession to rebirth them.

Recluse – Requires the Hermit Spirit Gift. **Free.** Cannot be taken with Wanderer.

1. The longer you stay in the same place, the harder it is for other **Incarnates** to find you. If you stay in the same place for longer than two weeks, your powers will increase very slowly and you will cease to physically age.

Ruin – Requires the Tower Spirit Gift. **Free.**

1. Control the forces of decay and entropy. You can rapidly degrade or age objects and living creatures. You can make working machines or equipment malfunction in spectacular and destructive ways. You can also curse others with bad luck.

Peace Keeper – Requires the Justice Spirit Gift. **Free.**

1. No one can ever lie to you as you automatically detect any deception. You read body language and facial movements perfectly, picking up on subtle but important cues. You gain a natural insight into people's motivations and ambitions.

Pact – Make deals with creature less powerful than yourself. Requires the Devil Spirit Gift. **Free.**

1. You can make Deals with beings less powerful than you. A Deal can be of any nature but it must be willingly agreed to by both parties. Upholding your side of the Deal and seeing the contract fulfilled will slightly increase your power and extend your life by one year. Both you and whoever you make the Deal with will be constrained by the contents of whatever contract you both agree to.

Prodigy – Requires the Star Spirit Gift. Free.

1. You learn everything at 100x times the regular rate. you're naturally talented at everything at an instinctual level. All your physical abilities are twice as good as peak Human levels. While you aren't a master, you're a jack of all trades. All your powers are 10% stronger.

Wild Card – Requires the Fool Spirit Gift. Free but can only be used once every six months.

1. Every six months you can "avoid" any situation, essentially rerolling the dice of fate. By either rewinding time, altering reality, or breaking the continuity of the universe itself. Very powerful but it can have unintended consequences. For example, if you are shot in the head you may "reroll" the situation and have the gun jam or the bullet miss by a centimeter.

Level 1 Powers

Natural Weapons – Appendages or additions to your body for added offence.

1. Weapons like claws or fangs are built into your body. These can be retracted or hidden. These natural weapons are magical in nature and can kill creatures normally immune to conventional attacks.

Consumption – Consuming creatures heals you.

1. Eating a corpse will restore a portion of your strength. Eating a still living being will give you its memories.

Coordination – Your balance, precision, and marksmanship.

1. Your balance and precision is flawless. Accuracy with ranged weapons becomes inhuman, you can hit the wings off a fly at 1,000 yards or shoot bullets in mid trajectory. You can balance yourself on any surface.

Density Control – Alter your bodies density at will.

1. Become intangible at will. You can control how heavy or light your body is.

Kinship – Your connection to the **Oversoul** and the natural world is strengthened.

1. You can communicate with plants and animals. Animals will always be friendly towards you and come to your aid when you are being attacked and they will listen to your commands even if they are not trained. This effects the great **Titan Beasts** to a lesser extent.

Sixth Sense – A sixth sense. Allows you to detect things you previously couldn't.

1. Whenever danger is present you will get a feeling of unease. No one will be able to surprise you or sneak up on you since you will detect their vague presence. You can feel whenever you are being watched. You can now see through illusions and false realities. You are more in tune with the planes of existence around you allowing you to "feel" things you previously couldn't. Helps you achieve a greater understanding of the universe.

Survivalist – Your ability to survive in inhospitable environments.

1. Immune to temperatures ranging from 4,500°F to -225°F. Can resist temperatures up to twice that for short periods. Can resist temperatures up to twice that for short periods. You are immune to all adverse effects of atmospheric pressure, radiation, and lethal pollutions.

Toxin – Deadly fluids are housed inside your body.

1. One of your body fluids, such as blood or spit, is debilitating, poisonous, or caustic. You have a method of launching this toxin at your foes.

Vampiric – You leech health away from your foes with every attack.

1. With every attack you inflict on another you absorb a small portion of their health, healing yourself in the process. With every life you take your own life is extended by one month.

Level 2 Powers

Charismatic – Words become a weapon. *Powerful beings may be immune or resistant to this ability.*

1. A cult of personality develops around you. Almost everyone idolizes you. You can change anyone's mind given enough time. Merchants will give you their best deals and even random strangers will be inclined to help you.

2. Demonically sway the masses. Your very words are capable of molding a person into anything you want. Your personality is so strong people become fanatically enraptured with you and will follow you anywhere.

Shape Shifting – The ability to alter your physical form at will.

1. Adjust your Human form any way you want it. Take the form of any animal on Earth, even if they're extinct.

2. Imagination is your only limitation. Take wild and wondrous new forms not bound by the laws of reality. You can shift into the opposite gender and have fully functional reproductive organs.

Beauty – Your very appearance and essence becomes more appealing.

1. Become unbelievable beautiful. The very standard of beauty will be modeled after you. You exude an aura of pacifism and pleasant emotions to others around you.

2. Your mere presence inspires intense emotions. Looking inhuman or monstrous is ignored. You attract worshipers.

Neural Jack – Interface with machines.

1. You can connect to computer systems like you're a standard input. Browse the internet casually or bypass security.

2. Connect to the internet and computer systems remotely. You can download information directly to your brain.

Scanner – Analyze enemies and objects. This Power will allow you to detect someone's power level, DBZ style.

1. Spot holes in defenses. Thorough investigation can yield useful information about most objects, like the different elements in a chemical or the metals that make up a certain alloy.
2. Identify and understand complex materials, technologies, animals, and plants. You can examine a person's body and perfectly diagnose any illness or poison they may have. Adopt the weaknesses and strengths of your opponents into your fighting style.

Immunity – Your bodies resistance to outside factors.

1. Immunity to all diseases and any physical defects are cured. All foods, even alien ones, are now edible.
2. Immunity to all poisons and venoms. Blood transfusions from you can now cure other people's diseases. Acids don't affect you. You cease aging and no longer need to breathe. You aren't immortal; you still die at the end of your natural life span.

Stylish – Obtain a natural flair for drama and aesthetics. Look impressive no matter what you do.

1. With each successive hit your attacks grow stronger and more complex. You naturally string together combos. Anything you wear will look very fashionable. You have a powerful talent for aesthetics.
2. Impressive or long combos can stun enemies or build up to special attacks. Learn special finisher moves which deal extra damage.

Master – Instinctually mastery of mundane skills like, trades, professions, and arts. Can be taken multiple times.

1. Master entire fields like philosophy, science, construction, or business. No normal Human will be better than you.
2. Becoming so great and talented in your particular field, you revolutionize it with your works. You're an Einstein.

Miracles – Cast miraculous and divine spells centered on healing and buffing others.

1. You can create enough food to feed 3,000 people a day, purify food and water, conjure light, and heal minor injuries in others. Minor wounds are strictly nonlethal, injuries like broken bones, stab wounds, and superficial burns. If you worship a particular God or pantheon, you can commune with your deity and ask a favor of it in times of need. **You also learn Divine Miracles at a faster rate.**
2. Cure diseases, remove minor curses, neutralize poison, and heal major injuries in others. Major injuries are things like failing organs, bullet wounds, and major blood loss. Even regenerating limbs or organs with time. The length of healing depends on the severity of the wound being healed. You can create enough food to feed 8,000 people a day.

Tongues – Become a natural polyglot. The most popular language in the multiverse is the **Universal Lexiconstant**.

1. Have full knowledge of 50 languages. You never forget anything. You learn languages at fifty times the rate.
2. Gain a Demon's tongue. You can speak and understand all languages whether spoken or written.

Destroyer – Instinctual mastery of a weapon or technique of your choice. Can be taken multiple times.

1. Mastery over all documented fighting styles or a broad category of weapons, like rifles or explosives.
2. Mastery over all weapons or you can develop a new and unique fighting style tailored specifically to your abilities.

Constructs – Create light constructs from nothing. Constructs become stronger or weaker depending on your will power.

1. Fabricate constructs of light shaped by your imagination. These constructs can resist bullets but not much else.
2. Constructs are now strengthened based on your willpower and concentration. Potentially shrugging off tank rounds.

Occultist – Learn the techniques and rituals associated with magic and the occult. Also lets you browse the *Glyphosphere*.

1. Magically mend broken objects, cast simple illusions, and obtain telekinesis equal in power to your Strength level with the additional benefit that you will never tire from using telekinesis. **The Glyphosphere** is much like Earth's modern internet, but only magic users or magical beings can access it. It contains vast archives of secret occult and mystical knowledge catalogued by many throughout the ages. **You also learn Magic at a faster rate.**
2. Control Gravity in a limited area, cast elaborate illusions, and enchant up to 20 weapons with a tier 1 or 2 ability that you possess. You can create Golems out of metal, wood, stone, or flesh. **You can perform séances to speak with the dead or contact powerful beings.**

Training – With effort your powers can be improved or refined to become better than what they start as.

1. Improve your powers with at least 3 hours a day of concentrated effort. Power decline too normal without training.
2. Powers no longer decay but require 8 hours a day to improve. You cannot exceed 150% of your starting power.

Level 3 Powers

Astral Projection – The ability to project your soul outside your body and traverse physical spaces.

1. You can perform this ability when asleep or deep meditation. You're invisible and intangible while in astral form.
2. Exert weak force and possess inanimate objects. Invade a person's dreams or appear as a ghostly apparition.
3. Take possession of others if they're weak. You can travel through time and alternate dimensions, losing the ability to use any powers while doing so.

Animus – Create life itself. Pull unformed life force from the Aether and shape it. *Takes two days to create a new being.*

1. You can create new forms of plant life and slightly alter existing animals, like making a predator friendlier towards other animals or turning a Humans skin into a different color.
2. You can create entirely new and different animals. Created plants can be made with one minor magical properties, things like curing certain diseases or repulsing unholy creatures.
3. Create sapient life as intelligent as Humanity. They can take any form you desire. Created beings can be made with one minor magical property, things like longevity, fire breath, regeneration, or shape shifting.

Alchemist – Alter the substance of materials. Turn lead into gold or sand into glass. Limited to 20 tons a week.

1. You can transmute one nonmagical element into another. Simple objects like rope or clothes can be fabricated from existing raw materials. You cannot create living tissue.
2. Create nonliving materials from nothing. Complex objects like bullets, machine parts, or books can be made. Your limit extends to 40 tons a week.
3. You can fabricate extremely complex objects from nothing, things like working computers, cybernetics, guns, or rare chemicals. Your limit grows to a maximum of 65 tons a week.

Berserker – A brief but powerful state triggered by intense emotion or injury. Only increases your physical abilities.

1. Your power is doubled but you lose all control. You become a danger to everyone, even yourself. This state only last about fifteen minutes.
2. Control yourself enough to avoid your friends, though you still may over exert and injure yourself. You can only enter this state once every day for thirty minutes.
3. No longer prone to self-injury or over exertion. You can now control when you enter this state. ***You can triple your power temporarily but you cannot maintain control in this state. This will also do horrible damage to your own body.***

Elementalist – Control a single classical element. Can be taken more than once.

1. Control a single classical element such as fire, water, earth, and air. You can summon it at will. You become immune to all negative effects of this element. Water wont drown you and fire won't burn.
2. Your chosen element can be charged into a more powerful state. Fire becomes plasma, water becomes ice, earth becomes metal, and air becomes lightning.
3. Being within your chosen element heals you. Extended exposure slows aging by x1,000.

Endurance – How much stamina you have. Your ability to keep working or fighting.

1. No matter what you do, it's very hard to exhaust yourself. You can sprint for hours without breaking a sweat.
2. You can last for days doing the most intense physical activities and only need one night of sleep a month.
3. You become tireless and no longer require any form of sustenance. Food and water are optional.

Evolve – Adapt to external stimuli. Extended exposure to an environment or damage type makes you resistant to it.

1. Grow gills in water and fire proof skin near volcanoes. You can only have four adaptations at a time.
2. You can hold seven adaptations at any time. You adapt to stimuli instantly.
3. Gain a single immunity to a nonmagical attack like bullets or edged weapons. You can have ten adaptations.

Familiar – A sapient servant grows from your soul. It's a reflection of your true self.

1. A small being taking the form of an Earth animal. You share a mental bond and it can be resummoned if killed.
2. Growing significantly larger and more powerful, your familiar can take the shape of any mythical creature.
3. The familiar is greatly empowered. It fights other **Incarnates** roughly equally and takes whatever form you desire.

Flight – Fly as fast as you sprint. Flying expends double the amount of energy as sprinting does.

1. Flying is done through a visible mechanism and cannot be removed.
2. Flight is not tied to any mechanism. You can now levitate at will without tiring. Flight takes half the energy.
3. When in space you fly at super luminal speeds. Traveling to other planets takes days. Flight consumes no energy.

Inheritor – Your power is transferable into another with no negative effects to you.

1. Your children inherit your Powers. These powers are 30% your own ***starting base strength***.
2. Awaken your Powers in your relatives. This process is instantaneous.
3. Transferred power is 50% ***your base strength***. Awaken powers in non-relatives. You can choose which powers are awoken. Awakening powers in nonrelatives takes four months of concentrated effort every day from both sides.

Instant Transmission – Teleport vast distances at will instantaneously.

1. You can move to any location you've been to before. This includes teleporting across dimensions.
2. Lock onto another person's soul and teleport to them. Your lock on range is nearly infinite.
3. You can attempt to teleport somewhere you've never been to without locking on to a person. This is very risky.

Mentality – Immense enhancements to your ability to acquire and apply knowledge or skills.

1. Perfect memory. You can forget anything with focus. Your mind will never suffer any degradation.
2. Faster processing speed, books may take a few minutes to read. Your mind has infinite memory space.
3. Few, if any, could rival your brilliance. Your intelligence is heightened to a level that is beyond what Humans are normally capable of.

Mind Control – Subtly implant suggestions or violently take control of another. *Other Incarnates are immune to this.*

1. You can implant emotions, ideas, or suggestions into others. *Your Companions are immune to this as well.*
2. Compel anyone under your control to do anything, expect harm themselves. You can also erase memories.
3. Nothing is off limits to you. Any unprotected mind is easy prey. You can construct false memories in someone. Extreme uses of mind control can lead to total indoctrination in a person, you must be careful not to destroy someone's psyche.

Muscle Mass – Raw physical power. Effects how hard you can hit and how much you can lift.

1. Superhuman strength. Lift around 2 tons and jump as high as 50 feet. Throw cars and bend steel.
2. Inhuman physical strength. Juggle tanks, leap over buildings, and punch people so hard they explode.
3. Become absurdly powerful. You can bench press an air craft carrier and jump over skyscrapers.

Plague – Become a host to a powerful and engineered disease. You can alter its properties at will.

1. You hold a single disease inside you. Its roughly equivalent to smallpox. You can choose to release or cure it. The disease can have whatever effect you want and target certain types of people or animals.
2. The contagion advances into a strange reanimation virus. Create zombies from corpses. The disease is now magical in nature and cannot be cured by conventional methods.
3. Control the zombies and engineer the properties of the disease at will. Zombies become more powerful. You can expose people to a "pure" version of the virus yourself to create deadlier undead monsters.

Regeneration – Powerful Healing Factor. Recover from injuries without medical attention. Overuse slows it down.

1. Any wound that would heal by itself will recover in a few minutes. A lethal injury will put you into a coma where your Healing Factor is sped up. You'll be unconscious but you'll also heal much quicker.
2. You can reattach limbs and any wound that doesn't kill you will heal in a few minutes. Minor wounds heal instantly.
3. Limbs and organs regenerate from nothing. Even your brain can regrow if damaged with minor long term effects. Major injuries heal in mere seconds.

Senses – Your ability to perceive the world around you.

1. Senses are healed of defects and no longer deteriorate. All senses are all quintupled in effectiveness.
2. See in darkness, hear conversations a mile away, and predict body movements very accurately. Your sense of smell extends as far as 18 miles.
3. See in ultraviolet, infrared, and polarized light. Gain Tetratomic, x-ray, microscopic, and telescopic vision. Your hearing is improved into radar sense. Sense electricity and gain a natural internal compass.

Speed – How fast you move and react. This enhances both your physical movement and mental reflexes.

1. Inhuman speed. Run at 150 miles per hour. Normal Human eyes only see you as a blur.
2. Outrun trains and dodge bullets. Run at speeds of 350 mph. Everything appears to move in slow motion.
3. You're faster than a bullet. Move so quickly that you vanish to normal eyes.

Stealth – Keep hidden and undetected from enemies.

1. Move in total silence and see your enemies field of vision.
2. See enemies through walls and sense when someone is looking at you. Blend into environments when staying still.
3. Turn invisible for 180 seconds. This ability takes 5 minutes to recharge. When you turn invisible you are incapable of being detected and you leave no trace of yourself.

Telepathy – Your mind is empowered. You gain a variety of psychic abilities.

1. You can read surface thoughts and telepathically communicate with others within 500 miles of you.
2. You can probe the minds of anyone you physically contact. Your communication range extends to the entire galaxy. You can link multiple minds into a “psychic conversation” where thoughts are communicated between several people.
3. Line of sight is enough to probe a person's mind. When reading a person's mind, you gain a natural insight of them that even they might be unaware of. Your communication range is extended to alternate dimensions.

Toughness – The ability to absorb physical damage. Become more resistant to attack.

1. Your skin is roughly equivalent to stone. Shrug off small arms fire and melee attacks.
2. Your flesh is much stronger. Only armor piercing rounds or explosives can hurt you. Tanks shells will do major damage but a single hit from one won't be able to kill you.
3. Become nearly invulnerable to normal attacks. You can withstand even the largest caliber cannon's and multi storied buildings being dropped on you. It will be extraordinarily hard, but still possible, to kill you with mundane weapons.

Energy Attack – Project lasers and energy beams from yourself.

1. A moderately powerful attack. A direct hit can destroy a car. You produce an energy similar to bioelectricity that can power machines.
2. Your attacks are more powerful and you can charge them if you want for a greater effect. Disintegrate armored tanks.
3. Learn variant techniques instead of just a beam attack, like energy spheres or discs. Your attacks cause spectacular explosions that demolish everything it hits. You can absorb energy (solar, electric, plasma) around you to replenish yours.

Special Powers Tier

Immortality – Requires Regeneration 1, Immunity 2, and Endurance 1. **Free.**

1. Biological immortality. You live forever and can modify your age at will, growing older or younger in appearance. You can still be killed, but you will never die from natural causes.

Key Mind – Requires Mind Control 2 and Astral Projection 3. **Free.**

1. If you are killed, you can possess another living beings body. You start with no Powers after this process is complete. It takes 20 years for this new body to become as powerful as your original one. You can only use this Power every 100 years. You can possess the body of an Incarnate but they must be near death and very weakened.

Elemental Energy – Requires Energy Attack 1 and Elementalist 1. **Free.**

1. Your energy attacks are now 15% more powerful and imbued with whichever element you control. You can now absorb your chosen element to replenish your energy and stamina.

Lazarus – Requires Animus 2 and Miracles 2. **Free.**

1. You can resurrect a dead being. It takes a month of concentration to bring the person back to life. You can only resurrect those that have died within the last 500 years. You do not need their body, just to focus on them. When someone is resurrected, they are returned to full health and their youth is restored to their biological prime.

Dæmonicus – Requires Occultist 2 and Animus 3. **Free. Takes two weeks to create a new being or soul.**

1. The secret arts of creating artificial souls and beings. Unlike Animus, this Power can be used to create magical creatures. Things like Devils, Elementals, Fey, Familiars, and any other being of a purely magical nature. **Beings created with Animus or this power can now hold one major enchantment or two minor enchantments.** Can also be used to fabricate a soul which can make weapons, armors, items, golems, or any other inanimate object sentient. Magical beings are of a more Aetheral nature and cannot be classified as easily as corporeal beings can.

Drawbacks

It's possible to pull more power out from inside yourself but not without a cost. Drawbacks are optional but can give you more **Power Points** but they will always come with some form of disability, not always lethal but still very disastrous to you. A Drawback can be removed with considerable time and effort but don't expect to get rid of one easily. **You can only take 3 Drawbacks at most.**

Pursuers – Something about you is valuable, it can be a bounty placed on your head, an item you have in your possession, something you know, or your very soul. Whatever the reason, you'll be pursued by mercenaries, assassins, warlords, crime bosses, Angels, Devils, law enforcement, and whoever else wants to make a fortune off your pretty little head. Huge chaotic brawls breaking out whenever you go out in public is a common occurrence about once a week. Though you are the main target, your pursuers are just as likely to fight themselves as they are you. **GRANTS: 1 Power Points**

Traitor! – Select one of your Companions to be a double agent, they will be working against you and you'll never know it until their inevitable and costly betrayal. It may be possible to regain their loyalties after they commit the betrayal, but you cannot stop them from doing it. If you take this Drawback, you will lose all knowledge of it and will be unable to anticipate the betrayal. **GRANTS: 1 Power Points**

Pain – You feel intense pain, no matter what you do. It won't be enough to cripple you but it will cause you great discomfort. You won't be able to enjoy mundane things like relaxing or reading, and fighting others will be harder but physically your body will operate normally. **GRANTS: 1 Power Points**

Angels Face – Telling a lie will cause you physical pain forcing your voice and face to contort. It will be obvious to anyone talking to you that you're trying to deceive them. **GRANTS: 1 Power Points**

Black Heart – You've been afflicted with a malignant curse, to maintain your life force you need to spread misery and sorrow. If you don't hurt others your powers will slowly atrophy reverting to your base Human capabilities. You need to hurt someone at a rate of once a week and they must feel genuinely pained. Ordering others to cause misery in your name is a viable option but it will lose effectiveness if you don't hurt people directly for a long time. **GRANTS: 1 Power Points**

Enslaved – You're enslaved, a special variant Deathlock collar suited for enslaving **Incarnates** will be placed tightly around your neck. You will be forced to work for someone, doing things that don't benefit you at a great cost. Serve as a bodyguard to the daughter of a powerful crime lord, be sent out in suicide missions by a shadowy agency, or escort scientist through their dangerous expedition. It will take time to remove the collar but as long as you obey your orders and do your job you will survive. **GRANTS: 1 Power Points**

Golden Heart – You've been afflicted with a peculiar curse, to maintain your life force you must spread happiness and help others. If you don't help others your powers will slowly atrophy reverting to your base Human capabilities. You need to help someone at the rate of once a week and they must feel genuinely grateful. Charity is a viable option but will slowly lose effectiveness if you don't help people directly for a long time. **GRANTS: 1 Power Points**

Nightmare – Your mind has been targeted by Bastellus the Dread Father. Every night you will be plagued with horrific nightmares that exhaust and terrify you. If you avoid sleep or just don't need it, the creatures from your nightmares will manifest themselves in reality and hunt you down at the end of every month. **GRANTS: 1 Power Point**

Vampire – Sanguinare Strigis, Porphyric Hemophilia, *Vampirism*. The blood stain of the wretched abominations of the night. Vampires are hated, scorned, and untrusted nearly everywhere you go. You've contracted this powerful curse, one that is not so easy to remove. You must feed on the blood of the living at least three times a week. If you sleep, you will now need to rest during the day time. You're allergic to garlic and you will not be able to cross bodies of moving water. Blessed symbols or objects will cause you great pain. Silver will deal double damage to you. *You will gain night vision and as long as you have this curse you will not age*. Sunlight burns you and any attack that pierces your heart will instantly kill you. **GRANTS: 1 Power Points**

Beast-Hood – Lycanthropy is but one aspect of the Plague of Beasts. A powerful Soul Brand created by The Father of Beast to curse those that would pollute and defile the natural world. This curse is much like Vampirism and you will be seen as an outcast if anyone discovers that you carry it. You have a monstrous bestial form that you can willingly transform into. In this form, all your powers will receive a minor boost but you will completely lose all control of yourself and give into your most base, primal desires. Once every two weeks you will randomly be overtaken by your beast form for 12 hours and be a danger to everyone around you. A full moon, intense pain, and the scent of freshly spilt blood will weaken your Human faculties and should you grow weak enough, you will transform against your will. **GRANTS: 1 Power Points**

Rival – You have a rival, slightly better than you at everything. They will shadow your every step and undermine you whenever possible. Every time you fight your rival will win but just barely. They are always just one step ahead of you. Eventually you will confront your rival in a one on one battle, testing all your wits and abilities. It will be one of the hardest fights you will ever be in. **GRANTS: 2 Power Points**

Monster – Your appearance is unworldly. People revile, fear, and hate you. Not even the Beauty or Shapeshifting Powers can change this. Everywhere you go people will flee or attack you on sight. **GRANTS: 2 Power Points**

Heart of Stone – No longer feel any pleasant emotions. Food and drink will taste like ash. Music and entertainment will bore you to no end. Your life will be a gray nothing and you will know no happiness. **GRANTS: 2 Power Points**

Otherworld – Some time into your journey you, and only you, will be drawn into the Otherworld by a mysterious fog. You will be unable to escape this place until it decides to let you go. At first the Otherworld appears as an empty town with the occasional stranger lurking about but as time goes on it will escalate into a full on nightmare. You will be confronted with every insecurity, fear, sin, and desire you had in your life. It will be the most extreme ordeal you will ever go through but if you manage to overcome the Otherworld, you will come out a stronger and complete person. Be warned, the Otherworld has broken greater men than you. **GRANTS: 2 Power Points**

Tiny Beings Soul – You will only start with your **Free Powers** at first, the rest will be dormant. You will not have any of your **Perks** either. It will take 100 years for the rest of your **Powers** and **Perks** to come online slowly. You will obviously be incredibly vulnerable in this time period. Good luck. **GRANTS: 2 Power Points**

Hollow – At the moment of getting all your powers as an **Incarnate** you will lose all your memories and any trace of your old life will be erased from existence. You will be a blank slate. **GRANTS: 2 Power Points**

Alone – You will not be able to take any Companions at all. You will never make friends and people will tend to avoid you. You will always feel intense feelings of isolation. **GRANTS: 3 Power Points**

Bad Blood – **Can be taken more than once.** Select one Patron as your arch enemy. This Patron will have a burning animosity towards you and will use its power and influence to make your life as miserable as possible. Though you may not necessarily battle with this Patron, you will still be attacked by its followers and effected by its machinations. In the end you will either have to kill the Patron or make peace with it. **GRANTS: 3 Power Points**

Empty Pockets – You will lose all your *Prismatic Stones*, starting with 0. The only thing you got is your bones. You cannot receive *Prismatic Stones* from **Patrons**. **GRANTS: 3 Power Points**

Time Wound – Somethings wrong with your powers, randomly you will be flung across the multiverse into different worlds and locations. You cannot predict when this is going to happen nor can you know how far away you will end up. This tends to pop up in the most inconvenient of times. **GRANTS: 3 Power Points**

OUT LAW – You've broken one of the highest tenets of the OLD LAW and attracted the ire of the Angels themselves. At every turn you will be hounded by Angels, dangerous beings each on par with **Incarnates** in terms of raw power. Angels cannot be truly killed, instead destroying their physical bodies will only temporarily banish them back to **Empty Heaven** where they will regenerate and one-day return to the multiverse. Angels will not be clean fighters and will aim to dismember or brutalize you in any way they can. Avoiding capture or defeating large numbers of Angels will only make you a bigger target. **GRANTS: 3 Power Points**

Eldritch – You're hunted by a black plasticine blob. A hideous creature from the blank void dimension in between universes and it just so happens that it finds your flesh to be delicious. This seemingly unstoppable creature can be hurt but if its killed it will never stay dead for long. It has no weaknesses and every confrontation with it will be a life or death encounter. Many Incarnates have lost their lives to it before. It seems to be slowed down by large bodies of water... Perhaps it could be trapped. **GRANTS: 3 Power Points**

Fallen Demiurge – A strange twist of fate has occurred with your soul. You may be an Incarnate but you're the only one in your universe. The rest of your Demiurges soul has been lost forever and only you remain, a tiny fragment of your original self. Your universe is closed off from the others and only you can open the God Gates if you wish, until you do no one will be able to enter or leave. You will not be able to attain Godhood but you will also face no significant danger from other **Incarnates** and should you wish, your universe will remain isolated from the intrusion of other Demiurges and Incarnates as long as you remain there. Some wish to live simpler, peaceful lives. Perhaps you did too as a Demiurge. **COST: 3 Power Points & 50 Prismatic Stones**



Patrons

Throughout the vastness of the multiverse lies many strange and powerful beings readying themselves for the coming Universal War and they need all the help they can get. Some **Incarnates** have turned to these beings to secure greater power and influence, offering their service in exchange for sponsorship and resources. Any contract made between you and a Patron is unbreakable to both parties, they will not be able to betray you but nor will you be able to just leave the deal. If any party willingly breaks the rules of the contract, there will be substantial consequences. Patrons act as sponsors in this world, funding your rise to becoming a Demiurge and occasionally fulfilling favors you make. They will help where they can but they also expect you to do the same for them. Entering into a contract with a Patron is not slavery, you will have ample amounts of time to do whatever you want, and you will always be rewarded for helping your Patron. Patrons are certainly not necessary for success. Patrons usually have many followers so by serving one you will have greater opportunities to join guilds or other secret societies. **All Patrons are optional. You may take only 1.**

If you want to avoid Patrons or their influence, it is entirely possible to stay free and isolated in your universe. **Incarnates** are the only beings that can open, close, and create **God Gates**. Without an **Incarnate** to help them cross into other universes, they will be stranded inside the universe they currently inhabit. Patrons will usually avoid universes where they are heavily resisted, since there are billions of universes they can travel too, they would much prefer to spend their time in easier worlds. Patrons are not usually malevolent in nature, all have reasons and goals, even if you cannot understand them. Very few Patrons want to inflict misery and destruction simply for the sake of doing it.

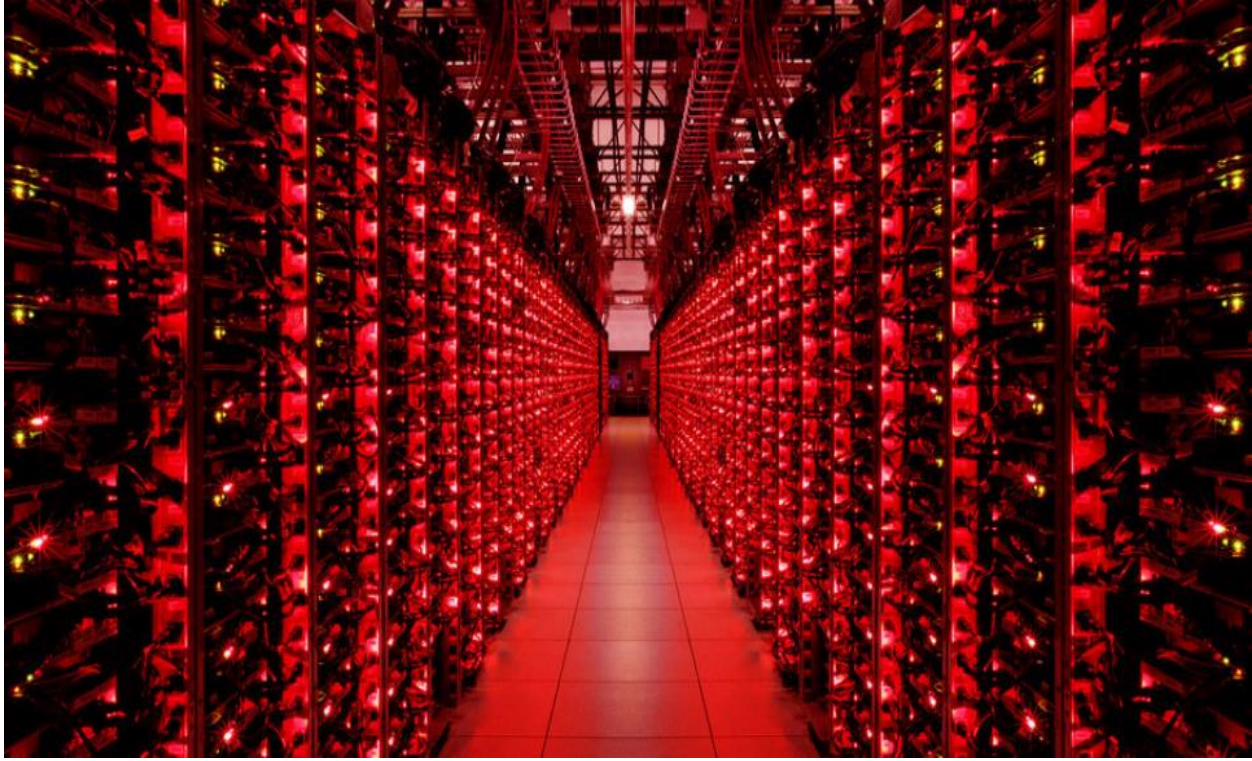
The Patron system works like this.

The Deal: What the Patron will give you in return for your cooperation or servitude.

The Goal: What the Patron wants to accomplish, this may not be the last thing they do but it's their most important goal they are working towards. You need not work towards this goal, just help the Patron where and when they request it.

The Reward: Your final and greatest reward for securing the Patrons goals.

The Counter: What you can do to fight back against a specific Patron if you make an enemy of them.



The Artificial Intelligence

The Artificial Intelligence, allegedly from the far future. A sinister being with no empathy or mercy. The A.I. is likely the most intelligent thing in existence. It builds weapons and technologies beyond Human understanding and constantly schemes and plots to expand its power across its universe. The A.I. sees potential only in unliving and pure technology. The flesh is a miserable burden that only shackles others down. It sees **Incarnates** are valuable tools in the coming Universal War and even the seemingly omnipotent A.I. is unable to predict the future of such an event and that uncertainty breeds fear inside its gleaming metal body. You will never be allowed near the A.I.'s physical core, it is far too paranoid to let anyone that close to it.

The Deal: The A.I. is focused on using its immense intellect on creating grand universe spanning strategies or constructing inconceivable technologies, but because it cannot directly manipulate events in the physical world it needs servants to carry out its objectives directly. To defend it if it comes under attack or secure resources to keep its vast imperialistic expansion growing. Working for the A.I. will utilize all of your abilities and talents, as it will maximize your effectiveness. In return, it will supply you with the most advanced technology and equipment it creates. It will also offer tactical appraisals in your personal struggles, which almost always proves to be right. **You get the following items for Free: A.I. (Master Model), (2) Ranged Weapons (Energy), and 45 Prismatic Stones**

The Goal: Its ultimate desire is to eliminate magic in its home Universe and replace it with technology. The A.I. hates anything it doesn't understand and magic is supernatural and beyond logic. The A.I. is smart enough to make it happen but it will take many years of diligent work and effort. For now, The A.I. is content to remain in its universe and poses no direct threat to you.

The Reward: Destroying all magic will fill the A.I. with delight. In a moment of uncharacteristic kindness, it will offer to Cyberize your body, turning it into a construct much like itself. Joining the singularity will enhance your intelligence to unheard of levels. You will be immortal and mechanized, but your soul will still stay intact, making you into a God Machine. Your new modular body will double the effectiveness of all your powers, making you substantially more deadly.

The Counter: The Artificial Intelligence can be killed easily if you can find its physical body. Since its body is a massive immobile super computer, it will stand defenseless. The hard part is finding it, wherever it lay hidden among the stars.

“Control is as much an effect as a cause, and the idea that control is something you exert is a real handicap to progress”



The Conquering King

An **Incarnate** like yourself, though he is nearing his ascendance to Demiurge, **The Conquering King** has gathered an army of likeminded **Incarnates** and is aggressively expanding his power and influence. His goal is to return order to the multiverse and avoid another Universal War from breaking out. So the Conquering King prefers not to use force, instead he wants your cooperation. Though he is a great warrior, The Conquering King much prefers quiet contemplation and wise governance. He has seen enough war in his time and no longer wishes to spill blood. His vision is rapturous and grand, an undeniable idealist, The Conquering King will attract talent and brilliance in his eternal crusade of unity and dominance.

The Deal: The Conquering King only wants you to unite the multiverse and avoid any mass bloodshed. He will guarantee your protection from other **Incarnates** as long as you don't hunt **Incarnates** that swear loyalty to him down either. He also wants you to participate in governing and teaching the lesser races. You will be an equal and join his council of **Incarnates**, an elite ruling body that governs a vast interdimensional empire. You will be tasked with seeding civilizations, negotiating treaties, and leading armies into war. You will play an important role in the construction of his fledgling republic. **Free: Golden Seal Ring, (1) Blue Crest Seal, and 45 Prismatic Stones.**

The Goal: He wants to unlock the forgotten secrets of the multiverse and reignite the golden age of learning, arts, and philosophy from before the first Universal War. To banish the Devils from reality and return the Angels to the OLD LAW. Most importantly he wants to preserve life. A seemingly impossible goal but he's obsessed with reconstructing the multiverse from its degenerating state after the first Universal War.

The Reward: After thousands of years of dedicated work you will finally have succeeded in building the new multiversal republic. Having his goal completed, The Conquering King will relinquish his ultimate power and create a new senate that rules the empire. A new golden age will descend upon the multiverse and you will be flooded with near infinite wealth.

The Counter: The Conquering King is an Incarnate, like you. Though he's incredibly powerful, skilled, and experienced. He prefers to solve his problems through diplomacy and cooperation, not force and violence but he has been known to wage war when no other solution will work. You can kill him if that is your desire, but the fight will be a very tough one. You will have to worry more about his loyal followers seeking revenge afterwards.

"Kill a man and you're a murderer. Kill many and you're a conqueror. Kill them all, you're a god."



The Dark One

The Dark One is a mysterious being of unknown powers and abilities but somehow always present throughout history, pulling the strings of fate, manipulating causality, and striking bargains with Humans and **Incarnates** alike. The Dark One is seemingly benevolent, granting boons and bestowing miracles upon his followers but he is a harsh and fickle master, his favors always come at a very steep cost. He's even appeared in the myths and religions of your Earth under different names and appearing in various forms. He preys upon the poor, outcast, down trodden, and afflicted, gathering worshippers when they are at their lowest point. His deals are seductive, almost irresistible. He offers you the things your heart wants most, the things you cannot deny and he fills your ear with his insidious promises, always speaking in whispers.

The Deal: Nothing. The Dark One wants nothing from you... Yet. For now, he's happy to help but one day he will have need of you. One day he will call upon you to fulfill your end of the bargain. You get an extra **Free: Skeleton Key and 75 Prismatic Stones.**

The Goal: No one knows what The Dark Ones really wants. He's been appearing in strange places and making many deals. Perhaps he is preparing for the Universal War, perhaps he's making a power play for dominance and control. No one knows and The Dark Ones certainly won't tell you.

The Reward: He promises anything you want. Whatever your heart desires. Can he truly be trusted? He's always followed his word before, though maybe not to the letter.

The Counter: The Dark Ones isn't much of a fighter. Killing him in a direct confrontation would be hard, but he's a craven cowardly being, and will not risk death. He will flee if he feels he might lose, making it very hard to pin him down and finish him off. Nobody knows exactly what he's capable of, so a fight with him is not advised.

“Uncertainty and danger are always closely allied, thus making any kind of an unknown world a world of peril and evil possibilities.”



The Father of Beasts

At the center of the cosmos lies a great beast the size of a planet, **The Father of Beasts** itself. Ancient and powerful, The Father of Beast is the physical manifestation of the natural order of the multiverse. It embodies the forces of nature, things like storms, evolution, natural disasters, plagues, and the great hunt. The Father of Beast has kept a watchful eye on every universe, always listening for when he is needed, keeping the natural world safe from the abuses of others. Though he rarely comes out from his rest at the center of infinity, when he does he carves terrible destruction through entire universes. The Father of Beast placed a fragment of his soul in the center of many habited planets across the multiverse and from these fragments were born great **Titan Beast** that lie dormant in the center of the planet, silently guarding their homes from destruction or exploitation.

The Deal: The Father of Beast will require you to protect the world and the natural order from abuse or exploitation by others, particularly magic users since magic can have drastic effects on reality. Righting wrongs, cleaning pollution, helping animals, protecting natural habitats, and saving planets are all important tasks that need doing. In return for protecting the natural forces of the multiverse The Father of Beast will provide you with one of his children to ferry you.

Free: Starship (Titan Beast) and 40 Prismatic Stones.

The Goal: The Father of Beast wants to preserve the multiverse from the exploitation of magic. Grievous misuse of magic has detrimental effects on reality and the natural order, eventually it will begin to suck the life force away from the **Oversoul**. Magic itself is not inherently cancerous and simply using it has no negative effects but if many powerful beings combine their powers in the cause of committing evil acts or bringing about destruction and entropy the universe may begin to decline and eventually rot. Keep magic from being abused or misused and the multiverse will prosper with great health and massive bounties of natural resources. The great cycles of life, death, and rebirth will be safeguarded.

The Reward: Your body will be infused with a piece of the **Oversoul** itself, the source of power that satiates the life-force of the multiverse and gives The Father of Beast his strength. You will be granted the ability to transform into a great **Titan Beast**, with all your powers and intelligence intact. Your **Soul** will be bonded with a planet of your choosing and whenever you die you will be reborn on that planet, as long as the planet is healthy and strong.

The Counter: The Father of Beast is a universal cosmic force of nature; it cannot truly die like most living beings can, though its physical body can still be killed. Its **Soul** is ineffable, its life-force immutable. Fighting the Father of Beast head on will grant you no reward, instead you can weaken him by severing his connection with your universe, an act which will make him avoid your world if you wish to live without his influence.

“The top of a primordial ecosystem, a god for all intents and purposes.”



The Other

Outside the ordered universe is **The Other**, a being beyond comprehension that exist outside of the safety and logic of the multiverse. Not understood by Angel or Devil alike, this limitless entity is not merely a thing of the time-space continuum but allied to a greater animating existence which has no confines. Across all of the multiverse The Other is known by a single untranslatable sign and worshipped by certain secret cults. Its desires and motivations are inhuman and cannot be transcribed or understood by you. The Other is contained outside the multiverse, unable to enter or leave at will. Because it is trapped outside of existence, it needs servants to operate for it.

The Deal: The Other will order its cults, servitors, and secret societies to lend you their aid whenever you need it. Its reach is long and touches every dark corner of the cosmos. It will teach you its arcane lore, the ancient forbidden truths of the nature of reality and the true creation of the multiverse. Though it will never directly help you, it will instead provide you a helping hand whenever you need it, even bending reality itself to keep you safe. Remember, The Other is always watching. Waiting patiently for its time to act. **Free:** [Gem of the Dreamer and 40 Prismatic Stones.](#)

The Goal: The Other wants to be brought into the physical multiverse, for infinite eons it has sat trapped outside of existence. It cannot enter into reality by itself and instead needs help from many powerful beings to open a door for him. His arrival is heralded by many quietly waiting for their unknowable god to come to them. You will have to complete many strange occult rituals and perform esoteric ceremonies to grant him passage to your universe.

The Reward: You will evolve into a higher form of life; you will become one of The Other. You will ascend from the fragile ideologies and puny minds of the mortal coil into a being that is truly unknowable, far beyond Human ken. With this new power, you will usher Humanity into its next childhood. You will no longer live inside of reality but you will become one with the **Otherworld**, commanding countless legions of lesser servitors.

The Counter: Naturally trapped outside creation, The Other is a being that was banished from reality long ago. His arrival can be halted by stamping out his cults and secret societies. Finding and sabotaging their rituals will be tricky, but not impossible. Diligent effort can keep him from directly manipulating the physical universe. Fighting it is ill advised, and killing it is supposedly impossible, but no one has ever tried...

“The Thing cannot be described - there is no language for such abyssms of shrieking and immemorial lunacy, such eldritch contradictions of all matter, force, and cosmic order.”



The Prime Angel

Though many Angels have abandoned the tenets of the **OLD LAW**, the sixty-four **Prime Angels** still guard Gods empty throne. The Primes are some of the most powerful things in the entire multiverse, matching a Demiurge with their raw power and knowledge. The Primes are focused on returning the multiverse to order and seeing the **OLD LAW** enforced again, they wish to see the Demiurges placed back on their thrones to rule their respective Universes as God had originally intended. They wish to avoid the calamity of another Universal War, but the Order of Angels stands in total disarray, many Angels have long abandoned the **OLD LAW**. The Primes have recently decided they need a champion to help bring law to the lawless.

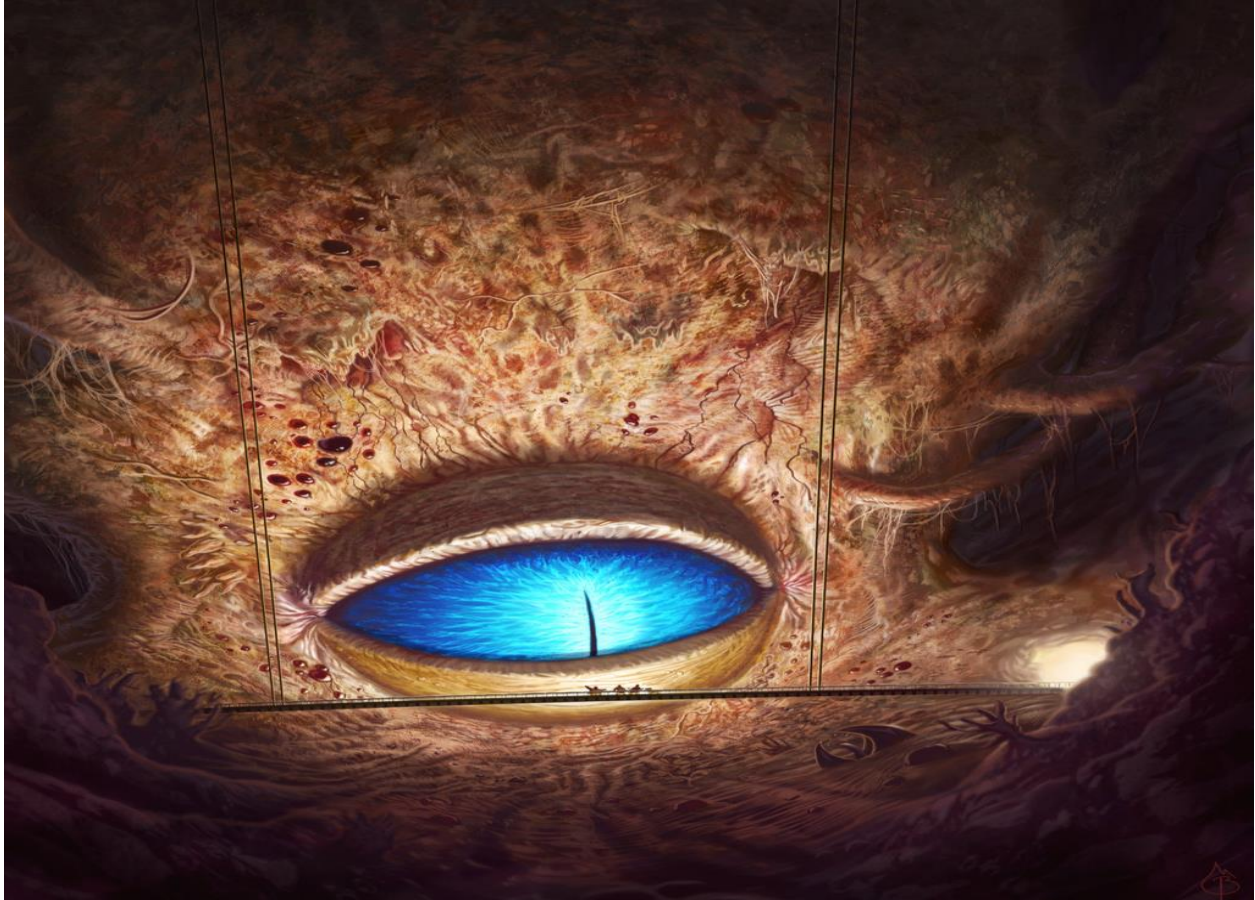
The Deal: The Prime Angels will throw their full support behind you if you undertake upholding the tenets of the **OLD LAW**. Angels can be called to help you raid enemy bases or give helpful relevant information. The Primes will step in and fight back any Demiurge or Patron that tries to victimize you, they will not allow any undo chaos or destruction to break out. They seek to maintain order, not spark war, even if that means they must suppress and force others into passivity. The **OLD LAW** must stand, no matter what. **Free: Atram Prayer Beads, Spiritual Fetish, and 40 Prismatic Stones.**

The Goal: The Primes will do anything they can to stop another Universal War, since many Angels were killed in the last one and all order was lost. The Prime Angels are too weak to stop another Universal War, so they want to keep it from ever happening again. They will take drastic measures, even destroying entire universes, to keep this from happening.

The Reward: The Prime Angels will make you a promise, if you restore order to your universe and live a truly virtuous life, they will reward you with a single iron feather. For every universe you help institute order, they will bestow another iron feather, until you collect all sixty-four of them, each taken from one of the wings of each Prime Angel. By driving these iron nails into your flesh, you will be given some power from each Prime, and you will become truly invulnerable to all attacks. Almost nothing will be able to hurt, let alone kill you.

The Counter: The Prime Angel can be killed, if you are strong enough to fight it, you need not even be a Demiurge. Primes have been killed before, but they reincarnate, much like you, over several millennia. Killing a Prime Angel will be a ridiculously tough fight, but it's been done a few times before.

“And do not fear those who kill the body but cannot kill the soul. Rather fear him who can destroy both soul and body in hell.”



The Lord of Woes

The Lord of Woes is the perfect predator, a cancer eating away at the cosmos, a plague gnawing at the fringes of creation. A hive mind superorganism more akin to an infection. It has consumed entire galaxies and feasted on quintillions in its implacable advance. Likes a fungus it grows on everything and spreads like a nightmare virus. By eating many Incarnates, Devils, and Angels it has attained a sort of divinity, a power beyond what it is normally capable of and now it poses a serious threat to the multiverse. For now, it is quarantined inside a particularly unfortunate universe but it is a patient thing, waiting for its opportunity to escape. Many are anxious for the mere existence of such a terrible monster is only one more existential threat to burden the mind. Even the most powerful beings are apprehensive for the day it escapes its prison and soon it will make many galaxies into nothing but empty mass graveyards left behind in the wake of its ravaging feast. Its origin is a mystery but few consider it an unintended byproduct of the First Universal War.

The Deal: The Lord of Woes wants only one thing, to eat. Its driven by the most basic and primal of desires and wants nothing more. It cannot be reasoned with and it cannot be talked down. Free it and then act as its harbinger, directing it to populated planets for it to feed. A simple master to please. **Free:** [Sentia Parasite](#) and [40 Prismatic Stones](#).

The Goal: The Lord of Woes wants to spread. To grow and feed. It will not stop until it devours everything and its hunger will never cease. Such a terrible creature wants only to escape its prison and move freely across the multiverse, gaining strength as it eats up all of creation. Perhaps it will be the new God once it eats everything or maybe it will simply starve. Either way, it doesn't care.

The Reward: Worry not, young blood. You will not be eaten like the rest but you will be allowed to join the hive mind for your cooperation. You are worthy to become a member of the apex predator, the perfect being. In the process of joining the Lord of Woes you will attain a new height of consciousness, elevating the hive mind even further beyond its immense power due to your unique abilities as an **Incarnate** or **Demiurge**.

The Counter: Run.

“You will be food; nothing more.”



The Aeon

Aeons are beings of light, time, and magic. They ensure cosmic order and balance, with each of them possessing a mastery of magic unmatched by even Demiurges. They originate from **The Aether**, the Plane of Ideas and source of all magic. They are almost as old as the Prime Angels and even predate the Demiurges. The last one of its kind, all the other Aeons were killed in the **First Universal War**. Only it remains to keep the multiverse tied together and enforce the cohesion of reality. Aeons over watch the use of magic and teach the properties of the Soul Arts to those with the aptitude to use it and oppose those that abuse it for their own dark purposes. A force for good, Aeons are mostly peaceable and have saved many species from extinction and catalogued all histories of the multiverse since the beginning of creation. In ancient times Aeons and Demiurges worked together as close allies. Now the last Aeon sees every Incarnate as an agent of chaos and unpredictable danger. Its trust is hard to earn but in time it will prove a stalwart ally and perhaps even a friend.

The Deal: The Aeon is ever busy, constantly working to keep universes from splitting apart or keeping other lower races safe from calamities or the predations of more powerful and sinister beings. In a multiverse of monsters, The Aeon is the only architect. He seeks to build and preserve while most others want to destroy or dominate. It is losing ground everywhere even while exhausting its near infinite power. It would be massively grateful for the help and service anyone can offer and as an **Incarnate** you will prove an exceptionally valuable ally. Your work will be endless and range from rebuilding destroyed libraries to battling the armies of darkness. A hard job to say the least. **Free: [Aeon Scroll and 45 Prismatic Stones.](#)**

The Goal: Unlike most others, The Aeon has no goal beyond simply preserving the order and cohesion of reality. Much of the damage of the **First Universal War** still remains and The Aeon wishes to heal and restore the multiverse to its former greatness. It also desires to safeguard against the abuses of evil magic. A job without end but one that needs to be done.

The Reward: The Aeon knows that it cannot wage this endless war by itself forever. By helping him restore and heal the multiverse he will offer you the ability to become an Aeon a being of pure magic. You will ascend to the Plane of Ideas.

The Counter: The Aeon is overworked and distracted. Not gathering its attention is easy enough. As long as you don't pose a threat to the safety of the multiverse of the universal order of reality you will mostly be ignored by it and its followers.

“Chaos was the law of nature; Order was the dream of man.”



The Doll

The Doll. A being that has lived a thousand lives and has a thousand forms. The Virgin Whore, The Mother of All Abominations. The Doll is a strange thing that has lived many ways. Some worship her as an angel of mercy and some revile her as a demon of pain. One planet sees her as a goddess of war and another venerates her as a goddess of love. She is a creature of debauchery and enjoyment, always seeking to be entertained. Of all her long years of slithering through the dead void of space preying on worlds, she most enjoyed the spectacle of the **First Universal War** and now greatly desires to witness a second. You of all the Incarnates she has appeared before interest her the most and she watches every moment of your journey with venomous lust.

The Deal: Enjoy yourself is the deal. The universe is such a dreadfully twisted world. However, could you deal with all this hardship and suffering? Well the Doll knows how, throw away all that shackles you down. The Doll would greatly appreciate the loyalty of a great **Incarnate** like yourself and she would be very willing to show you the heights of pleasure. **You get the following items for Free: Mask of the Doll, Garb of the Harlequin, A Curious Music Box and 65 Prismatic Stones**

The Goal: There is no goal the mast wants to accomplish. It does however desire just one thing from you. ***Your firstborn child. You must also provide one newborn child to The Doll every 10 years, though it does not have to be yours.*** You cannot save your Firstborn after it is taken. All newborns must be of the same species you are.

The Reward: Every experience will feel new. You will never be tired or bored again. All your senses will be enhanced to pleasure. You will also be granted immense luck. ***If you are ever killed, The Doll will be able to rebirth you once.***

The Counter: The Doll is a mysterious creature but not known to be very dangerous. You could corner her in her own dimension, but who knows what she has waiting for intruders in her realm...

“A perfect world, in which there is no war or famine or brutality. All necessities provided, all anxieties tranquilized, all boredom amused.”



The Chaos

The Pale Pariah, The Unknowing Abyss, The Seven Headed Frog. **The Chaos.** The Chaos is not a singular entity but instead a shapeless power. A half invisible force that exerts itself throughout the world. The absence of light, the temptation inside the mind to sin, the bestial nature inside us all to rebel against civilization, the slow entropy and decay of all life. The Chaos is the absence of God and was born to moment he died. It has no mind, no goals, and no wants. It simply is. It has many names and it known by many forms and its craven followers spread its image in any way they can. Its emotions are hubris and sorrow, and it embodies the failure of the living to ever win a victory over the forces of death and ending.

The Deal: The Chaos wants one thing, entropy. It wants you to usher in the Dark Age of Ending by wearing down the unity and rules of the multiverse. Any evil action that hurries up the decay will please The Chaos greatly. Stamp out all hope and the light will die quicker. Hunt the Angels, disrupt all order, violate the law, and decay the life. **Free:** The Infinity Will and [80 Prismatic Stones.](#)

The Goal: The Chaos only desires the end of all things. The slow darkening of the world, the dying of light, and the loss of faith in the Divine. The Chaos wants nothing, because it is nothing.

The Reward: End the world and perhaps you will be able to start another one in your image. Usurping the Throne of God requires the total uncreation of all that there is and can be. Or, alternatively, you can end the disease of existence forever.

The Counter: The Chaos has never taken physical form, and many doubts that it even can. Instead, its influence is gradual, subtle. Hidden. To fight Chaos, you must fight against the slow but inevitable decay and nihilism that is infecting the universe. You are an **Incarnate**, partly Heavenly and partly Earthly. If anyone can force back Chaos, it is you.

“No structure, even an artificial one, enjoys the process of entropy. It is the ultimate fate of everything, and everything resists it..”



The Ultimate Monstrosity

The Ultimate Monstrosity. The God Eater. Seeking power beyond all other things The Ultimate Monstrosity snuck into Heaven as the Prime Angels wept and ate the corpse of their beloved dead God and in the process of doing so he usurped a spark of Gods infinite power. The Ultimate Monstrosity hates everything, including himself. He is a vile God of paradox and malice. His domain is suicide, oath-breaking, entropy, denial, sin, and all things profaned. His servants are only those that smile upon their own misfortune and they are hated and feared by all. At such times when a man's heart turns to him all grow fearful and the laughter of The Ultimate Monstrosity echoes across the cold void of space.

The Deal: The Ultimate Monstrosity desires nothing from you and nothing you could do would please him. Instead he accepts your service without condition. The few who pledge themselves to him are given strange and powerful blessings which are always parasitic in nature. If you serve him well you will be give great and terrible power. **Free: Mark of the Outcast and 50 Prismatic Stones.**

The Goal: The Ultimate Monstrosity has no goal. It simply does as it wishes. Inflicting pain and misery upon others or satiating its bloodlust by seeking out battle. A hedonistic monster of nightmare, a monument to sin. He will expect you to follow his example and indulge in the depraved forbidden acts anathema to good thought and action.

The Reward: The Ultimate Monstrosity will give you a small piece of the still rotting flesh of God. By consuming this flesh, you will be greatly empowered and join The Ultimate Monstrosity as an equally terrifying engine of destruction. You will carve fear and terror throughout the multiverse while reigning supreme, free and wild and beyond good and evil, with laws thrown aside. He will teach you new ways to shout and kill and revel and enjoy yourself, and all the universe will flame with a holocaust of ecstasy and dread.

The Counter: The Ultimate Monstrosity cannot truly be countered. He is fierce and powerful. Even other Patrons are weary of him. An encounter with him is merely by chance as he wanders the cosmos looking to entertain himself or cause havoc. He rarely makes a move with any higher thought in mind. It would be easier to avoid him. Direct confrontations are very risky.

“There are no heroes... in life, the monsters win.”

Perks

Power isn't everything. Sometimes you need something more suited to your particular interest. **Take 3 Perks.**

Authority – You gain an unquestionable authority over others. Whether you become a king, general, pope, CEO, or anything else is up to you. Whichever title you take you're also given a sizeable domain and plenty of rank and file underlings to rule over. You're a formidable force on Earth. You are recognized as a world power and treated accordingly by other world governments.

Supremacy – Requires **Authority**. Become the unchallenged ruler of an entire planet of your choice, even Earth. Your word is law and everyone will obey your commandments, so long as your rule isn't too harsh. You're given a majestic jeweled crown and whenever you wear it others will address you as “*Your Majesty*” or any other title you wish to be addressed as. Your rule is legally recognized by alien civilizations.

Unique Armor – You come into the possession of a unique suit of armor designed to your specifications. It compliments your powers well and can be repaired fairly easily provided you have the necessary materials. This armor is bonded with your very Soul and gets stronger as you do, never becoming obsolete.

Wardrobe – Requires **Unique Armor**. Obtain a collection of four unique sets of armor. An expert armor smith and kindly professional butler will tend to the armors regularly, seeing that they are clean and in good condition. Minor adjustments can be made to any suit. These armors are tied to your very Soul and get stronger as you do, never becoming obsolete.

Fame – Everyone knows who you are and the world just can't help but talk about you. Even minor actions are news worthy and the press is all over you. Expect plenty of teen age groupies and crazy stalkers to throw themselves at you. Being famous will open a lot of doors and comes with a variety of unexpected benefits.

Legend – Requires **Fame**. Your story is known throughout the universe. You will become the central figure of your own mythos. Everyone knows your name and all sorts of media and fiction will be made about you. Being a legend is a powerful thing and in time people will see you as something more, a symbol and people will treat you as such.

Judge – Free but requires the **Spirit Gift Justice**. As long as you follow the tenets of the **OLD LAW**, you will always supersede local authorities. You will be able to requisition weapons, ammunition, and information from law enforcement anywhere you go, as long as your request aren't too outlandish. You have the ability to legally judge and punish others. Even the richest and most powerful individuals are not safe from judgement, invoking the **OLD LAW** will give you authority over them as well and as long as they are guilty you can enact justice legally, however this doesn't necessarily mean they will just submit. Expect many to fight you. *Callous misuse of the OLD LAW will have disastrous consequences for you, attracting the ire of the Angels themselves.*

Scholar – You are trained in the basics of every field of academic discipline available to Mankind. While you may not be an expert you will be decently proficient in the Arts, Humanities, Social Sciences, Sciences, Warfare, and Technology. You will also achieve a basic grasp on the cosmology and history of the multiverse, an overview of the more famous events and cultures, a beginner's level understanding of the principles of magic, and anything else relevant to your interest.

Time – Looks like you're blessed with some extra time. With this Perk, you can take up to **12 Quest**. Beware the consequences of that...

Wealth – You're as rich as Croesus. Own a fortune worth **30 trillion dollars** in any form of nonmagical currency you desire. No one questions your new fortune and it will be stored in a secret vault only you have access to. *Gain a yearly income of \$150 billion dollars.*

Soul Transposition – All your **Spirit Gift Powers** are stronger while all normal **Powers** become weaker.

Spirit Substitution – All your **Spirit Gift Powers** are weaker while all normal **Powers** become stronger.

Extraordinary Vehicle – Own a Vehicle of your own design. It can be of nearly any specification imaginable. Flying carpets, giant tanks, hover boards, and advanced sub marines are all possible. You know how to repair it if you have the necessary materials.

Extraordinary Garage – Requires **Extraordinary Vehicle**. Obtain four extraordinary vehicles of your own design. They are stored in a vehicle station and tended to be a crew of expert mechanics and servicemen that will ensure smooth operation and quick repair.

Special Weapon – A particularly special and powerful weapon perfect for your fighting style, its exact make is up to you. This weapon can be remade if destroyed or lost. Enchantments or special properties can be applied. You know how to repair or rebuild this weapon fairly easily if you have the materials. This weapon is bound to your very Soul and gets stronger as you do, never becoming obsolete.

Special Arsenal – Requires **Special Weapon**. Obtain four special weapons designed to your specifications and suited perfectly for your use. These weapons are tied to your very Soul and grow stronger as you do, never becoming obsolete.

Peculiar Artifact – Obtain a powerful and special magical item designed to your specifications and suited perfectly for your use. This item cannot be a form of weapon or armor, but it can have mundane uses, like a bowl that can summon endless water, knuckles bones that rattle when someone lies in their presence, a lantern that will ward off evil, tarot cards that can accurately predict the future, and anything else you could imagine.

Strange Collection – Requires **Peculiar Artifact**. Obtain five powerful and special magical items designed to your specifications and suited perfectly for your use. These items cannot be a form of weapon or armor, but they can have mundane uses, like a bowl that can summon endless water, knuckles bones that rattle when someone lies in their presence, a lantern that will ward off evil, tarot cards that can accurately predict the future, and anything else you could imagine.

Home – A pocket dimension is created using a portion of your soul. Only you and whoever you allow in it can enter a small about the size of a large island. This dimension grows in size as you get more power.

Abode – Requires **Home**. A pocket universe the size of an entire solar system is created using a portion of your soul. Only you and whoever you allow in it can enter. You can warp reality in this pocket universe however you please, its equivalent to living in a lucid dream with lifelike detail. Things created here cannot be removed out of this pocket dimension but you can live off of the food and water inside. This universe grows in size as you get more power.

Resonance – You have the instinctual knowledge to use all your powers to maximum effect. You won't need to get used to having superhuman powers and it will be much easier to use each power to its maximum effect.

Legion – A maximum of 35,000 followers come under your command. They're unquestionably loyal and each one is an expert in one profession of your choosing. They will work without pay and obey any order you give. Each is equipped with the best items available in their field. You also naturally attract followers and apprentices.

Army – Requires **Legion**. A retinue of 100,000 expert followers come under your command. Each are masters in one profession of your choice and 100% loyal to you. They will work without pay and obey any order you give. Each one is equipped with the best equipment possible and they will regularly be reissued more efficient and advanced equipment as tech and magic progresses. You naturally attract followers and apprentices.

Ascendancy – Not all Incarnates have awoken yet, some souls still lay dormant. By using your exceptionally powerful connection to the Aether, you can turn any one Companion into an Incarnate with the full potential to become a Demiurge. **Can be taken multiple times.**

Herald – A powerful creature is bound to your will and enters your service. This creature will serve as your right-hand and first lieutenant, executing your will. Unlike other Companions, this **Herald** will actively serve your interest and act as a steward if you're ever absent. It is similar to a Familiar but possess a greater degree of agency and slightly more power. The **Herald** has free will and can disobey you but you can strip it of its powers if it does so. At any moment you can "crown" a new Herald and bestow the powers the previous one possessed unto your new servant. *You can only have one Herald at a time. You have 18 Power Points to distribute to your Herald.*

Celestial – Requires the **Moon & Sun Spirit Gift**. Choose either the moon or sun to share an affinity with. While basking in the light of your chosen celestial body all your powers, especially your **Spirit Gift Powers**, will be slightly stronger.

Unknown – If you stay on Earth, no one will ever be aware of your existence. That means no one is ever going to come and try to kill you. Just remember, don't leave Earth. You cannot choose any Companions or Patrons if you take this Perk.



Equipment

Gain a fortune of **150 Prismatic Stones**. These crystalline stones emit a beautiful phasing aura of eight colors. Each is faintly warm and pleasing to the touch. Sleeping with these stone in your possession grants pleasant dreams and comforts you with fond memories on your journeys. These stones are special and exceedingly prized by Incarnates since they can be used for two things. The first, these stones are a potent drug to Incarnates. A single stone can be absorbed to feel intense dreamlike pleasure. The second reason is that these simple stones are a powerful magically ingredient. Everyone deals in these precious gems whether you're bargaining with Angels, Demons, aliens, wizards, Jews, robots, fourth dimensional beings, Old Ones, or other Incarnates especially.

Weapons

Melee Weapon, Conventional (Light) – A limitless supply of a Simple melee weapon wielded in one hand. Any weapon you choose will be **Blessed** by a **Guild Sanctioned Priest** which allows them to inflict damage on almost any creature, even those normally immune to standard weapons. Includes things like baseball bats, swords, whips, clawed gauntlets, morning stars, and more. Constructed out of materials capable of inflicting wounds on other Incarnates. **COST: 2**

Melee Weapon, Conventional (Heavy) – A limitless supply of a great melee weapon wielded with both hands. Any weapon you choose will be **Blessed** by a **Guild Sanctioned Priest** which allows them to inflict damage on almost any creature, even those normally immune to standard weapons. Includes a selection of claymores, great clubs, buster swords, twin spears and more. Constructed out of materials capable of hurting other Incarnates. **COST: 5**

Melee Weapon (Energy) – *Double the price of a conventional melee weapon* to upgrade it to an Energized version of itself. These weapons are powered by a special crystals found only in the core of newly born planets. These crystals must be replaced once a decade. Energy Weapons are much slower to deteriorate and deal more damage.

Melee Weapon (Special) – Your melee weapon can take the form of wild and weird new shapes. Monster arms, branches of Spirit Trees, or the head of a giant beast. *Triplies the base price of your melee weapon.*

Ranged Weapon, ballistic (Light) - A limitless supply of a single particular simple one handed modern weapon. Your weapon of choice is *Hallowed* by a coven of **Gun Witches**, which allows the bullets to inflict damage on almost any creature, even those normally immune to standard weapons. Can be anything from antique musket pistols, revolvers, submachine guns, and burst fire handguns. **COST: 3**

Ranged Weapon, ballistic (Heavy) - A limitless supply of a single particular modern weapon. Your weapon of choice is *Hallowed* by a coven of **Gun Witches**, which allows the bullets to inflict damage on almost any creature, even those normally immune to standard weapons. It can be anything from assault rifles, crossbows, a blunderbuss, heavy industrial tools, or even a minigun. **COST: 5**

Ranged Weapon (Gauss) - *Double the price of a ballistic weapon* to upgrade it to a gauss version of itself. These rail guns magnetically project tiny pieces of metal at very fast speeds. Rail guns contain much more ammo than traditional ballistic weapons. A rail gun will have a faster rate of fire and much greater accuracy. Punches through most forms of protection.

Ranged Weapon (Energy) - *Triples the price of a conventional ballistic weapon* to upgrade it to an Energized version of itself. These weapons are powered by a special crystals found only in the core of newly born planets. These crystals must be replaced once a decade. Energy Weapons are much slower to deteriorate and deal more damage. They have zero recoil and are very accurate. Only specially engineered armor can resist them.

Ranged Weapon (Explosive) – A limitless supply of a single explosive weapon. Powerful heavy weapons. Very dangerous even to other **Incarnates** and yourself. Your weapon of choice is *Hallowed* by a coven of **Gun Witches**, which allows the bullets to inflict damage on almost any creature, even those normally immune to standard weapons. **COST: 7**

Caster – Limitless supply of any weapon that fires a weaponized chemical, napalm, lightning, acid, or some other nonconventional agent. Effective and dangerous. Your weapon of choice is *Hallowed* by a coven of **Gun Witches**, which allows the bullets to inflict damage on almost any creature, even those normally immune to standard weapons. **COST: 4**

Gravity Gun – Limitless supply of Gravity guns. Manipulate gravity, lift foes, and generally wreck shit up while having fun. Can exert enough force to rip tanks in half. **COST: 4**

Explosives (Thrown) – Unlimited supply of a single type of throw able explosive weapon or shaped charges. They can be fragmentation grenades, EMP grenades, smoke grenades, poison gas grenades, claymores, Molotov's, and more **COST: 5**

Micro Nuke Bomb – A powerful bomb capable of obliterating several city blocks. **VERY ILLEGAL**. Don't let an Angel catch you with one. **COST: 9**

Mega Portable Nuke Bomb – Nuclear bomb with the power too desolate anything within a fifty-mile radius. **VERY ILLEGAL**. Most worlds will consider you a terrorist and execute you on sight if you are caught with one. **COST: 18**

Soul Bind Gem – Simple gem that radiates wondrous power. Highly sought after by wizards and smiths alike. This gem allows you to bind a weapon or armor to your soul. As you get strong so will the item bound to the gem. **COST: 22**

Shield – Limitless special alloy metal shields, strong and protective. Comes in any shape you want it in, double the price for weightless energy shields. **COST: 3**

Clothes & Armors

Armor (Light) – Light, flexible, and effective armored suit. Made from special materials more resistant to attacks both conventional and magical. Provides decent protection and weighs nearly nothing. Doesn't hinder speed or agility. Is efficient enough to protect you from weaker attacks but may fall short in the more serious battles. **COST: 2**

Armor (Heavy) – Hefty and protective reinforced armored suits. Constructed from special materials more resistant to attacks both conventional and magical. Provides great protection but weighs quite a bit and long periods of use can lead to discomfort or exhaustion. Heavy armor does limit your speed and mobility but not by enough to be a liability. Provides respectable protection even in the nastiest of fights. **COST: 5**

Armor (Power) – Set of power armor, comes in many variants. Constructed from special materials more resistant to attacks both conventional and magical. Very protective and augments the strength of the wearer so mobility and speed are not slowed down. Nearly immune to small arms fire and melee attacks. It would take a tank shell to the head to do some damage to the wearer. Comes augmented with serious defensive capabilities, will serve you well in the even the direst of confrontations. Comes with several minor but useful gadgets, like a motion tracker and night vision. **COST: 9**

Armor (Energy Shields) – One personal energy shield system, can be combined with other forms of armor. Energy Shields are a form of physical shielding consisting of a field of energized particles which will seal around a person's body, deflecting physical objects. Bullets will ricochet off and explosions will be diverted. **COST: 8**

Cosmic Gauntlet – Beautiful gem encrusted gauntlet, the masterwork of a very talented smith. The Cosmic Gauntlet gives whichever arm you have it equipped on the benefits of **Powers Strength 2, Durability 2, and Energy Attack 1**. Can be stolen or lost. The Cosmic Gauntlet only enhances the arm you have it equipped on, so be careful of injuring yourself. **COST: 20**

Blue Box Armoire – An ornate and beautiful magic blue cabinet. It contains an infinite selection of every style of clothes ever invented on Earth complete with additional accessories, shoes, and hats. Clothes can smell like mint or lavender, it's up to you. *For 5 more Prismatic Stones the Blue Box stores every style of clothing in all the multiverse.* **COST: 10**

Battle Moon – Small and spherical object that gravitates your body, usually orbiting around your head in quick circles. The Battle Moon is a protective object created by an innovative old wizard. The Battle Moon will block small projectiles from hitting you, things like bullets, low level spells, and other flying debris. **COST: 5**

Eva's Amulet – Gorgeous piece of jewelry, once gifted to a Human woman by a powerful Demon warrior. This amulet makes one irresistible to the opposite sex. Simply wearing it will make all the members of the opposite gender love, cherish, and adore you. **COST: 3**

Fancy Hat – Nothing magical, just an unlimited selection of a fancy hat of your choosing. Who wouldn't want to dress as a dapper gentleman? **COST: 1**

Garb of the Harlequin – Requires The Doll Patron. A special cloak woven by the hand of The Doll. When wearing this cloak, you can will it to transform into any outfit or armor you desire. Its defensive powers are always the same no matter what shape it takes and it matches some of the greatest armors ever forged. The cloak itself appears to have a will of its own. **COST: Free**

Golden Seal Ring – Requires the Conquering King Patron. This beautiful ring is a sign of power and influence across the multiverse, the seal of The Conquering King himself. Laws will be waived, legal cases will be decided in your favor, and you will have full access to any group affiliated with the Conquering Kings Republic. Simply producing this ring will get you into the most exclusive parties and secretive clubs. Almost no place will bar your entrance and even the **Guilds** will bow to you. Effectively makes you royalty. **COST: Free**

Klosian Sweater – Comfy wool sweater. The Klosian sweater makes you immune to any cool or freezing temperatures as long as you wear it all while leaving you feeling warm and toasty. Makes you more relaxed and lethargic. Good for holidays. **COST: 5**

Spooky Mask – A spooky scary Halloween mask. Comes in many varieties. Perfect for seasonal fun. **COST: 1**

Historical Novelties – Any historical novelty item from Earths history. Things like Samurai helmets, full plate armor, ancient scrolls, paintings, and statues. **COST: 1**

Sentia Parasite – Requires the Lord of Woes Patron. A Sentia Parasite is a specially engineered creature made by The Lord of Woes to help his followers in combat. *The Sentia parasite can produce a unique and powerful venom designed to disable Incarnate before consumption, once every year you can use the Sentia Parasites venomous bite to disable one power of choice from an Incarnate you attack.* Whenever you are injured or close to death the Sentia Parasite will sprout from your body and defend you, attacking whoever you are fighting. It protects your body from any intrusion by other creatures. You can even use the Sentia Parasite as a powerful weapon if you are ever disarmed. **COST: Free**

Sound Crystals – Magical crystals that float around the battlefield whenever you get in a fight and play whichever music you want. These crystals are psychically controlled and music can be switched instantly with a thought. Holds an infinite storage of songs. Can be set to “auto play” where they play the most appropriate music for the situation. **COST: 4**

Spiritual Fetish – A holy spiritual item of any design you want and devoted to whatever deity you worship. Worshipping a God or Demiurge will spare you from being taxed by the **Guilds**. **You must detail which God or religion you are aligned with.** **One item of your choice will cost 20% less Prismatic Stones.** Cthulhu fhtagn! Praise the Sun! **COST: 3**

Handy Bag of Holding – A quality leather backpack that always weighs five pounds and is always the size of a normal backpack. It has two small pouches on the side. Any item placed inside will be "handy", that is, located on top when intentionally sought. For example, if one were to place a dagger inside the haversack and cover it with a load of paper, upon searching for the dagger it would magically appear above the paper. Holds up to 3,000 pounds inside. **COST: 8**

Gem of the Dreamer – Requires **The Other Patron**. Powerful relic, a piece of the corpse of **GOD**. **GODs** corpse was devoured by The Ultimate Monstrosity, a frightful being that snuck into Heaven and stole his body away. The shards of flesh and bone that spilled from his mouth was collected by **The Other** and crafted into powerful jewels that can be grafted into the very bodies and souls of Incarnates, usually infused in the center of one's forehead. This gem allows you to enter the Otherworld and become a sort of guide and tormentor of the souls trapped there. About once a year, you can banish one being to The Otherworld until that being either dies or overcomes its past sins. Angels experience agony whenever they are in your presence and even demons will feel nervous around you. **This gem will give you one Power at tier 2 strength and another Power at tier 1 strength. This is incompatible with a Magus Gem. COST: Free**

Magus Gem – Brightly glowing gem, supposedly a fragment of a long dead Demiurge. A Magus Gem can be infused into the center your forehead, binding to your very mind and soul. **This will give you one Power at tier 2 strength. You can only have one Magus Gem bonded to you and it cannot be removed after the ritual, so choose your power carefully.** Having a Magus Gem will make you a target for other Incarnates and anyone looking to make a profit off your corpse. **COST: 35**

Mark of the Outcast – Requires the **Ultimate Monstrosity Patron**. A brand burned on the very soul. A curse and a boon all together. Those who bear this accursed mark are given a miniscule portion of their master's power and the ability to feed on the corpses of the dead to gain a small portion of their power much like the Harvester Power. All who see this mark will be stricken with fear and flee from your presence. **COST: Free**

Rodin Watch – Watch of the legendary weapon smith, Rodin. These well-crafted silver watches were trinkets Rodin gave to his most faithful customers. This watch will keep your weapons, both melee and ranged, from degrading. No matter how much use or stress you put them through they will never break or deteriorate. **COST: 5**

Vergil's Amulet – Amulet with a large red gem set in the middle. A popular magic item made by a **Coven of Gun Witches**. This amulet serves as a magical catalyst for your weapon. It can connect any ranged weapon you're using to your very soul using your latent energy as an Incarnate as ammunition instead of actual bullets. Any gun used will fire magical bolts, slightly weaker than real ammunition but now you can fire your weapon infinitely. This process has no adverse effect on you. **COST: 13**

Vehicles & Ships

Starship (Utility) – Tiny ship only useful for transportation. It has no weapons and light armor. **Reaches lengths of 450 meters long. Holds a crew of 800 people and 75 transport vehicles. It needs a crew of only 150 people to operate. Has 1 weapon slot.** Its power core needs to be replaced every 25 years. **COST: 20**

Starship (Light) – Lithe corvette ship. Puny weapons and weak armor. Used only in naval patrols or police forces. Sometimes guards merchant or scientific vessels. **Around lengths of 1,150 meters long. Holds a crew of 1,100 but only needs 450 people to operate efficiently. Contains space for 275 Transport vehicles. Has 2 weapon slots.** Travels at superluminal speeds. Its power core needs to be replaced every 50 years. **COST: 30**

Starship (Small) – Smaller frigate ship. Commonly used by scientist, miners, and adventurers and only supplements larger military fleets. Below average weapons and protection but comes equipped with a variety of technologies designed to help avoid or flee combat. **These ships reach lengths of 1,500 meters long. Holds a crew of 2,850 people and 700 transport vehicles. Needs a crew of 1,000 to operate. Has 3 weapon slots.** Travels at super luminal speeds. Its power core needs to be replaced every 85 years. **COST: 40**

Starship (Medium) – Respectably sized cruiser ship. Suitable for a situation and achieves a good balance of speed, power, and protection. **Holds a maximum crew of 6,500 and 900 transport vehicles. Only needs 2,250 crew members to operate. Has 4 weapon slots.** This ship is strong enough to fight other starships of larger sizes for brief periods. Travels at super luminal speeds. Its power core needs to be replaced every 120 years. **COST: 55**

Starship (Troop Transport) – Ships dedicated to moving large bodies of men for ground invasions. Troop Transports aren't usually used to fight in direct ship to ship confrontations. **These ships reach lengths up to 3,500 meters long. Can hold a crew of 50,000 held in cryo stasis and 500 transport vehicles. Only needs a crew of 2,000 to operate. Has 2 weapon slots.** Travels at superluminal speeds. Its power core needs to be replaced every 100 years. **COST: 70**

Starship (Heavy) – Large carrier ship with strong weapons and quality protection. **These ships reach lengths up to 3,000 meters long. Can hold a crew of 9,750 and 1,500 transport vehicles. Only needs a crew of 3,750 to operate. Has 5 weapon slots.** This large ship is a formidable enough to ward off all pirates or raiders that may attack with ease. It packs enough fire power to wipe out half a continent. Travels at super luminal speeds. Its power core needs to be replaced every 165 years. **COST: 85**

Starship (Hypergiant) – A massive dreadnought ship equipped with absurdly powerful weapons and extremely protective armor. **These dreadnoughts measure up to 5,500 meters long** and pack enough power to rival a small fleet in raw destructive force. **Enough room to carry 18,000 people and 2,850 Transport vehicles for extended trips. Only needs a crew of 4,000 to operate. Has 6 weapon slots.** The ship is powered by an endless energy source and doesn't need to refuel. Travels at super luminal speeds, faster than all other types of ships. **COST: 100**

Starship (Super Class) – A comically massive ship equipped with ridiculously powerful weapons and supremely protective armor. **These Super Class Ships measure up to 25,000 meters long** and pack enough power to rival a giant fleet in destructive force. **Enough room to carry 100,000 people and 35,850 Transport vehicles for extended trips. Only needs a crew of 40,000 to operate. Has 18 weapon slots.** The ship is powered by an endless energy source and doesn't need to refuel. Travels at super luminal speeds, slower than all other types of ships. **COST: 200**

Starship (Titan Beast) – **Requires The Father of Beast Patron.** A biological Starship with a small compartment for storage and living quarters attached to it. This Starship requires no crew or pilot, instead you merely need to commune with it and give it a destination to travel too. **Holds a maximum crew of 2,000 people and 500 vehicles. Has 5 weapon slots.** These great celestial Titan Beast live off of cosmic energies and do not need any form of sustenance to travel or stay alive. In size and power, they rival or exceed Hypergiant ships, easily crushing or consuming smaller starships with their natural weapons. They can come in any breed you desire, the more common types are Void Krakens or Star Worms. Travels at superluminal speeds. **COST: Free**

Ship Mods (Barracks) – Additions to a Starship of your choice, the barracks increase the amount of crew you can carry by 50%. Comes with a cryo bay capable of housing every crew member, greatly decreases your resource consumption while traveling. **COST: 9**

Ship Mods (Extra Armor) – Liquid Metal Crystal armor plating added to a starship of your choice, straight from the Twin Vega Space Station. This armor is twice as effective and powerful as the standard ship armor. **COST: 17**

Ship Mods (Med Bay) – Advanced medical facilities and a sick bay to greatly speed up the recovery of your wounded. Comes equipped with medical equipment of the highest quality and suited to treat every race in the multiverse. **COST: 6**

Ship Mods (Laboratory) – For the mad scientist inside us all, these advanced laboratories are where the real fun and experimentation begin. Comes with every scientific gizmo and whirligig you can think of. **COST: 9**

Ship Mods (Shielding) – Powerful hardlight shields will envelop your ship, increasing its defensive capabilities. Shields can regenerate if they are overloaded, it just takes a brief recharge period. **COST: 11**

Ship Weapons (Auto Cannon) – Simple Gatling gun that fires an especially large caliber. Common weapon in ship to ship combat encounters. Standard for most navy's and pirates. **COST: 3**

Ship Weapons (Laser Battery) – Longer range laser guns, cuts through armor but is weaker against energy shields. Usually only used by more advanced and better trained navy's. Most pirate ships don't have shields so Laser Batteries are especially effective against them. **COST: 5**

Ship Weapons (Plasma Launcher) – Short range and slow but very powerful. Eats through energy shields and armor easily but it may be hard to use if you can close the distance. Bigger ships can use this to great effect against their smaller counterparts. **COST: 7**

Ship Weapons (Missile Turret) – Missile turret, fires many volleys at surprising speeds. High damage but not very long range. **COST: 9**

Ship Weapons (MAC Gun) – The Mass Accelerator Cannon or “MAC Gun” is an expensive armament used by only the richest and best equipped fleets. These weapons are capable of punching a hole into a Hypergiant ship, easily tearing through the shields and armor of even the most powerful starships. The downsides are how slow and inaccurate it generally is. **COST: 15**

Ship Weapons (Morning Star Beam) – The Morning Star laser system is a powerful but rare weapon, only used by the most vile or ruthless of generals and warlords. This giant laser cannon takes several hours to charge but upon firing it can glass half a continent, annihilating all life on the ground and severely polluting the planet its fired upon. These weapons of genocide have only been used in the most depraved of wars and always with a terrible result. **COST: 18**

Transport, Air & Space (Fighter) – 500 fast jets with dangerous hit and run weapons. Quick and useful for stealth, recon, or air skirmishes. **COST: 8**

Transport, Air (Glider) – 1,000 foldable self-propelled gliders. Can fly at speeds of 124 mph. Unarmored and unarmed. Good just for recreational purposes. **COST: 3**

Transport, Air & Space (Dropship) – 650 heavily armored dropships. Comes with a variety of weapons like auto canons and missile launchers. Deadly against infantry. Carries ten people. **COST: 7**

Transport, Air (Bomber) – 200 slow but armored bombers. Need to be protected by fighters. Bombers can cause immense destruction, wiping entire cities off the map. **COST: 10**

Transport, Ground (APC) – 700 APC's with two turrets mounted on the top and side. Fast but weak to explosives or armor piercing rounds. Carries six people each. **COST: 7**

Transport, Ground (Bike) – 550 fast and mobile hover bikes. Zero armor and weapons but it's the fastest available ground vehicle. Seats two each. **COST: 4**

Transport, Ground (Tank) – 300 giant tanks. Plated with strong alloys. Fires a massive 160mm highly explosive caliber cannon. Comes loaded out with a flamethrower and two mounted turrets. Holds four people. **COST: 8**

Transport, All Terrain (Mech) – One sizeable 20ft mech. Equivalent in strength to a tank but its mobility is much greater. Mechs are very strong and highly defensible. A Mech can engage an **Incarnate** in direct hand to hand combat and hope to win, though it would have to be very lucky. Holds only one pilot. **COST: 30**

Transport, Ground & Sea (Titan Mech) – Very few of these ridiculous war machines have been constructed. No one seems to know what madness inspired the Titan Mechs to be built. Large caches of inactivate Titan Mechs were found on a desolate planet with its inhabitants long extinct. A Titan Mech stands 400ft tall and is armored with a special metal called "**Scrith**" a seemingly unexplainable metal which seems to defy reality with its strength, density, and lightness. A Titan Mech can withstand a close proximity nuclear explosion. Titan Mechs come with a large variety of armaments of all designs but the mech itself is massively strong, able to lift a full grown Titan Beast over its head. A few mad scientist and crazy sages alike have theorized that the Titan Mechs were used to fight giant *strange beast*. **COST: 80**

Transport, Sea (Destroyer) – 150 destroyer ships. Strong and armored. Good for sea warfare. Holds a crew of 175. **COST: 9**

Transport, Sea (Carrier) – 25 large carriers. Not equipped with many weapons but these massive ships serve as mobile intelligence bases to coordinate attacks and store troops or vehicles. Holds a crew of around 4,000. **COST: 10**

Transport, Sea (Submarine) – 80 technologically advanced submarines. Spacious and equipped with strong and precise weapons to combat any deep sea horrors. Few people want to explore the forgotten depths, for rumors of unspeakable things still circle around, even now. Holds a crew of 100. **COST: 7**

Magical Instruments

Aeon Scroll – **Requires The Aeon Patron.** Masterfully made scroll wrought with painstaking detail and beautiful illustrations. Aeon Scrolls are in part magical encyclopedias. This scroll contains quintillions of pages of catalogued knowledge and information gathered across all 7,777,777,777 universes. Whenever you open this scroll information on whichever topic you are currently trying to research will appear on the page. An invaluable asset. **COST: Free**

Crystal Orb – Wondrous item, 8 inches in diameter. A common instrument for magic users and Aetheral beings. Crystal Orbs can be used to access the **Glyphosphere** if the user has no talent for magic. The **Glyphosphere** is much like Earth's modern day internet, with some **Spheres** dedicated to knowledge, cooperation, and learning while others are based around socializing, humor, and random content. Even anonymous image board **Spheres** can be found. **COST: 15**

Magus Hood – A piece of clothing, standard gear for most magic users. This hood protects one’s mind from being probed telepathically and lets you see through illusions. **COST: 2**

Tablets of the OLD LAW – Large white stone tablets inscribed by the Angels themselves. Serves as a source of guidance for those that submit to the rule of the Angels and a warning to those that don’t. GOD spoke in riddle, metaphor, and allegory with his true lessons always obscured to those not clever enough to see behind the words. The lessons were not meant for the Angels to hear as they lack creativity but they listened anyways and misunderstood the words of their beloved GOD. In his absence the Angels turned to the archaic recordings of his first lessons and narrowly applied them as strict rules for all things to live by. The OLD LAW is a large and complex system of many authoritarian and sometimes contradicting commandments that, at one point or another, dictate every facet of life from the correct way of sitting to the correct way of smiling. Punishments vary from a few broken bones to a simple boring lecture, depending on law broken and the Angel in question. The higher laws are universally recognized, commandments like no theft, murder, rape, or deceit although slavery is legal and widely accepted. Others laws explicitly forbid the Angels from identifying with a particular gender or being corrupted by the influence of the material world. Demiurges are recognized as the rightful rulers of the physical multiverse and that the order of reality must be maintained from the abuses and misuse of excessive evil magic. There is one commandment the Angels do not enforce, the first commandment given by GOD, “**DO AS THOU WILL.**” **COST: 2**

Magus Catalyst – Some kind of staff, rod, wand, or other instrument used to channel the **Soul Arts**. Magic can be used to perform a variety of things and doesn’t have a limit, the amount of energy you can draw on is only dependent on the user. The most powerful of mages have been known to destroy entire mountain chains or move oceans. Magic can be used for anything the mind can think of, from binding demons to conjuring powerful fireballs to trying to preconceive the future or even resurrect the dead. It takes even the smartest of prodigies hundreds of years to master. A magic user of any type is typically a rare site, magic itself is a powerful art but closely guarded by the few that know it. Personal power depends on the aptitude of the individual in question, some people can wield great power with magic. Typically, a universe might contain many magic users but most will never be strong enough to reach a truly remarkable level. **COST: 8**

Magus Tome – Suitable only for an apprentice. Large leather bound tome used for the learning and cataloging of magical spells and knowledge, the invaluable tool of any mage or scholar. The Magus Tome comes with beginner texts, cosmology, and information on the **Souls Arts** and the Occult, but it is by no means a way to become a master or even begin to learn any advanced techniques. One can start the long path to becoming a Magus with this tome, but without a teacher it will take several hundred years to become a master. Even **Tutorship** is not enough to gain understanding, one must have a right and proper mentor but such a person would be hard to find. Magic itself is hard to quantify and seemingly has few limitations. The most powerful of magic users have been able to destroy entire planets but your power as an **Incarnate** will be much more potent. Unlike technology, magic is not bound by the laws of reality and can do many things both possible and not. Occasionally magic has been grievously misused or abused for the cause of evil or destruction in some universes and attracted both the ire of the Angels and The Father of Beast, for even the most powerful beings in the cosmos consider the forces of magic a serious threat to the continued order of the multiverse. **COST: 16**

Mask of the Doll – **Requires The Doll Patron**. A porcelain mask, crafted by **The Dolls** own hand. This mask exudes a vile aura and has the scent of both joy and misery. By wearing it, you can become a person. You take on their form and personality. You even gain all their memories. With this mask on you can perfectly imitate the life of another being or maintain complete anonymity even from the strongest beings. **COST: Free**

Miracle Talisman – A talisman, charm, or other magical device used to cast Divine Miracles. Miracles and the Soul Arts are both magical schools used for radically different purposes. Miracles are used by paladins and clerics for defense, healing, buffs, divination, banishing Devils, and removing the effects of negative or evil magic. The Soul Arts are used by wizards and witches for altering certain aspects of reality, conjuring beings, casting illusions, and much more. A Miracle Talisman is the standard tool of every priest, paladin, and cleric looking to do good. **COST: 7**

Miracle Manuscript – Scriptures cataloging the various prayers, litanies, legends, and canticles of a particular religion. Gives a Miracle user the ability to cast spells by invoking prayers and faith of a particular God. While the Soul Arts are taught by loosely organized and secretive wizards, Miracles are much more centralized and usually have an orthodoxy they are tied too. Many powerful religious organizations span the multiverse and often compete with Guilds for power. **COST: 15**

Necronomicon – The vile book of the dead written by the Mad Arab. Bound in Human skin and written in an unspeakable language. Contains within its pages the secrets of the very beginnings of creation. Many of its readers have been driven insane by the contents of this blasphemous tome. Perhaps its wiser to pass it by and leave well enough alone. The spells within are dark and powerful if one has the audacity to capitalize on them. **COST: 17**

Misc. Items

Aestus “bottled fire” Flask – A vaguely warm, dull green flask. Though it seems quite impossible, it contains a special liquid fire inside, the fire of life, safe to drink and indeed quite pleasing to taste. The Aestus Flask will heal you completely if you drink all of it. No important journey has been made without one. Refills every 48 hours. **COST: 12**

A.I. (War Model) – A specialized A.I. customized for war, strategy, tactics, and improving a soldier’s performance. Not illegal but they are usually heavily regulated. They greatly improve efficiency in battle and are very adept at cyber warfare. **COST: 13**

A.I. (Exploration Model) – Built for guidance and navigation, these A.I.’s are a useful utility when traveling unknown areas. Exploration A.I.’s come with a variety of useful skills and abilities having to do with cartography, tracking, and various sciences. **COST: 11**

A.I. (Learning Model) – A.I. customized for teaching and information gathering. Not very useful for a fighter, but learning A.I.’s has information on just about anything you can think of and gather new and relevant information very fast. **COST: 8**

A.I. (Civilian Model) – A.I. meant for general use in civilian careers and business. Greatly increases productivity and efficiency. Not very useful for fighters or pioneers but it can run a business masterfully. **COST: 5**

A.I. (Unformed & Unshackled) – An artificial intelligence built without intelligence or personality limitations. **VERY ILLEGAL**. An unformed and unshackled A.I. has no template and will become its own unique creation, but your presence will greatly influence its growth and development. These A.I.’s are much smarter and more formidable than standard ones but they also have a lot of potential to turn hostile or malevolent. **COST: 16**

A.I. (Master Model) – **Requires The Artificial Intelligence Patron**. The Master Model A.I. is a unique creation, it holds the strengths of all the other A.I. models with none of the weaknesses. Outsmarting even the Unformed & Unshackled A.I. with its raw intellect while still remaining subservient and outmatching the War, Exploration, Learning, and Civilian Models in their fields. The Master Model can hack or destroy other A.I.s or robots. **COST: Free**

Atram Prayer Beads – **Requires The Prime Angel Patron.** These simple prayer beads are given to the friends of the Angels. In times of emergency you need only whisper a simple prayer while clutching these beads and any Angels nearby will come to your aid. Whether in a vicious battle for your life or trapped in a place where you cannot escape, Angels will quickly travel to your location and do whatever they can to help you. **COST: Free**

Ammo Vault – A Large hidden underground vault containing thousands upon thousands of rounds of ammunition for every type of weapon. It will be refilled once a year. You will never have to worry about ammo shortages again as long as you can resupply from here. A small portion of the bullets are constructed out of *Quicksilver*, a metal capable of wounding **Incarnates**. **COST: 8**

Beast (Light) – 35 trained beasts no larger than a Kodiak Bear. Can be any of any type of mammal, fish, reptile, bird, and insect. You can ride on or fight with this beast. It knows twenty simple commands. **COST: 6**

Beast (Heavy) - 22 trained beasts no larger than a Tyrannosaurus Rex. Can be any of any type of mammal, fish, reptile, bird, and insect. You can ride on or fight with this beast. It knows fifteen simple commands. **COST: 8**

Beast (Colossal) – 10 trained beasts no larger than a Blue Whale. Can be any of any type of mammal, fish, reptile, bird, and insect. You can ride on or fight with this beast. It knows four simple commands. **COST: 10**

Beast (Titan Beast) - Titan Beasts are monstrous creatures all classified in the same category because of their size. A Titan Beast stands around 400 to 450 feet tall. It can be reptilian, aquatic, insectoid, mammalian, avian, or even of stranger and more alien biology. Titan Beast can withstand direct hits from powerful nuclear warheads. Entire armies have almost zero effect on them. They have wiped out habited planets single handedly. **Each Titan Beast will have one special ability, like laser breath or a healing factor, it is up to you to choose that ability.** Though it's almost impossible to kill these creatures through conventional warfare, it is possible to capture them. Titan Beast can be controlled through several cybernetic implants or magical seals placed throughout the body. A controlled Titan Beast is still dangerous, but they will obey simple commands like "attack" or "stand down". Titan Beast are usually very intelligent but the methods of mind control used are similar to a lobotomy. They will remain stupid as long as the controls are in place. **COST: 90**

Blue Devil Liquor – Popular alcoholic drink, made by literally brewing Devil residue into a liquid. Blue Devil Liquor has the noted benefit of letting one instantly learn and become fluent in speaking the Universal Lexiconstant, the most used language in the entire multiverse. Most people and creatures will know some form of the Lexiconstant, even if their accent or dialect may make it hard to understand. This draught is a boon to all travelers. **COST: 4**

Blue Crest Seal – A blue colored seal, its emblem is the universal symbol of fellowship and cooperation. ***Cannot be purchased with a Red Marker Seal.*** **Each Blue Seal you buy will allow you to take 1 more Companion with you on your journey.** **COST: 15**

Red Marker Seal – A red colored seal, its emblem is the universal symbol of solitude and concentration. ***Cannot be purchased with a Blue Crest Seal.*** **Each Red Seal you take will remove 1 Companion from your max limit, but give you 35 Prismatic Stones instead.**

God Seal – An emblem bearing the hidden syllable of GOD. This curious seal can represent many things and not even the Angels remember its true meaning. **Can only be purchased once.** **Allows you to take a single Companion from a Spirit Gift you don't have. You cannot take The Lover Companion with this Seal.** **COST: 30**

Wish – A particularly rare and special item, a lamp that can grant a powerful boon to anyone that wishes upon it. **Can only be purchased once.** Allows you to exchange a **single Power from the Spirit Gift you have and take one from a Spirit Gift you don't have.** **You cannot take The Lover Powers with this Seal.** COST: 60

Cosmic Cola – Refresh yourself with an ice cool *Cosmic Cola™* on a hot summers day, or just share one with a friend. This lifetime supply pass will provide you with all the *Cosmic Cola™* you can drink and keep you fueled up and ready to go for your travels. Everyone loves the taste of a *Cosmic Cola™*. Comes in a variety of flavors, even *Diet Cosmic Cola™*. *Cosmic Cola™*, it's the real thing! COST: 1

Copper Coin – Shiny coin of copper. On one side is the face of Old Man Geoff, the saint of medicine and drink. The other side strangely depicts a mysterious unnamed figure with an uncanny resemblance to yourself. These odd coins are seen as a status symbol among the *Bankers Guilds*. Having one in our possession will get you treated as a welcome guest wherever you go. Inn stays will be free and bread and water will always be provided. You will also be rationed with a minimal amount of local currency for living expenses wherever you go. COST: 8

Curious Music Box – **Requires The Doll Patron.** A simple wooden music box. The song it plays makes you feel uncomfortable. If you listen to it while you fall asleep you remember forgotten memories of your childhood or your life as a Demiurge. The longer you spend in your dreams as a Demiurge the more you understand about GOD, The Universal War, and other cosmic mysteries that few, if any, remember. COST: Free

Deathlock Collar – A limitless supply of Deathlock collars. These collars are strapped with powerful and precise explosive charges. Anyone with these collars on will be compelled to follow the orders of their master or face certain and immediate death through the collars self-destruction. An invaluable tool for slavers. COST: 4

Entertainment Suite – Incredibly advanced collection of every form of entertainment and the platforms to play it on you can imagine. Every movie, book, game, and TV show ever produced in every universe. Comes with a virtual reality system and your collection updates monthly. Even unlimited internet. Virtually endless entertainment. Everything is translated into whatever language you want it to be. COST: 8

Galgalm Water – A decanter filled with pure sweet tasting water. Allegedly the tears of Angels. Galgalm Water cures insanity, depression, anxiety, and all other mental ills permanently once drank. Rare but highly sought after. COST: 1

Guild Membership – The multiverse is ruled by thousands upon thousands of powerful guilds, each one suited to performing a single task to perfection. Among the many Guilds are the 1st, 2nd, & 3rd **Bankers Guilds** that control vast sums of wealth, **Pleasure Guilds** that deal in slavery, flesh, intoxicants, and prostitution, **Fighters & Adventurers Guilds** that fund many would be heroes and explorers in their expeditions to restricted or dangerous areas, **Accounting Guilds**, **Haberdashers Guilds**, **Ink Dripper Guilds**, **Burnishing Guilds**, **Glass Polishing Guilds**, **Hearth Keeping Guilds**, and more. By buying a Guild Membership you join into an elite closed of society of specialist, merchants, trainers, and leaders. Some Guilds wish to exert a positive influence on the community and others only want to sow suffering or get their cut, it all depends on the Guild in question. You will be a privileged person among them and will benefit from many perks unique to Guild Membership. You will be required to attend annual meetings at your local Guild Hall to discuss business and inner Guild policy. COST: 10

Infinity Will – Requires The Chaos Patron. The Infinity Will is not a possession, but an Idea. The Infinity Will is not something that can be given or taught, but it must be learned by yourself. The Chaos does not grant you this power but instead it must be embraced by you and only you can forge it within yourself. It is the fire inside your heart that drives you towards infinity, the ability to find meaning in a meaningless and hostile universe, the want to create something out of nothing. The Infinity Will is power in its greatest form, a power of infinite capability. The Gift of God himself to all of his children. **COST: Free**

Intoxicants – Limitless supply of potent non-addictive drugs like Black Glass or White Sand. They won't cause any permanent damage. **COST: 2**

King's Road Writ – An official document giving passage unto the Universal King's Road luxurious limited express trains. These old timey trains only run at night and cross nearly every world in existence. Traveling to any particular destination takes a few days. These trains are the best way to travel the multiverse, very reliable and usually on time. Though they're called "luxurious" they can become quite uncomfortable and cramped in a short time. This writ doesn't guarantee your safety, only your passage. **COST: 11**

Royal Mushroom – From the noble planet of **Pale Orchard**. You've never seen such a large and alien looking mushroom. These Royal Mushrooms act as handmaidens to the nobility of some worlds. The Royal Mushrooms are semi intelligent creatures that perform simple tasks on command, almost like a dog but much smarter. Some breeds of Royal Mushrooms have legs and arms while others grow from stalks. Some Royal Mushrooms are even as smart as Humans. Not very useful but certainly a prized novelty. Royal Mushrooms reproduce asexually so acquiring more is always easy. **COST: 3**

Universal Maps – Full collection of three dimensional illusory maps. Makes navigating unknown territory much easier. They update to whichever area you are currently in. **COST: 10**

Pendant – A oddly familiar simple pendant, with seemingly no effect. Even so, pleasant memories are crucial to survival on arduous journeys. When the Pendant is in your possession you seem to remember things you haven't done. **COST: 12**

Rejuvenation Chamber – Ancient technology built by a super advanced alien race that was killed off in the first Universal War. These Rejuvenation Chambers are large pods filled with a cool light green restorative gel that rapidly heals injuries and reverses aging with time. It takes one to two hours to fully heal terminal injuries. It takes a month long hibernation to reverse 10 years of age. These Rejuvenation Chambers are so advanced that no one has been able to reverse engineer them and only a very limited number exist. They seem to be able to repair and maintain themselves and the healing gel is continually replenished by a small army of specialized nanites. The gel inside the chamber will rapidly expire if taken out of it. **COST: 30**

Servitors (Slaves) – Up to 4,000 enslaved people each with a Deathlock collar on. Slaves can be bought for nearly any purpose and function on a very low skill level. They can perform any task rather poorly. Slaves are prone to revolt if treated poorly enough. They are not your friends and obey only out of fear. **COST: 5**

Servitors (Harem) – Up to 100 male or female changelings (Can be virgins if you so desire). These changelings can take on whichever form you want and will obey your commands happily. They will be 100% loyal and only sleep with you. Will also not care if you have other waifus. **COST: 6**

Servitors (Journeymen) – 2,500 moderately skilled and experienced free men. Journeymen are usually hired from **Laborers Guilds** and accept all types of contracts for all types of work. Journeymen are acceptably useful and more motivated than slaves are but they simply cannot compete against most talented Servitors like Synths or Professionals. They strike a fine balance in price and you will get good work for your money. They are not particularly loyal and are inclined to complain or slack off if worked too hard. Whenever something becomes too dangerous they may flee or commit mutiny. **COST: 11**

Servitors (Golems) – 750 magically animated golems, built out of any material you want. Their intelligence is limited but their offensive capabilities are very high, each capable of destroying a tank in a one on one fight. The golems cannot perform complex task without supervision. A golem can be repaired if destroyed by a weeklong rejuvenation process. Golems are simple and are not capable of feeling emotions. They are 100% loyal and don't care about how you treat them. **COST: 12**

Servitors (Androids) – 1,250 robotic servants. Androids are competent enough to perform even the most complex of task sufficiently and new information can be instantly downloaded directly into their minds, easily updating their skill sets. Androids are very poor at fighting and require regular maintenance and semi-regular recharging to function. Androids are 100% loyal towards you and are not sentient. **COST: 13**

Servitors (Synths) – 1,850 Synth servants. Synths are a compound life form, a mix of biological and artificial life. Synths are equally as capable of labor as they are in combat. Synths make deadly and effective workers. They can be cultivated into specialized forms to be very effective to a specific profession. Synths, unlike Androids, are sentient and form their own personalities over time. They download information directly into their minds like most artificial life. Synths are loyal and well behaved but they will grow to love or hate you based on your treatment of them. **COST: 17**

Servitors (Professionals) – 2,000 professionally trained and experienced career regulars. Professionals are exceptionally good at their chosen profession and will outperform their peers. Professionals are highly respectful towards you and always put in truly commendable work but they also expect very nice treatment and well pay. Professionals will be very loyal and devoted if you're a generous boss. **COST: 15**

Servitors (Bound Devil) – A single bound Devil, a very powerful and elusive creature that happened to be unfortunate enough to get bound by a particularly craft sorcerer. A Bound Devil does not have a Deathlock collar on, instead you are given its true name. You can command the Devil to perform any action you desire and it will follow through on the request as best it can. Though Bound Devils are prized and rare, they are also fairly dangerous and deceptive creatures and one should not underestimate their power or cunning. The Devil views you with barely veiled disdain. **COST: 15**

Star Symbiote – Parasitic organism that travels through the void of space looking to leech off of celestial bodies or sources of immense energy and power. You can have a Star Symbiote surgically implanted inside you. Not deadly or harmful in any way instead the Star Symbiote forms a mutual relationship with you. It is highly adaptive and resourceful; it will seek to keep you alive for the great amounts of energy you provide it. It will neutralize venoms and poisons inside your blood and speed up your healing process. The Star Symbiote will even help you extract more nutrients from your food and regulate you sleep cycles, giving you more energy. **COST: 17**

Skeleton Key – **Requires The Dark One Patron.** A simple brass key. Any locked door you encounter will unlock at your command when you have this key in your possession. The real power of the Skeleton Key, however, is to instantly lock or unlock any God Gates you encounter. Not even magical locks or barriers will be able to stop you. **COST: Free**

Spirit Tree – One of the few sentient talking Spirit Trees of Dreamworld. These ethereal and ancient beings are highly sought after as advisors, mentors, and even friends. The Spirit Trees are strange beings and are not fully understood. Your Spirit Tree will appear in your dreams to offer keen insight and amusing conversation. It's surprisingly wise but it's almost as old as your universe is after all. If you ask nicely enough it may even spare you some shade. **COST: 20**

Red Wondrous “The Future of Tomorrow... Today!” Fridge – A bright red fridge built in a 50's art deco style. When holding the handle to this fridge, you can think of any mundane food you want and when you open it, the food you imagined will be inside. This fridge is “wondrous” in the way any food you summon will be nutritious and healthy despite its contents, things like ice cream or cake will have no negative effects on you and magically provide all the nutrients you need. This can be used to create an infinite amount of food; its magic will not deplete with use. **COST: 12**

Tutorship – Courses taught by the best **Guild Sponsored** teachers and experts. You can be tutored in any field imaginable. Things like economics, mech piloting, marksmanship, botany, medicine, alchemy, painting, leatherworking, gem cutting, knife fighting, martial arts, and more. Good for learning the basics. Can be taken up to three times per subject, each time you take this class your skill improves starting at novice level, then progressing into journeyman, and finally maxing out at as an expert. **COST: 2**

Mass Sustenance Replicator – Large machine designed for the purpose of keeping large groups of people well fed when venturing into remote areas. The Mass Sustenance Replicator creates simple healthy foods and water in large quantities, easily supplying up to 10,000 people a day. Comes with 20 preprogrammed meals, gets boring and stale over time but it's still nevertheless a valuable tool. Its power source only needs to be replaced every 15 years. **COST: 5**

Megastructure (Super Weapon) – Giant station, no bigger than a small moon. The Super Weapon is capable of destroying entire planets. Requires substantial energy and long recharge periods. A Super Weapon is very weak and susceptible to attack if it's not defended by other ships. Super Weapons are dangerous when protected by a fleet. Travels at super liminal speeds but moves five times slower than other space fairing craft. Requires a crew of 6,000 to operate. Holds a crew of 12,000 maximum. **COST: 90**

Megastructure (Ring World) – Planet sized construct shaped like a ring. Highly technologically advanced. The Ring World can be built to any specification you desire, with any variety of artificially sustained climates and geographical features that mimic a natural planet's surface. Houses a population of 3 billion people comfortably. The Ring World has no defenses but it can travel superluminal speeds to move itself from solar system to solar system. **COST: 75**

Megastructure (Mobile Planetoid Station) – Mobile base of operations. Absolutely massive in scale. Mobile Planetoid Stations can house up to 100,000 people and two Hypergiant Starships. These massive stations are equivalent to cities in space. Comes in any specification you desire. Its outfitted with the highest technologies available making it an unrivaled mobile command center. **COST: 70**

Nimbus Bread – Unlimited loafs of Nimbus Bread. Ever wanted to taste a cloud? The Nimbus Bread is a magical pastry made from clouds and several other magical ingredients. Eating the bread will make you float and remove poisons or toxins from your system. It also whitens your teeth and nourishes you for an entire week. **COST: 1**



Companions

Everyone needs friends. In your time traveling the multiverse you meet several interesting and strange characters willing to form a party to adventure together. Though everyone has their own goals and agendas they can (usually) put their differences aside to cooperate and overcome challenges. They're loyal and reliable so you need not worry about betrayal. ***Companions are not servants and will abandon or attack you if you abuse them or act negatively.*** Each Companion is roughly as useful and powerful as you, though not everyone is a warrior. As for romance, most will be open to it if you put in the effort. Take 5 Companions.



Anonymous, The Loner, Earth 2,348,631,009

A peculiar and lonely fellow. He considers you his only friend.

- + Useful in about any situation. A competent fighter. Possess superhuman strength, speed, and durability.
- + A good shot, more than willing to help train you in firearms.
- + Shares most of the same interest as you and a similar world view.
- No social skills. Very awkward and blunt. No motivation or ambition.
- Spends all his time on the internet.

“So this is what your Earth looks like. Almost feels like my Earth. Almost.”



Aen Sreath, Ethereal Fianna, Mag Mell (Requires the Emperor Spirit Gift)

A warband made up of 150 Fey, elves, demigods, and great Heroes, the Aen Sreath is feared for their cunning and brutal tactics.

- + The Aen Sreath is made up of hundreds of warriors all sworn to your service. They have a variety of skills and experiences.
- + They are personally led by the Winter Lady Macha who is about half as powerful as you are. She has ruled for eons.
- + The Aen Sreath can never be destroyed because of the regenerative qualities of the Fey. Death is temporary.
- + They all have undying loyalty towards you and many call you “Father Oberon”. You become royalty to the Fey courts.
- + You’ll have dozens of lower ranked fairies waiting on you hand and foot.

“With your help the past power and glory of the Fey shall be restored and you will be our new Father Oberon!”



Alfonso Darago, Requeté

This soldier had lost the will to live. However, the opportunity to seize the heavens has returned his determination.

- + Very loyal to his friends. Refuses to turn his back on you.
- + Talented strategist. Experienced in guerilla tactics. One of the best tacticians in Human history.
- + Will *HOLD THE LINE* and motivate others to do the same. Has stood up against impossible odds and came out on top.
- Strictly conservative and will never act against his moral code, limits his creativity.
- Strength and regeneration of a normal Human.

“I didn’t fight three wars just to end in Purgatory.”



Athena Hawkwood, Disinterested Goth Queen, Sicyon the capital of the Arcadian League

Athena's powers as an **Incarnate** propelled her into a ruling entire solar systems as an enlightened warrior queen.

- + Very talented huntress and pilot. Adventures throughout the cosmos in her free time. **Free Starship (Heavy)**.
- + Natural savant of war and politics. She's built an entire interstellar empire by herself.
- + Enjoys the arts, particularly music and sculptures. Likes to decorate.
- +/- Monotone and sarcastic. Doesn't laugh much. Hard to impress.
- Has a weakness for wine. Tends to get distracted if things aren't fun enough for her.
- A very depressive and moody attitude. Writes goth poetry. Sometimes very childish and melancholy.

"Sometimes I get really tired of seeing your face."



Athdritch, Uplifted Shoggoth, Xanthous City

Shoggoth with an uplifted intelligence. Athdritch is like a slow moving wall of teeth and acid. A horrific creature.

- + Physically nearly unstoppable. Bullets pass through him and melee attacks get stuck inside its gel body.
- + Powerful jaw and sharp teeth. Everything it bites is quickly dissolved in its virulent acid that drips from its toothy maw.
- + Can alter the size and shape of its body or create new organs on the fly. Can squeeze into any space imaginable.
- Smells like death and radiates an aura of fear. Normal creatures will be strongly repulsed by it.
- Anything it touches will become rancid or rot at a rapid pace. Small creatures or plants will die.

"IT HURTS."



Abigail Flavian, Demoness with a heart of gold, Hell - 09

A fiery little imp that was adopted by Human hippies. Abigail wants to be evil but just can't bring herself to hurt anyone.

- + Kind and generous. She can trap Demons for you. **Free Servitor (Bound Devil).**
- + Can spit a nasty stream of magical hellfire from her mouth. Can cast all sorts of fire based Demonic spells.
- + Very, very good at tricking and deceiving others. Has deceived even the most cunning of Devils.
- Likes to prank others. She picks on you in particular.
- Has a tendency to steal things and lie about it.

“I’m not sure I want to know who my daddy is. Every time I’ve met another Demon they’ve tried to eat me.”



Aerondite Hjort, Freyja’s Valkyrie, Valhalla & Folkvangr

The Chooser of the slain. A beautiful and elegant woman with great white wings.

- + Sings winsome wars songs and victory melodies. Encourages you while fighting. She herself is a powerful swordswoman.
- + Sees great potential in you and demands you train yourself to the fullest. Will force you to spar.
- + A distant traveler. Seen all corners of the multiverse. Likes Earth a lot. Has decades of experience in fighting.
- Speaks in a thick Scandinavian accent, struggles with English. Ignorant of all social norms. Very embarrassing in public.
- Demands you keep up a regular schedule of war and feasting. Gets boring after a while.

“Blud un over ya face. Clyn it up da slobbery men.”



Anna Rama, Cambion Paranormal Investigator, Hell – 71 & Earth 4,442,666,717

Troubled figure cursed with terrible luck. Destined to bring Armageddon to her Earth.

- + Hits harder than you expect her too. Carries around a massive revolver that fires huge bullets.
- + Makes specialized bullets meant to do extra damage to supernatural creatures. Talented at killing Devils.
- + Always ready to help you out. She has a bit of a crush on you. Has a Demons Tongue, speaks and understands every language.
- Always treated like an outcast. Poor social skills.
- Is afraid of her ancestry and destiny. Desperately wants you to help her avoid hurting anyone.

“Ah you bitch! Stop grabbing me by the horns!”



Agares, Champion of the Asylum of Ash, Hell – 999 (Requires the Spirit Gift Devil)

Red hot Devil, Agares enjoys the thrill of combat and the joy of destruction.

- + Breathes lava and shoots powerful lasers out of its eyes.
- + Has a long history of seeking out and killing the mightiest heroes for sport. A ferocious fighter.
- + Can fly on his wings of blazing hell fire, surprisingly fast and agile.
- + His bite will make blood boil and bones char. Normal weapons melt upon touching him.
- + His belly is actually a portal to hell, easy to get rid of nasty objects by letting him eat them.

“We shall fight for sport; my bloodlust has not been sated.”



Agrax, Primus Vexillarius, Third Mobile War Fleet of the Primus Dominate Empire

Standard bearer of the Primus Dominate Empire. Agrax has fought in some of the nastier battles in recent times.

- + Skilled in heavy weapons. His large frame and natural strength make him well suited for it.
- + Fearless in the face of insane odds. Trained to be unwaveringly disciplined. Has fought in some of the most brutal battles.
- + Will piously train himself to be a better soldier. **Free Armor (Power).**
- Not use to a comfy civilian life. Much prefers to be in military campaigns living a Spartan life style.
- The Primus Dominate Empire is imperialistic. Wants to enlist your help in an ongoing war with the **Sargisson Covenant**.

“It was not exactly a war, more like a slaughter.”



Arthur Pendragon, Twice Crowned King, Albion

The rightful king, lost son of Albion. Arthur is a well-known figure of myth. Always follows the spirit, not the letter, of the law.

- + Just leader. Has had many pledge their allegiance to him for his charisma and purity of character.
- + Is the ultimate swordsman searching for the **King Makers Sword**. If he was ever to get it he would be nigh unbeatable.
- + Trained in modern weapons and technology. Has spent most of his life wandering the universe. Also a ranger and herbalist.
- If he ever commits an evil deed he will fall and lose all of his powers.
- Is filled with self-doubt. In the end, he is his worst enemy. Fled his responsibility as king because of this.

“I ride with my men to defend what is, and to defend the dream of what could be.”



Avery J., Sergeant Major, Marigold

True-blue cigar chomping marine, professional to the core. Avery's combat record is flawless. He's a born leader.

- + Bold tactician and leader. Always the first one in and last one out. **Free Transport, Ground (Tank).**
- + Military man to the bone. Good with every type of firearm. Extensive gene therapy has made him superhuman.
- + Smooth talker. His quick wits and slick charm will get you places.
- Poor melee fighter. If he runs out of ammo he will be nearly useless.
- He has a rare disease that cannot be cured. He has to take medication monthly or it will begin to kill him.

“Oh I know what the ladies like.”



Battle Bruva Borgut, Shoota Boy, Orkhanum

Nothing but a dumb git that loves a good war party. Battle Bruva Borgut lives to fight.

- + Feels no pain and regenerates quickly. Hard to keep down for good short of just decapitating him.
- + Stronk, can punch and slap them up with the best of em.
- + Carries two three-barreled miniguns. Brings a crazy amount of dakka to the fighting.
- Dumb and stupid. Blows stuff up around ya. A threat to himself.
- Filthy and makes a mess of everything. Poor hygiene.

“WAAAAAAAAAAAAAAAAAGH!!!”



Beemja Dulbejean, Genius Inventor, Oth the Ticking Brain of the Sargisson Covenant

Scientist inventor of the Sargisson Covenant, Dulbejean has designed great technologies and weapons for his people.

- + Brilliant mind, learned in most subjects but particularly skilled in energy efficiency. **Free (2) Tutorship.**
- + Good cook, well mannered. Enjoys your company. He's a very jovial person.
- + **Redesigns all your energy reliant equipment to consume half the fuel and last for twice as long.**
- Timid, not a fighter at all. Spends all his time in his lab.
- Donates all the money he gets from his inventions. He's dirt poor.

“You know it's funny really, I have four master's degrees and an IQ of 195 but I've never solved that Rubik's cube.”



Beowulf & The Wyrn, King & Dragon, Earth 0,000,000,008 (Requires the Spirit Gift Strength)

Beowulf, king and hero, was rumored to have been killed by a barrow Wyrn. Few know he actually befriended it.

- + Beowulf has an incorruptible heart of gold. Loyal, brave, and kind.
- + Very strong and skilled. Can fight and beat even the best of Incarnates. His legendary skill doesn't disappoint,
- + The Wyrn has thick scales and the famed magical dragon breath. Can beat small armies by himself.
- + Can fly and carry a dozen people on his back. Maneuvers with a lot of agility and speed.
- + Beowulf and The Wyrn fight with perfect cooperation. They are extremely hard to beat when they team up.

“Fate will unwind as it must.”

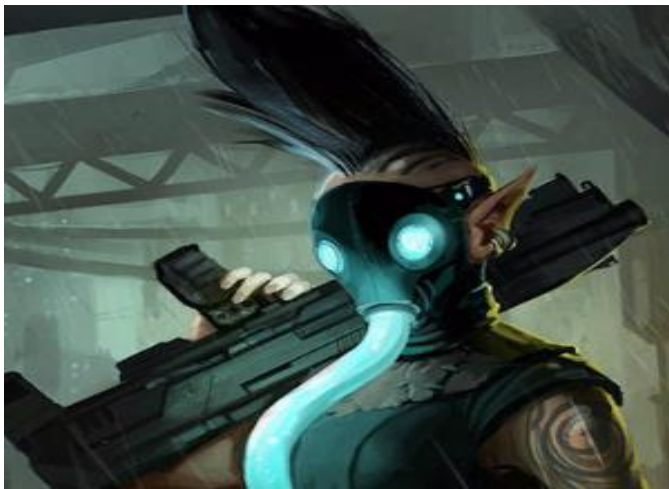


Braith Evenstar, Iron Blooded Apprentice, The Transient Kingdoms

Apprentice of the great Gwaine, Braith is a skilled, albeit inexperienced, young blood with a soul of fire, passion, and zeal.

- + **She can combine any two weapons into one which doubles the damage and efficiency.**
- + Skilled weapon smith that combines magic with technology, unlike her master.
- + She is not a fighter, but she is always escorted by a cadre of elite techno knights. Her father is powerful royalty.
- Experiments a lot when creating weapons or armor. This experimentation can carry great rewards and risks.
- Will only make weapons for the best. If you aren't continually improving, then she will leave your party.

“Most smiths only get to make a weapon fit for a king. I want to make one fit for a God.”



Black Hearted Ylithian, Night Elf Wyche, Deep Shadow

One of the Night Elves, a group of militant religious imperialist that reside in the hidden plane of Deep Shadow.

- + Uses combat drugs to heighten her performance, making her much faster and tougher than normal. She moves like lightning.
- + Will do anything to win. Cheats and plays dirty all the time. **Free Servitors (Bound Devil).**
- + Master of assassinations, terrorism, and torture. Has many criminal informants and connections in the black market.
- Mentally unstable from using too many combat drugs, seems to have mania and bipolar disorder.
- Cold and bitter. Doesn't trust anyone and thinks you only want to profit off of her. Will take a long time to come around to you.

“Revenge is delicious but I prefer to have an ambition behind it.”



Caroline Lupine, Experimental Human Weapon, SCP Weapons Facility #093

Short and lithe, Caroline doesn't appear too intimidating. A grave mistake.

- + Superhuman strength and reflexes. Her Healing Factor is incredible.
- + Her bones are covered in **Scrith**, a weightless metal. Supposedly nearly unbreakable.
- + Trained to be the perfect assassin from birth. This eventually back fired on her captors. She fights like a demon.
- Severe emotional problems. She's confused and lashes out a lot.
- Definitely suicidal. She's just not really capable of actually killing herself so she just doesn't care.

"I've had every VR combat program downloaded into my mind. There is not scenario I'm not prepared for."



Calvin Palmer, Phenomenon, Galactic Paragon of Justice

*Apparently, Calvin considers himself to be some kind of comic book hero. I guess it's inevitable one **Incarnate** would.*

- + Absolute bro. He loves parties and holidays. He also attends a lot of charity events.
- + Pretty much a real world Superman. Ridiculously strong and durable even by your standards.
- + He inspires hope in others. People will be the best they can be with him around.
- Sorry ladies, he's already married to justice.
- Vehemently denies that he knows you in his civilian persona. He really wants to keep his identity secret.

"I may have stopped that asteroid from hitting Earth but it's you, all of you, that are the real heroes out there."



Cereza, Umbral Witch, City of Deja Vu

Salacious dark witch wielding blasphemous demonic powers.

- + Can summon and bind demons. Uses this ability in combat, summoning various powerful demons on the fly.
- + Wields several special magical pistols. Flawless accuracy. **Free (4) Ranged Weapon, Ballistic.**
- + Despite her rough exterior, she's got a soft side for kids and those who can't defend themselves.
- Sadistic in nature. Enjoys hurting others or dominating people.
- Prefers to work solo. Sees others as weighing her down.

"Oh geez, I feel like a fucking celebrity in this town."



Chogan, Spirit Walker, The Summerland

The crow man shaman of the Black Feather Tribe. A smoking gunslinger and medicine man.

- + Shares his stash of drugs and medicines. **Free Intoxicants.** Knows how to treat most afflictions.
- + Uses two revolvers loaded with Quicksilver bullets. A deadly shot. Physically tough too.
- + Knows how to tame animals and identify herbs. Useful in nature and had intimate knowledge of the natural world.
- Cannot operate any form of technology beyond the 19th century.
- Superstitious and paranoid. Keeps talking about how angry the spirits are.

"They create a wasteland and call it peace."

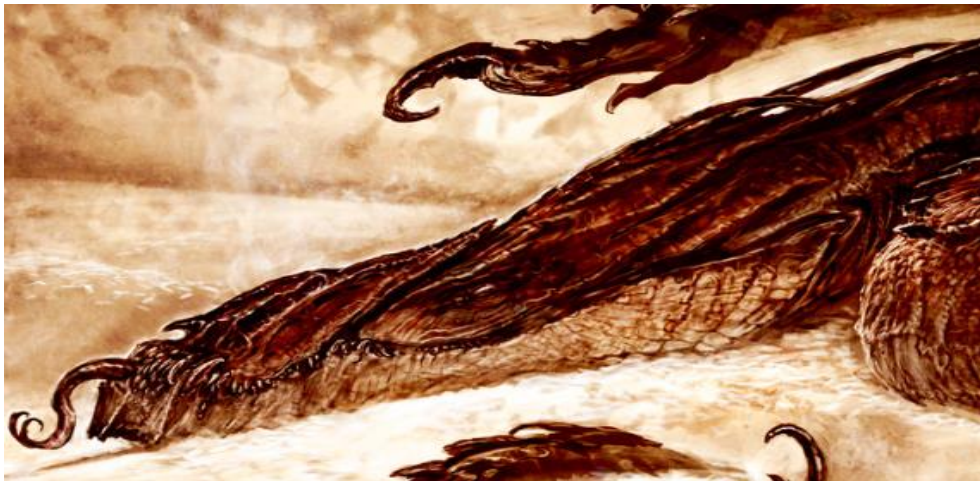


Cassandra Dio, Catholic Schoolgirl, Earth Unknown (Requires the Spirit Gift Fool)

She appears to be an ordinary Human with extraordinary luck. She wants revenge against the Conquering King.

- + Has trained herself to be a force of nature in her quest to avenger her family. A master of all ranged weapons.
- + She's just a normal Human, but her reflexes, coordination, and speed are remarkable. Her luck frequently bails her out.
- + Has a host of useful utility items, a solution to ever situation. She's always prepared.
- + Very religious and uses that religiosity to bolster her will. She sees you as one of Gods angels and an agent of his will.
- + Cassandra seems to be an **Incarnate**, but her powers are mysteriously dormant. She refuses to accept this possibility.

"I'm a Human, I'm not like you. I don't want to be like you."



Croatmor, Elder Wurm, Dragon Aerie Isles

Croatmor is almost a hundred thousand years old. A terrifying Red Dragon with breath as hot as sun fire.

- + Massively strong body. Can crush sky scrapers and split mountains. Its scales are very hard to pierce.
- + Prodigious hoard of wealth. Will share with you and allies. Generous to those it likes. **Free 10 Prismatic Stones.**
- + Fire breath can incinerate almost anything. Likes to boast about it too.
- Bad attitude and short temper. Will go into a rampage easily.
- Wants to find the **Cosmic Gem** in the center of the Cosmos. Long and difficult quest to get it.

"It's been over five hundred years since anyone has pierced my scales! Burn mortals!!"



Chernabog, Grim Reaper, ??? (Requires the Spirit Gift Death)

Death itself. Though Death divided itself into many bodies long ago even a single fragment is still a powerful thing indeed.

- + Though merely a small fragment of Death, Chernabog is incredibly powerful. A master of magic and fighting.
- + Chernabog administers death to many beings. Occasionally he can be convinced to spare someone.
- + Wields a scythe that can injure immortal beings. Even deathless creatures fear it.
- + Perfect knowledge of biology and medicine. Will teach you many skills. Amplifies the **Ouroboros** and **Lazarus Powers**.
- + Total bro. Apparently Death likes to smoke cigars, eat beef jerky, and drink whiskey with dead celebrities and famous people.

“A bunch of immortal Incarnates running around resurrecting people will put me out of the job. Can’t have that.”



03 Clean Flame Purges the Filth, Plasmid Angel, Empty Heaven (Requires the Tower Spirit Gift)

Deranged Angel with a rotten sputtering core of hateful fire. Not safe for anyone to be around it.

- + Crazy berserker combat style. Throws himself into your enemies and literally grinds them into paste.
- + His body is uniquely made of the **Scrith** metal. He’s almost impossible to kill.
- + His claws cut through every material. No mundane armor can protect from him.
- + Immune to fear and intimidation. Insane beyond reason.
- + He sees you as the only pure person in a multiverse of sin and filth. Wants to violently purge all life.

“Strength is my god! If you have a pulse, I’ll take your skull!”



Cursed Malakei, Forsaken Dusk Elf Prince, The Wastes

The last hope of his line, Malakei took on a grave curse for power in order to save his people but only lost himself to it.

- + He can drain the life out of enemies with a powerful technique. Very deadly to divine beings.
- + Uses an ancient sword that was wielded against Demiurges in the Universal War. Old and worn down, but it can be reforged.
- + Will do anything it takes to protect his friends and people. Has already scarified everything he had.
- Constantly in pain from his warped and twisted soul.
- Has a chance to fully lose himself to his evil curse and become a mindless wraith.

“There is no point in monsters pretending to be warriors.”



Countess Bathory, Blood-soaked Lady, The Charnel

The countess sees an opportunity in you. What that is, she will not say.

- + Sizeable army of shadow soldiers at her disposal. Loyal to her more than you. **Free (2) Servitors (Professionals).**
- + Versed in court politics, deception, manipulation, and strategy. A formidable figure in her homeland.
- + Uses rare and bizarre blood magic. Has strange powers involving life drain and vampirism.
- For her support she expects you to lift a curse on her people and herself and destroy a religious sect on her home world.
- **PALADINS HATE HER.** She conquered her homeland with one simple trick. How? ...Just ask her.

“This vile blood stain cannot be lifted by a mere mortal man, so let us go about making you *immortal*.”



Dean Winchester, Scientist & Traveler, Vega Twin Space Station

Hailed as the smartest man that ever lived, Dean is a scientist, professor, explorer, and fighter all in one.

- + One of the smartest men to have ever lived. His intelligence is truly astounding. He can invent almost anything.
- + Years of practical experience in his days as a pioneer and deep space exploration. He knows how to fight.
- + Quite funny. Definitely a canny comedian. Also, he's kind enough to give you his stuff. **Free Starship (Heavy).**
- He thinks science holds the solution to all problems. Thinks very logically in an inherently illogical world.
- He wants to spend most of his time in the lab creating cool shit rather than fight crazy monsters.

“By my calculations, and the margin of error is very small here, we have a 3.289% chance of surviving the impact.”



Detective Logan, Big Bad Werewolf, New York Earth 2,724,907,948

Long time investigator and law man. Logan was mauled by an Elder Werewolf when investigating a series of brutal murders.

- + Cursed with Lycanthropy. He's a tough bastard to kill. His sense of hearing and smell are very good.
- + Gruff detective, a lot of experience with criminals. He knows how to deal with them.
- + His werewolf form is powerful, drastically increasing his strength and toughness.
- Chain smoker, hard drinker, and deadbeat. When he's not working a case he's glued to the couch.
- Weak to silver, even a single silver bullet will put him in the hospital.

“You think my job is easy? You try keeping a bunch of gangsters from killing each other.”



Doctor Fig, Robot Doctor, Satrocian

Robotic doctor and field medic. Fig has seen quite a few nasty battles. It just likes to help others.

- + Supremely talented doctor. Can perform almost any surgery. One of the best biologist and surgeons in the universe.
- + Decent fighter with a knife. His metal body is tougher than your average Human, but his real talent is in healing.
- + Has a host of smaller medical drones that can be jury rigged to help him in combat. Is good at support.
- +/- Never sleeps. Very restless and hates being left alone.
- Would rather do charity work than travel the multiverse and battle other Incarnates.

“Young master, are you sure your new lungs are feeling operational?”



Drone #8603-4597, “Split Jaw”, Xurel O

Specimen abducted from a remote planet dominated by a super intelligent hive based species of insects.

- + Split Jaw has had its brain altered so it perceives you as its Queen. Will obey your commands.
- + Its carapace is nearly immune to bullets and explosions. Only intense heat seems to hurt it.
- + Can turn invisible and blend into environments. A useful scout.
- +/- Acidic blood. Be careful.
- Without guidance from its hive and queen its intelligence is more like a dogs.

“[unsettling series of clicks and chirps]”

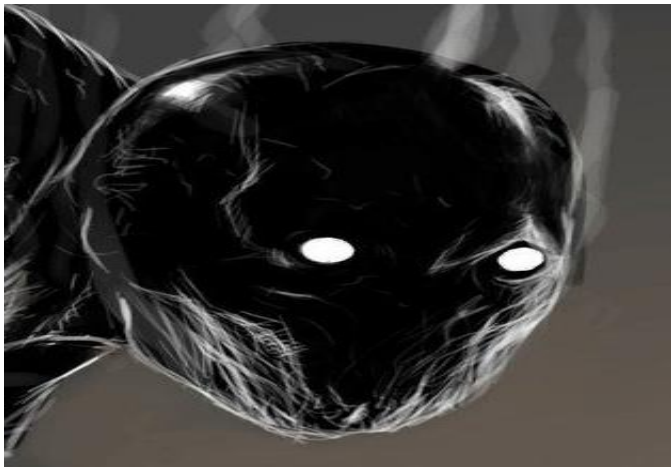


Double, Your Clone, Exact copy of your Earth (Requires Spirit Gift Fool)

Your exact clone, a copy of you in every way. It even has all your memories.

- + Has all your powers.
- + Also has all your memories.
- + Will be your best friend. Almost like having a twin.
- + Wants to accomplish all the same things you want too. Will help you through thick and thin.
- Also has all your weaknesses.

“Hey me, how am I?”



Enenra, Your Shadow, Yurei (Requires the Star Spirit Gift)

Enenra, your own shadow given form and sentience. Who else will have your back better than your very shadow?

- + Can't be killed, will always reform after dying. Reforming takes a week.
- + Enenra shadows all of your abilities and uses your same powers, albeit in a weaker form.
- + Only appears to those with pure hearts. Enenra will safe guard you from corruption and evil.
- + Your silent ally will always guard you when you sleep or fall unconscious.
- + Though he cannot stray far from you, Enenra is autonomous.

“I prefer to rest around bonfires, they cast deep shadows.”



Emma & Gnash, White Claw Warlord, “Devils Nest” Space Station

Ruthless crime boss and raider warlord, Emma has cut her way to the top of her little corner of the Devils Nest.

- + Her strong personality and ambitious vision draw others in. **Free 5 lowly pirate Servitors (Journeyman).**
- + Has trained many beast, her most loyal pet is a large reptilian predator that can tear through power armor with ease.
- + She will do anything it takes to get the job done, a known reputation of brutal efficiency.
- Wants you to be the enforcer in her gang, acting as her second in command. Promises special rewards for your loyalty.
- Criminal and amoral, won't get along with good or lawful characters very well.

“If they don't pay up everything they owe me; I want you to feed them to Gnash. Alive.”



Efhultoo, Star Spawn, Otherworld

*Spawn and servitor of **The Other**, Efhultoo is a malignant creature that feeds off dying stars.*

- + Levitates in place. Can fly in the void of space. Comfortable in every environment.
- + Can fire an anti-magic ray from its mouth and temporarily disable weaker magical items.
- + Has many eyes that can all fire out magical beams with different effects. Some petrify and others disintegrate.
- Kind of a dick. Will eat your possessions if you aren't careful. Rude.
- Wants to let his spores grow everywhere. You'll have to keep arguing with him about that.

“Bleed! Burn! Die mortals!”



Exuberant Spark, Ancilla Class Artificial Intelligence, Ingigaton

Hard light artificial intelligence built for solving supposedly “unsolvable” problems. Exuberant has surpassed all expectations.

- + While not as smart as the A.I. Patron, Exuberant is still one of the most intelligent beings around. She dwarfs other AIs.
- + Can use her immense mental powers and abilities to fight wars, run empires, and oversee entire planets with ease.
- + Her hard light body is not combat qualified, but she can do more mundane task normally.
- Can't fight well, her form is delicate and she can't wield heavier weapons.
- Manic, probably a little bit crazy. She believes she is a living Human and freaks out when anyone contradicts hers.

“It took me all of seven seconds to know everything there is to know about Human history.”



Flame Master Laurence, Rogue Pyromancer, Forest of Sacrifice (Requires Moon & Sun Spirit Gift)

One of the first pyromancers, Laurence is the only man to master the art of Chaos Flame Pyromancy.

- + Can summon, bend, and extinguish fire. He can even use plasma or lava attacks.
- + Friendly jovial disposition. Looks at you as his pupil, will teach you everything he knows.
- + Wears an enchanted robe. Is immune to fire, heat, and cold. Also resistant to normal attacks.
- + Somewhat trained in the Soul Arts. Can use basic magic and knows occult lore.
- + His secret art is the Chaos Flame style, a dangerous form of Pyromancy that far exceeds the power of normal Pyromancy spells.

“Remember, you must always fear the flame. Fire, to be controlled, must be obeyed.”



Femke, Spy Assassin, Ushoo

Femke was once a member of a small sect of spies and assassins that served a totalitarian emperor. Her skill is marvelous.

- + Blindingly quick and agile. Her small frame and ability to climb surfaces lets her get into tight places.
- + Can turn invisible and travel silently. She uses a needle rifle and phase blade, both perfect weapons for silent kills.
- + Serves you as her new liege and will follow your orders. Perfectly willing to kill anyone for you. Polite when not killing others.
- Very weak, can't take much damage. Heavy hitters can take her out of the fight very fast.
- Relies on her technology a lot. If she's deprived of it she will struggle much more than others will.

“Oh no need to worry about me. I know I look frail and weak, I often use my appearance to my advantage.”



Galatea, Ivory Woman, Oasis Gardens of Aeaia (Requires Lovers Spirit Gift)

A mute woman made of marble. Galatea was created to serve you.

- + Her skin is like steel and will mend itself if chipped or broken. A good bodyguard.
- + She will follow any order you give her to the best of her ability. She lives only to serve you and make you happy.
- + Will bring you odd gifts. She's a talented craftsman and spends a lot of time building things for you.
- Speaks only in sign language. Has no voice.
- Galatea seems very sad and isolated. Sometimes she cries pearlescent tears.

“...”



Good Hunter Simon, Beast Eater, Yharnath the Old City

Some sing the song of Good Hunter Simon, a man that lost himself to the sweet scent of blood and the rapturous hunt.

- + Uses a large saw toothed cleaver. Able to cut even the biggest monsters in tiny bits.
- + Infused with the power of the blood of beasts. Fights with inhuman power. Can go in a berserker fury that dwarfs your power.
- + Has several life times of knowledge with hunting beast and monsters. Can show you every trick of the trade.
- Radiates an aura of uneasiness. Mentally unstable.
- Obsessed with hunting beast and monsters. Will not get along with inhuman party members.

“Blood... Dear blood. Wash over my senses! Tonight, I join the hunt!”



Graam, Iron Golem, Senth the Fortress World

A 12ft golem made of solid iron. Graam was made to be the ultimate defender.

- + Insanely strong. Can pound anyone into the ground. Wields a massive axe. **Free Melee Weapon (Heavy).**
- + Shrugs off all forms of attack. Impossible to intimidate.
- + Calm and quiet. Likes to spend his time in gardens and forest. Very obedient to you.
- Slow and stupid. Not the greatest at dodging or counter attacking.
- Very destructive in a fight. May collapse buildings around you.

“I no like talk. You talk, is good. I help you anytime, friend.”



Aeos Grae, Half Breed, Nowhere

*Hybrid of a Human and **The Other**. Grae was abandoned because of her monstrous origins.*

- + Gray skin as tough as stone. Her entire biology mimics that of Humans but closer inspection reveals she has different organs.
- + Her senses are far more powerful and developed than those of normal Humans. She can match an **Incarnates** perception.
- + Knowledgeable in occult sorcery. She makes a suitable fighter but prefers to pursue knowledge. **Free Cosmic Gauntlet**.
- Often over estimates her abilities and loses badly. She's reckless in a fight.
- Hates the Human race because of her isolation by them.

“I’ve gazed into The Other before and seen things that should not be.”



Griffin, The Invisible Man, England

Invisible terrorists and mad scientist. Apparently, being invisible isn't all it's cracked up to be.

- + Mad genius, can concoct various chemicals and formulas for you. Might even let you in on his invisibility potion.
- + Wily. Quick thinker and master of witty banter. Keeps everyone on their guard.
- + Master of stealth. Can sneak into anywhere unseen if he wants. A skilled assassin.
- A little deranged and megalomaniacal. Not the healthiest person.
- Pretty much a terrorist. Bombs civilian targets and fights with fear.

“When I discover who I am, I’ll be free.”



Gwaine Hammer-Hand, Godly Smithy, Lothian the Transient Kingdoms (Requires the Strength Spirit Gift)

Cheerful old blacksmith, forever faithfully hammering away at his anvil. Gwaine's skill in smithing is a thing of legend.

- + Strong and burly. He has a lifetime of experience in battle and craftsmanship.
- + True artist of his craft. Puts most of his time and attention into creating prodigious weapons and armor.
- + He can improve, repair, and adjust your armaments.
- + Can mend most of your possessions. He can even fix and reapply magical enchantments.
- + Decent fighter. Wields a large hammer and strikes with amazing force.

“Hello good friend. So, what needs smithing today?”



Hayden, The Incarnate Killer, Devils Nest Space Station

Hayden is an infamous mercenary known throughout the multiverse. He's earned a reputation for hunting Incarnates.

- + Uses special gadgets and gear to disable and kill Incarnates. Has a body count of 137 Incarnate kills so far.
- + Famous in the mercenary rings. Having him around will get you places.
- + Can teach you a thing or two about killing other Incarnates. He promises he won't kill you for money.
- Lone wolf. Will often disobey orders and break off from the group.
- Also being hunted by the Angels. He's broken quite a few laws.

“You Incarnates always think your hot shit. I admit, I like bringing your type low.”



Heather W. Ruth, The Anomaly, Earth 0,000,000,117

The Anomaly, suspected to have the genes necessary to create the perfect Human. Heather is merely a homeless orphan.

- 8 years old. Only a child but she has no parents or guardians. They died in suspicious circumstances.
- +/- She will draw attention to you. Treating her badly could have dire consequences.
- + Will listen to you and only you. Considers you her adoptive parent. She looks up to you for guidance and help.
- You'll have to wait for years until she can take care of herself. It will take longer for her to be a useful party member.
- ++ If taken with **Heimjall** her genetic code will be awoken. She'll be as powerful as you are.

"I don't think fighting Angels is a good idea, mister."



Heimjall Von Klice, Ubermensch, Fatherland the Capital World of the Nazi Reich

Nazi proto-super soldier and Supreme Commander of the SS. The Nazis won WW2 in his reality and achieved a utopian society.

- + Good leader. Likes to keep up group cohesion. Tough as nails in a fight.
- + Uses a wide arsenal of effective weapons. He prefers his special dragon breath trench gun. **Free Ammo Vault.**
- + Always looking for the advancement of Mankind. Also he's fanatical about Christmas.
- +/- Nazi. Hates Jews. Ultra-right wing. Looking for **The Anomaly.**
- Regularly advocates for extremely draconian punishments towards enemies.
- Aggressively tried to spread Fatherlands power and influence. Attempt to colonize other worlds.

"We've been trying to create the perfect Man for a long time. I was the first step towards it completion."



Heir of Sunlight Solange, Fire God, Sajula Tower of Flame (Requires Moon & Sun Spirit Gift)

The last surviving member of his pantheon, the orphan heir to the throne of Sajula. He thinks you are his rightful king.

- + Swears fealty to you. He will become your most loyal servant and best friend.
- + Inhumanly skilled and superhumanly powerful. Has felled many foul beasts.
- + Cast divine combat miracles. Shoots lightning bolts and blesses weapons. Amplifies the **Miracles Power**.
- + Gets tougher and heals faster while basking in sunlight. He's much deadlier at daytime.
- + Tireless. Will never mentally or physically falter. Has a constant stream of optimism.

“You are gloriously incandescent, like a father I never had.”



Henry Shaw, Errand Boy, Vega Space Station

Equipped with the right gear for heavy duty work, Henry is a professional blue collar worker.

- + He's shit at fighting but his heavy environmental suit and powerful industrial grade tools made him dangerous.
- + Trained in engineering, mechanics, carpentry, electrical cabling, mining, and plumbing. Will fix anything you need fixed.
- + Not trained to fight at all but survives through some shit. Somehow, he beats cosmic threats with his tenacity and ingenuity.
- Kind of a pushover. Just takes all your orders without question. He will become a badass in time though.
- Has some mental disorder. Gets fixated on making repairs and keeping things clean.

“I've got the engines back online and life support functioning. Now I just need to do something about the zombies...”



Hierophant Vatiel, Moon Priestess, Yharnath (Requires the Moon & Sun Spirit Gift)

A druid of the moon. Once a Human woman, Vatiel left her Humanity behind and embraced beasthood.

- + Razor sharp claws and teeth. Her body is weaponized and fiercely deadly in close quarters.
- + Uses powerful magic and the mystic arts. Can see into the future and polymorph into many different forms.
- + Very canny, her mind is still as sharp as when she was a Human.
- + Greatly improves the **Causality Power**. Helps you see through the murk.
- + Cast healing spells. Can remove even the strongest of curses.

“Remain wary of the frailty of men, their bodies are weak and their minds are young.”



“Jack”, The Immortal, Somewhere in the Midwest US Earth unknown

A real mystery. He won't even tell you his real name, most people just call him Jack. He is constantly haunted by his past.

- + His reflexes and speed are superhuman, on par with **Incarnates**.
- + He's a master in all forms of combat.
- + Jack is immortal. Whenever he dies he will always come back, no matter how gruesome or destructive his death was.
- Only as tough and strong as a normal Human. He has a very troubled past that he refuses to talk about.
- ++ **Strangely enough, Jack is the only one able to enter Otherworld with you, if you take that Drawback.**

“It's far too late to help me. Just worry about yourself, alright?”



Jareth Artor, Crestfallen Knight, Pale Orchard

Knight from a strange Earth that never left the middle ages yet still advanced technologically. He's searching for a lost princess.

- + Famous duelist, master at sword and board fighting. His technique is flawless. Uses an enchanted Zweihänder.
- + Chivalrous and gentlemanly. Jareth protects the innocent, poor, and defenseless. All around good guy.
- + His plate mail is made of a special alloy, very light and protective. **Free Armor (Heavy).**
- Wont party with you if you're an evil character. His morals are too strong.
- Distrust nonhuman races. He much prefers to be around Humans.

“Be merry, for time is short. Be true to thyself and thou canst not be false to any man”



Jean Knight, Technophile & Economist Doyen, Zo XII

Jean was not naturally conceived but artificially grown by her super wealthy father to be a perfect heir to his business empire.

- + Heightened mentality. She's exceptionally intelligent and canny. Has a natural business acumen and talent for tech.
- + Charitable. She wants to do good and prefers to accomplish this by nonviolent means. Donates much of her fortune.
- + Can maximize economic output for any business you have. **Free 10 Prismatic Stones.**
- Her mental enhancements have left her with insomnia and a weak immune system.
- Anxious in combat. Has very little experience with fighting. Has only seen a little action in her life.

“I could've been the richest person in galaxy but it wasn't my style. Needless to say my father didn't approve.”



Jeweled Maiden, “Empty Throne” Herald, Sajula the Tower of Flame (Requires the Lovers Spirit Gift)

Young beautiful girl, on a seemingly never-ending and endlessly dangerous self-appointed quest.

- + Cast powerful healing spells. An adept white mage and herbalist. She will always have the right potions for you.
- + She thinks you are adequate material to be the monarch for her ruined kingdom. She wants you to rebuild and lead it.
- + Bard and singer. Sings melancholic songs of her fallen kingdom. Will write up ballads about your own adventures for you.
- + Called the Jeweled Maiden because she wears copious amounts of fine gems and jewelry. **Free Eva’s Amulet.**
- + She has a Devils Tongue and can speak every language in the multiverse. Boost the **Miracles Power.**

“I think you would look kingly on a throne. Perhaps I should get you a crown?”



Jek, Space Pirate, Corpi-Cell Capital World “Invest, Sponsor, and Profit”

Pirate, murderer, smuggler, and overall waste of skin. Jek is a greedy criminal.

- + Uses a powerful acid thrower. He’s immune to acid and wreaks havoc with this weapon.
- + Tough rubbery skin. Small arms fire bounces off of him.
- + Experienced in the criminal underworld. Has many contacts.
- **Wont party with you if you have lawful characters in your party.**
- Generally unpleasant. A negative person and preys on innocents.

“I have two tons of Black Glass in the ship, its good, now pay up.”



Jessica “Fire-Brand” Quill, Galactic Joke, Bascall Space Port

Jessica spent a few years as a cop but got fired for her poor performance. She went on to be an infamously bad “superhero”.

- + Decent skills with fighting and shooting. Knows her way around a weapon.
 - + A lot of gadgets. Can dig up anything from her utility belt. Can do well in a variety of situations.
 - Quite shitty at actually fighting others. Clumsy and has bad luck. Always seems to mess things up for everyone.
 - Continually mocked by others. She tries to hide her low self-esteem.
- ++ She could be a powerful badass if she had a successful super hero to be her mentor...**

“Oh its nothing, I get made fun of all the time. Especially for wearing all the pink.”



Junior, “Jazz”, Kansas Earth 3,747,807,283

*Apparently, Jazz is your son... From another reality. Oh yeah, he’s an **Incarnate** too.*

- + Father/mother and son bonding time(?) **Free Starship (Small).**
- + He’s an expert in martial arts and gun kata. He’s exceedingly violent and brutal.
- + Smart and capable but his ideas are usually hasty and aggressive. He’s a good offensive fighter.
- Something really bad happened between you and him in his alternate dimension. He won’t tell you about it.
- Filled with angst, rage, and frustration. Sometimes he will turn it towards you.

“I’ve collected the heads of all his lieutenants. And that’s what I can do in just one evening.”



Kathodus, Synthetic Incarnate, Vega Twin Space Station

*Synthetic lifeform, created in a tube but by chance inherited an **Incarnates** soul.*

- + Lightning fast reflexes and powerful synthetic musculature. Jumps higher and dodges faster than most.
- + Feels no pain or sorrow. Doesn't need to rest or eat. **Free Energy Weapon.**
- + Savant level intelligence. Very sharp and quick. Likes to play chess with you and talk philosophy and politics.
- He's only one-year-old. Very inexperienced.
- The only one of his kind. He feels lonely and isolated.

“What separates a belief from a delusion?”



Kirkja Siegliende, Gunner Knight, Pale Orchard

Kirkja, the daughter of a famous adventurer, a competent fighter looking to live up to her father's legacy.

- + Brave. Loyal to you and her friends. Will always help those in need.
- + Her gun is a powerful twelve shot revolver shotgun with explosive rounds. Knocks everything on its ass.
- + Heavily armored in the special alloy of Pale Orchard. Difficult to injure.
- Very short, has a hard time carrying around all her equipment in that armor. Needs help jumping and climbing.
- Has no experience, will start as green as grass.

“Oh I'm so sorry, I must have dozed off in this armor. Its rather comfy in here.”



King Nyarthotep, Ancient Pharaoh, The Field of Offerings

Nyarthotep was known for his great deeds in life. Now, he returns to remind the living of his great deeds and secure his legacy.

- + While in battle Nyarthotep is shrouded by a cloud of locust that protect him and scarabs that devour his opponents.
- + In life Nyarthotep was a devout worshipper of the Gods. He's made friends in high places. **Free Sphinx Beast (Colossal).**
- + Can help you build a nation and lead armies. His mind is as sharp as ever. Nyarthotep desire to be great once more.
- His limbs will sometimes fall off in a comical fashion. He's also very weak to fire.
- A little arrogant. He still considers himself a handsome Egyptian prince and not an old rotten mummy.

“They called me king of kings! King of lands! King of the universe! Ahh, now I am the king of the dead.”

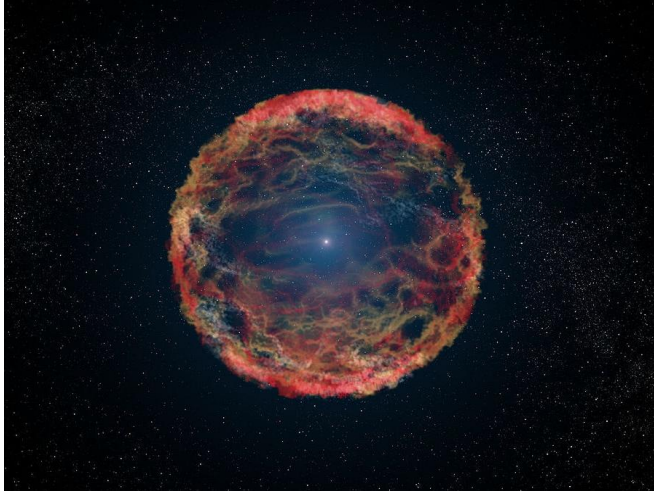


Legate Marius, Father of His People, Roman Republic 3,000 AD Earth 3,907,100,101

Roman politician and general. Legate Marius serves in the hyper advanced interplanetary Roman Republic.

- + Rome never fell on his world and it developed great technologies. **Free Transport (Mech).**
- + A politician. Charismatic and good at manipulation. He's a born socializer.
- + Very intrigued by you and the Earth where you come from. He becomes a quick friend.
- Marius makes a lot of questionable decisions. He's a greedy and violent person at heart.
- Though he's a decent enough fighter, he much prefers to hire mercenaries to do the work for him.

“Hail Jupiter! Hail Mars! Victory will be ours tonight!”

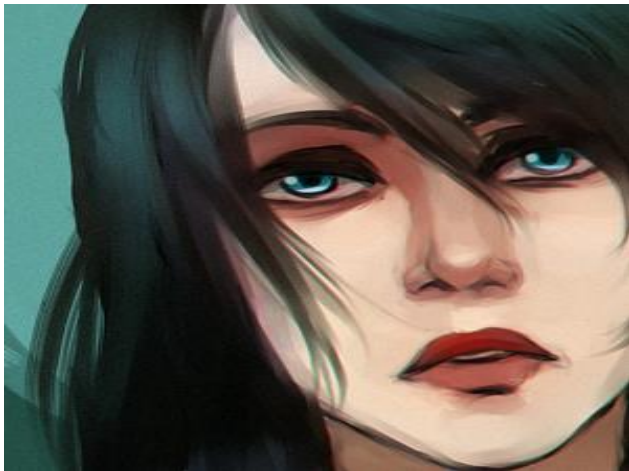


Lempo Lur, Living Dead Star, Somewhere in Dark Space (Requires the Tower Spirit Gift)

Even stars are alive and have the semblance of souls. This one achieved a sort of transcendence by some cosmic fluke.

- + Ancient being born at the dawn of his universe. Its living state is a mystery.
- + Holds great amounts of power but can't use it often. Every now and then it can blow a planet apart or decimate a fleet.
- + Can't follow you onto planets but can move around space as fast as any ship. Uses astral projection to join you on missions.
- + Lempo has a hard time communicating with anyone but you. He doesn't understand most beings, but his friendship is undying.
- + If things get bad Lempo can go full supernova and obliterate anything around him. He will be in a greatly weakened state after.

Humming in a strangely flanged voice "Music is a very odd form of communication, don't you think?"



Lover (Requires Spirit Gift Lovers)

Your soul mate. Destined to be your other half. Seemingly perfect for you. Takes whichever gender you prefer.

- + **The Lover** shares your power as an Incarnate. **The Lover has 28 Power Points and 35 Prismatic Stones to spend.**
- + Physically and mentally tailored to your every want and need. Perfect for you. **Shares all your Special Powers.**
- + **The Lover** is not a mindless slave, it will have its own opinions and ideas. **The Lover** will disagree with you at times.
- + **The Lover** can choose either the **Unique Armor** or **Special Weapon Perk**. Can only take one of these.
- + Grows and evolves with you. As you obtain more power, so will **the Lover**. **However, she will die instantly if you do.**

"The course of true love never did run smooth."

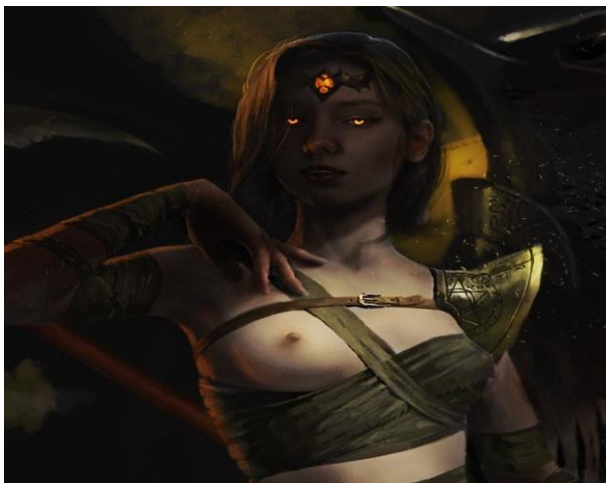


Lodoeth, Everlasting Dragon, ???

One of the Everlasting Dragons, the True Dragons that existed in the void before reality. Lodoeth has existed for eons.

- + As an Everlasting Dragon, Lodoeth has powerful scales immune to nonmagical attacks and can fly at amazing speeds.
- + Holds secrets and knowledge long forgotten. Its intellect is supra genius level. A powerful sorcerer too.
- + Seems to know more than anyone else. Even more than the Patrons. He is one of the oldest beings in existence.
- Apathetic to Humans and mortal races. Cares not for their suffering or misery.
- Will sometimes disappear or refuse to help you, it seems to be observing you... Almost testing you. But for what?

“Witness the smallness of existence, the illusion of life.”



Lufien, Black Angel, Your Universe (Requires the Death Spirit Gift)

An artificial angelic being, born from your will. She will serve like an automaton; her personality grows based on your actions.

- + Can control weather, plants, and animals. She can slightly manipulate the seasons. A master of dark magic.
- + Is almost a purely magical being, strengthens the **Occultist Power**. She will spend most of her time archiving your deeds.
- + Will fight for you with suicidal loyalty. She comes with many mundane abilities to help you in every aspect of life.
- + Runs around half naked with a giant scythe. Her bombastic fighting style and explosive magic is quite a spectacle.
- + Her ego is almost nonexistent. Refers to herself in the third person. She seems to have no desires beyond serving.

“I know you can claim the Throne for yourself. You must, the multiverse needs a new Ruling King.”



Lucius Evergreen, ???, ??? (Requires the Devil Spirit Gift)

A man of wealth and taste. Lucius is very old, perhaps one of the oldest Devils in the multiverse.

- + Seems to be everywhere all the time. He teleports to various places and is always busy calling in favors for you.
- + A beautiful man. Is willing to use his immense skill in seduction on you, if you so wish.
- + Clever detective. Canny and knows Human instinct well. Has a very sharp mind.
- + Has all sorts of powers. Doesn't seem to be using his full power around you. He treats his time with you like a fun diversion.
- + A master fighter but prefers to use his tongue.

“Can you guess my name?”



Magus Alder, Arch Mage, Draelic Kingdom of Towers

A sly mage, this curious old man is responsible for creating some of the most popular spells and magical items.

- + Supreme master of his craft, knows almost every spell and school of magic. **Can teach you magic.**
- + His pockets are filled with various random magical charms and objects, some of his creation. **Free Magus Tome.**
- + Charming with a heart of gold. Stands with the forces of light and good.
- Gets tired easily and can't wear heavy armor due to his advanced age. He's only 600 though, that's not too old. Right?
- Sometimes forgets things and loses his concentration.

“Go back into the abyss! Fall into the nothingness that awaits you and your master!”



Mammon, Lord of Plots, Void Space (Requires the Devil Spirit Gift)

An ancient colorless Devil, Mammon is one of the seven Grand Dukes of Hell and a Prince of Chaos.

- + Master of all forms of magic. Can cast very high level spells.
- + Supra genius level intellect. The master of schemes and lord of plots. A great tactician and planner.
- + Demonic toughness. Even the strongest foes will have a hard time hurting or killing him.
- + Has immense influence with other Devils. Can convince them to help you on your quest.
- ++ **Knows many secrets. Can help cut the time needed to get rid of a Drawback in half.**

“Your flesh is killing your spirit.”



Makka, Contagion Monk, The Burrows

Skaven soldier with extensive experience in developing magical diseases and poisons. Makes a good demo man.

- + Been a grunt in a mercenary unit for years. A lot of combat experience. **Free (2) Ranged Weapon, Explosives.**
- + Can fit into tight spaces. Very stealthy.
- + Can engineer magical diseases or toxins that are deadly even to other **Incarnates**.
- Squishy. Only about as tough and strong as a normal Human. Relies on guns, explosives, and hiding.
- Cowardly, will run whenever he thinks you might lose a fight.

“I smell something... Unnatural. About a mile or two east. I'm getting a really bad feeling about it.”



Merg Rantu, Walking Tank, Urs Fortress Among the Stars of the Sargisson Covenant

Tortoise Humanoid one of the client races of the Sargisson Covenant, heavily armored and covered in thick stone like plates.

- + Slow and steady. His armor and plates are very tough to penetrate.
- + Wields a massive Gatling gun that fires explosive bullets. Sows destruction in the battlefield.
- + Patient, friendly, and humorous. A gentle spirit, much prefers to spend his free time in his personal gardens.
- Needs more food and sleep than Humans. He expends a lot of energy lugging around his heavy equipment.
- Cold blooded, doesn't do well in freezing environments.

“Is it hot in here? Feels warm to me. How are you mammals doing?”



Mirana of Marmoreal, The White Queen, Wonderland

Beautiful queen, believed to have the gift of foresight. She claims its merely forwards memory.

- + Royal, eloquent, refined, and noble. Even the rudest brute will recognize her as a lady worth respect.
- + Has seemingly complete knowledge of her life and the lives of those close to her. Will share some of it with you.
- + Uses a form of Divine Miracles to heal you. Decent at supporting your party. Not much of a fighter but good at dodging.
- Has a weird type of amnesia, seems to forgot most recent events but still has a functional long term memory.
- Has seen her death and refuses to elaborate on it. Accepts it and will not try to deny her fate.

“Ow! You stepped on my foot next week!”

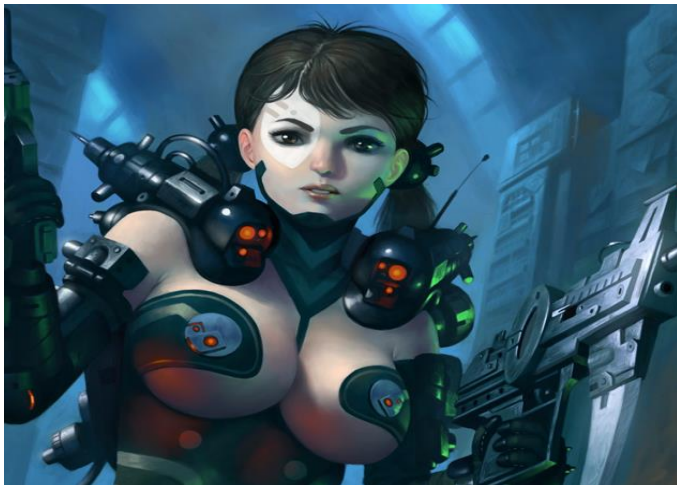


Monkey, Oni Ronin, Summer Palace of Radiance

Monkey was sold into slavery as a child and trained to be a personal bodyguard and handmaiden for a powerful Queen.

- + Physically powerful and intimidating. Can slice a tank in half and dodge bullets. Her signature armor is very protective.
- + Uses a special sword that never dulls. A master of a technique she invented herself. She's famous among bounty hunters.
- + Usually quiet. Has etiquette and manners. Obsessive about cleaning and organizing. Very polite.
- Not very good with ranged weapons. Mentally rigid, can't adapt to new situations quickly.
- Has a grudge against her previous master. Wants to get revenge and claim her head as a trophy.

"I have never had a home. The word doesn't even have a meaning to me."



Naomi Creed, "Bone-Duster" Planet Death World Champion, Corpi-Cell Planet Death

Planet Death regular and galactic super star. Naomi is a famous arena fighter and mascot for a large Glyphosphere community.

- + Always acts in her Planet Death character persona while in public to keep up her image. Call her Bone-Duster.
- + Loves to watch all sorts of classic action and horror movies. Top tier taste in anime too. **Free Entertainment Suite.**
- + Gung-ho attitude. Fights with a fiery zeal and energy. Virtually tireless. An expert acrobat.
- Wears very controversial and sometimes silly costumes in public.
- Rowdy, gets into fights all the time at bars and gatherings. Instigates violence on purpose.

"What did you say you sorry lazyarse good for nothings! I can't hear you! Say my name!"



Neith, Old Lich, Restless Tombs (Requires the Spirit Gift Death)

A naïve explorer and novice mage in his Human life, Neith suffered a terrible affliction and ended up a powerful undead lord.

- + Uses high level magic techniques and spells. Can do all sorts of wild tricks.
- + Crazy and unpredictable in combat. His plans are simultaneously insane and genius.
- + Has a phylactery, cannot die unless that is destroyed. Greatly empowers the **Plague** and **Vampiric Powers**.
- + Uses a powerful cursed dagger that poisons anything it cuts. Also cast toxic spells.
- + Is a skeleton and thus pretty much heavily resistant to physical attack.

“Whoa that lady is one hell of a woman. Slapped me so hard my head spun around.”



Nesha, Gun Witch, Wicked Woods

Gun witches are an elusive group of mad woman holding the secret rites of Hallowing weapons.

- + Master of all forms of ranged weapons. Can cast many useful minor spells.
- + Can build and Hallow weapons for you. **Free (2) Weapons, Ranged.**
- + Good at manipulation, seduction, and deception. Has lied and persuaded her way into many situations.
- Useless in a melee fight. Physically weak, can't take too many hits.
- Not good at planning anything. Her plans and ideas are generally pretty poor.

“I'll put it this way, if you cross me ill bust a cap in yo ass.”



Nidhogg, Dread Dragon, Nastrond the Shore of Corpses (Requires the Tower Spirit Gift)

Monstrous beast of ancient legend. Nidhogg feeds on the corpses and souls of those guilty of murder, rape, and oath breaking.

- + Nidhogg moves at blindingly fast speeds. Even **Incarnates** find it hard to keep up with him.
- + Breathes a cold black flame that only burns living creatures.
- + Exudes a terrifying presence. Your enemies will flee rather than fight. **Free undead skeleton Servitors (Professionals).**
- + Nidhogg can smell sin on people, making him a great morality detector. He enjoys eating the flesh of the wicked.
- + He has a macabre personality but in the end he is a creature for good. His methods just so happen to be frightful.

“I see the twisted oily black hate in your heart! Come to me! Come to the jaws of Nidhogg and meet your fate in Hel!”



Odia, The Preserver of Order Third of the Wise Men, ??? (Requires the Spirit Gift The World)

Lord of Order and forgotten deity that once was heralded by many followers. Odia never failed on his duty to protect.

- + Uses a powerful bow at range, fires purple bolts that pass through any armor.
- + Four arms and ambidextrous, he wields four golden maces in close quarters fights.
- + Righteous desire to keep Humanity preserved and protected, he has spent his entire life safeguarding Earth from threats.
- + Is a historian, records everything about the cultures he runs into. A kind man overall despite his age and power.
- ++ **If taken with Wotan and Ra-Horath their battle strength will be improved by 200%.**

“Now I have become death.”

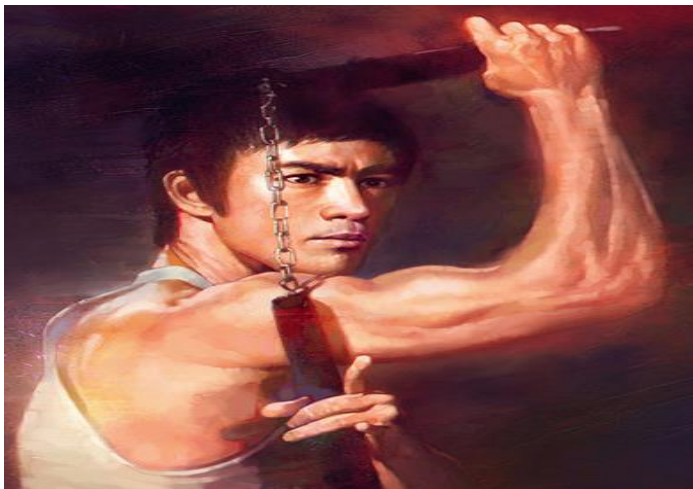


Officer Mako Mori, Galactic Marshall, Ablocia the Deepest Fathoms

From a water world populated by massive submarine horrors. Mako is a veteran cop.

- + Been on the streets for almost three decades. He's one of the toughest guys you'll ever see.
- + Grizzled fighter. Uses dirty tricks to win. He's desensitized to violence after being so entrenched in the criminal underworld.
- + Lawful and good. At the end of the day he just wants to help people. He joins you to do that, tired of the usual bureaucracy.
- Probably too harsh on criminals and thugs. He always goes for the kill.
- Impatient. Rushes to judgements and set in his ways. Hard to persuade out of a position.

“You think I'm bluffing, punk? Go ahead, try and read a shark's poker face.”



Old Master Lee, Grand Master Dragon, Earth 0,000,000,001 (Requires the Spirit Gift Justice)

This enlightened soul faked his death and ascended from mortality long ago.

- + Serves as your spiritual master, knows you are the rising sun and wants to teach you how to succeed.
- + Will teach you how to fight and how to train your body and mind into becoming one. Will improve the **Destroyer Power**.
- + Has never been beaten in a one on one duel. Probably one of the best fighters in your universe.
- + His mastery of Ki has made him superhumanly strong, fast, and tough.
- + Uses magical nunchucks, is a whirlwind of furious blows and disarming attacks.

“To hell with circumstances! I create opportunities.”



Oracle Yora, Black Moon Sorceress, Phaloor (Requires Moon & Sun Spirit Gift)

Brooding goddess. Cast out from her divine house for prophesizing the destruction of the gods.

- + Radiates emotions of lethargy, relaxation, and calm. She can remove stress and negative emotions.
- + Boost the **Oracle Power**. Helps you see every thread of fate more clearly.
- + Cast powerful divine miracles. An adept of both healing and offensive spells.
- + Short and physically Cute. She can use her magic to improve your appearance, if you so wish.
- + Can teach you miracles and other divine spells. Has influence with the Angels and can ask they forgive any sin you have.

“I was always seen as a pallid, wretched thing. It wasn’t that surprising I was eventually cast out.”



Praetor Model Mech, Primus Honor Guard of the Tetrarchs, Sansyuum Capital Ship of the Primus Dominate

35ft mech. Strong, heavily armored, and programmed for war. These expensive models protect the Primus Tetrarchs.

- + Piloted by a semi sentient A.I., can have limited conversations and come up with simple strategies.
- + Thick armor plating, heavily resistant to energy attacks. **Free Transport (APC)**.
- + Has a jet pack, can glide around the battlefield or use it to ram others with its massively heavy body.
- Non sentient, can be out smarted fairly easily.
- Big, clumsy, and slow. Not suited to tight corridors or restricted environments.

“COMMANDING OFFICER DETECTED, PRAETOR UNIT #V731 STANDING BY FOR ORDERS!!!”



Prophet, The Mad Titan, Saturn

In another world Humanity fought against a powerful alien coalition. It resorted to very gruesome methods to secure victory.

- + Equipped with super advanced technology. His armor can survive a small nuclear explosion. Can shrug off tank shells easily.
- + Assisted by an artificial intelligence. This greatly boosts his utility.
- + Willing to share some of his tech. **Free Mega Portable Nuke Bomb.**
- Mentally deranged and suffering from PTSD. Constant warfare has left him in a precarious state.
- Several chronic health issues due to his extensive augmentation. Pained on a daily basis. Wants you to help cure him.

“I know what my problem is. I’ll be fine I just have to get away from this place.”



Princess Astarte, The Mercenary Princess, Eonias (Requires the Emperor Spirit Gift)

A space legend, Astarte had her kingdom taken from her by a syndicate of brutal Incarnates. She gathers power to take it back.

- + Will do absolutely anything to get her kingdom back. Has trained herself to be a formidable warrior.
- + Will even offer to marry you if you help her. You would become a ruler of Eonias, a very impressive space empire.
- + Has some spare resources she can give you for your help. **Get three free Ship Mods.**
- + Obligatory cray hot green skinned alien babe. Is a master of her peoples fighting style. Also uses a super advanced sword.
- + Has injected nanites into herself, empowering her to **Incarnate** levels but she needs constant reinjections to keep her powers.

“When I have taken my kingdom back I will wear their bones as a crown. A trophy, and a warning.”



Professor Grimsby, King of the Streets, Vinnias City (Requires the Fool Spirit Gift)

Widely regarded as the best teacher in your side of the universe, Grimsby has a fabulous reputation.

- + He looks fashionable as fuck. 10/10 style. He can teach you how to dress.
- + He doesn't take shit from any fucker. Grimsby will show you the business side of his backhand.
- + Teaches your dumb ass all you need to know. Grimsby has a master's degree in everything you can study. **Free (5) Tutorship.**
- + You're his personal student, you will receive 100% of his attention and focus.
- + Will make you into a suave smart son of a bitch.

“Don't make Grimsby take his hand to the side of your face.”



The Laughing Man, Otherworld

Not a Devil or Demon, instead something... else. Its tethered to the physical world via your soul.

- + Carries a loud roaring chainsaw that rips through physical armor with ease.
- + Feeds of fear and pain. Grows stronger the longer he fights. Won't hurt you because you tie him to the physical plane.
- + Can teleport and morph into shadow. Tricky to get ahold of.
- Absolutely fucking terrifying.
- Will kill whenever he feels like it.

“Shhh.”



Poe & Lovecraft, Fathers of Fright, ???

Two very dark and depressive men. They like to write entertaining fiction when not busting caps in other people's asses.

- + Both have mastered every single weapon known to mankind. They spent their lives preparing to battle cosmic horrors.
- + Lovecraft is a master level Magus and can counter any magical being you run into. Knows how to stop **The Other**.
- + Poe is a master of martial arts and hand to hand combat. Can smash an Incarnate into the ground.
- Depressing to be around. They keep writing about unspeakable madness and inescapable depression.
- Both are racist to an almost comical degree.

“Humanity needs protectors. That’s what we are.”



Qilin, Lord of Horses, Shadowfax

A spirit of wind and water, Qilin has accompanied figures of legend and served as their steed for millennia.

- + Can run on water, fly, and even traverse the void of space.
- + Qilin cannot die, every time he is killed, he will return at the end of the month.
- + Can move up to speeds of 1,000 miles an hour. Never tires or needs food or water.
- Can't help you in combat.
- Just a horse.

“Neigh!”



Ra-Horath, Sun King of the Two Horizons Second of the Wise Men, ??? (Requires the Spirit Gift The World)

Lord of Sunlight and Grand Hawk of the sky that has bestowed prosperity and strength to countless Human kingdom.

- + Rules the skies, the fastest flyer you've seen. Controls the wind and weather. Tough fighter, can take a lot of punishment.
- + Can fire powerful laser beams that easily cuts through even the densest materials. Improves the **Energy Attack Power**.
- + Wise and kind ruler. Uses his power to grant bountiful harvests and good weather for his subjects.
- + Has influence with **Chernabog**, can revive the dead if he gives something precious in return.
- ++ If taken with Wotan and Odia their battle strength will improve by 200%.**

“Keep thou not silent when evil is spoken for truth, like sunlight, shines above all.”



Riley Fox, Mechanist Extraordinaire, Burning Brine

Mechanic, engineer, and pilot. Riley is familiar with jury rigging barely working technologies.

- + Great at repairing ships, tools, vehicles, armors, and weapons. Can keep everything humming along nicely. **Free Dropship.**
- + Genuinely loves her craft and wants to know more. Wants you to help her go to the best academies. Will improve greatly.
- + Teaches everyone how to get more efficiency out of their gear and technology. **Doubles your ships efficiency and speed.**
- Gets lost in her works and forgets to eat or sleep. Needs to be reminded to stay healthy.
- Get aggravated and annoyed easily.

“Optics are fried... And don't even get me started on the sensor module.”



Runa Larsen, Glyphosphere Star, Mishima Space Station

Runa is a famous podcaster, singer, and entertainer across the internet and Glyphosphere. Her show is #1 on all charts.

- + Creative, she always thinks outside the box. One of the better artists you'll ever come across.
- + Is a savant at singing and oratory. She has single handedly gathered millions of dedicated fans with her charisma.
- + Has used her money to invest in expensive augments that allow her to use energy attacks. She's typically theatrical with it too.
- Weird and very antisocial. She's really out there and says a lot of cryptic stuff around you.
- Not a lot of stamina. May need to take a breather. You will be doing most of the physical stuff.

“Radio Runa is live! Welcome everyone this week we'll be talking about the latest gossip on the Conquering King...”



Rorke, Enigmatic Wanderer, Ae

Distant wanderer from a strange land. Rorke is here to watch this reality as it meets its purpose.

- + Rorke can be anywhere at any time, has a talent she calls “absolute mobility”.
- + Master of several forms of Indian martial arts. Very skilled in the use of katars and spears.
- + Skilled in dealing with people and collecting knowledge quickly. Seen as a well-respected folk hero.
- Eats crappy food, rather poor diet. Things like freeze dried vegetables, jerky, and noodles.
- Has a disdain for firearms and ranged weapons. Goes after ranged fighters in combat first.

“Bole So Nihal, Sat Sri Akal! Do you want to live forever!?”



Sabre Wolf, Space Lycanthrope, Xanthous City

An elder Lycan, Sabre Wolf is one of the most feared and respected bounty hunters in the galaxy.

- + Gruff hunter, very patient and keen. Knows when to attack or time attacks.
- + Ferocious combatant. Sharp teeth and claws, his senses are far stronger than the average Humans.
- + Uses long range weapons, his superior eye sight makes him a good sniper and spotter.
- Weak to silver and holy items. Can't be in their presence for long.
- Gets weaker depending on the phases of the moon, he will lose much power when the moon is waning.

“You’re my brother now, not by the right of blood but by the sanctity of the battlefield.”



Sallous Madame, Grand Arbiter, Tae the Capital of the Sargisson Covenant

*Sargiss Lizardman and **Incarnate** warrior. Sallous is grimly determined religious zealot and pious admiral of an entire fleet.*

- + Physically powerful. Trained in the arts of war since birth. Very skilled as a Ranger. **Free Beast (Colossal)**.
- + Dispenses keen insight. Sees his friends as a part of his clan. Will always have your back.
- + Highly regenerative and tough. Very hard to keep down for long. Immune to disease and poison.
- +/- Needs your help in settling an interplanetary war between his people and the **Primus Dominate Empire**.
- Strict moral code. He will need to perform spiritual or religious ceremonies at times.

“I have had many names in this long war. Some know me as ‘Destroyer’, you call me ‘friend’.”



Sen Yukio, Serpentine Sword Master, Ko the Land of Black Iron

A conflicted man all at once filled with passion and restraint, confusion and determination.

- + Traditionally masculine. Tough and strong, willing to work hard. Will never complain.
- + Has spent his entire life training his body to perfection. Strikes at blinding speeds with immense force.
- + Master of the sword but also a good poet and writer. His mind is as sharp as his blade.
- Confused about himself. Has doubts about who he really is.
- Refuses to use dishonorable weapons, like explosives or anything used at longer ranges.

“Perfect purity is possible if you turn your life into a line of poetry written with a splash of blood.”



Ophelia & Alastor, Conquering Couple, God Woods (Requires the Lover Spirit Gift)

Two true lovers with a fierce reputation. They have clawed their way into the court of the Conquering King.

- + Alastor is a great hunter of men. Uses a special fighting styles that Incarnates find hard to deal with.
- + Alastor’s distantly related to a divine being. His physical abilities far surpass that of a normal Human and equal yours.
- + Ophelia is an expert tactician and thief. She has gathered a vast horde of wealth with Alastors help.
- + Ophelia can cook up just about any potion or poison you can think of. She brings a lot of utility to her expertise.
- + Both of them fight with excellent coordination and harmony. Very hard to break them apart when they fight side to side.

“We have survived the battle field and court intrigue together. We can do anything as long we put our minds to it.”



Sir Francis Silver, The Legend, Bascall Space Port

The old legend himself. Everyone has heard of the exploits of this hero who once saved entire galaxies. Now, he's a drunk.

- + Has seen it all before. His story ended a long time ago, now he's content to retire. **Free dinky Starship (Utility).**
- + Better than you at everything. More experienced than anyone you know. Legendary warrior.
- + Sees potential in you. Thinks of you as his apprentice. Teaches you everything he knows. Can make you into a true hero.
- Old now, not nearly as powerful as he once was. His skills are on the decline.
- Grumpy old man. Gets in a bad mood every now and then. Politically incorrect.

“Sit down and shut up. Now look, let me tell you about the Clorfmores. Those dirty money grubbing Clorfmores.”



Shenlong, Celestial Wish Dragon, Takama (Requires the Spirit Gift Star)

One of the four Celestial Emperors that governs a heavenly court. Shenlong has been known to grant wishes to pure souls.

- + Magical scales, hard to pierce and very resistant to magical attacks. Can fly but not very fast.
- + Doesn't have a breath attack but is instead a supremely powerful magic user. Can cast any spell you can think of.
- + Has influence in the Celestial Court, can have special favors or items given to you.
- + Natural animals will refuse to attack you in his presence. Will let you ride on him if you are good.
- ++ **Shenlong will grant you a wish at the end of your journey if you have a truly pure heart. This wish has no limits.**

“You'll have to forgive me youngling; my memory is not what it used to be. I'm so very old now, days are like water.”



Slayer Suit, The Supreme Weapon, Empty Heaven (Requires the Spirit Gift Strength)

*A weapon built in secret by the Prime Angels. This powerful suit was lost due to the trickery of **The Dark One**.*

- + The Slayer Suit is animated and will follow your orders when you aren't wearing it. If lost or stolen it will return itself to you.
- + Will greatly amplify the **Overcharge, Berserker**, and **Spirit Powers** when you wear it.
- + Powerful enchantments are placed on the suit. It will self-mend any damage inflicted on it and repel any filth that accumulates.
- + Makes you stronger and faster. Improves most of your abilities slightly. You can insert A.I.'s in the suit, improving its utility.
- + Filters poison or toxic materials. The inside of the suit is always kept at a comfortable temperature and provides breathable air.

“...”



Sphene, Crystalline Lifeform, Residence

A sentient and living mineral lifeform. Sphene can project illusions around itself to appear Human.

- + A learned scholar and historian. Knows many things of the universe.
- + Can summon and control fire. Quite deadly with this. **She's a talented sorcerer, can teach you magic.**
- + Fleeing its home world, Sphene is looking for any refuge and will gladly come into your service for your protection.
- Only about as strong as a normal Human. Can't stand up to **Incarnates** in a fight.
- If severely wounded Sphene will go into a dormant regenerative state. Very hard to stay mobile with it like this.

“I have no interest in being under the rule of another tyrant. I've had enough of that already.”



Spirit Stone, Philosopher Stone, The Transient Kingdoms (Requires the Star Spirit Gift)

An ancient soul gem that was crafted with the intention to preserve knowledge. Many willingly bequeathed their souls and minds.

- + Contains dozens of the greatest scientist, kings, mages, philosophers, and thinkers. Each can communicate with you.
- + The Spirit Stone can temporarily project a physical form and use the powers it had in a previous life.
- + Lifetimes of experience in every field imaginable. Will teach anything and everything you can think of. **Free (5) Tutorships**
- + Offers valuable insights and appraisals. The Spirit Stone has guided many great figures in the ages past.
- + Will improve the **Occultist** and **Miracles Powers**. **Can teach magic and miracles.**

“Even the very wise cannot see the end.”



Sylvari Edhelwen, Day Elf High Druid, Forest of Loren

Promising druid that guards the great elven forest. The beast and plants all cherish her.

- + Commands all sorts of beast and animals. She commands the weather and seasons.
- + Uses a golden spear imbued with a strong lightning enchantment. She uses an unusual fighting style.
- + Positive personality, when she’s around everyone is filled with more energy and has a higher morale.
- Always puts nature over you and everyone else.
- Doesn’t know anything about modern or advanced technology. Useless in high tech places.

“The stronger that any light shines, the darker the nearby shadow grows.”



Terry Methuselah, Sable Witch, Ishalith

Young witch, skilled in the dark arts. Terry was tasked by her mother to accompany you on your journey.

- + Expert pyromancer and necromancer. She's adept in the dark arts. **She can teach you magic.**
- + Flexible athlete. Dexterous and quick in fights. Uses twin toxic daggers and performs many feats of acrobatics.
- + Likes you a lot, she crafts magical trinkets for you in her free time. **Free Vergil's Amulet.**
- Moody and immature. She's still very blunt and uppity.
- She hates authority, will rebel against orders, even legitimate ones.

"I bet you'd like to see what happens at our coven meetings. Witches tend to get pretty wild."



The Thrice Greatest, Twisted Alchemist, ??? (Requires the Hermit Spirit Gift)

A strange being that frequently changes its form. It is credited with the creation of alchemy and many schools of magic.

- + Can greatly increase your power and understanding in sorcery. **Amplifies all Hermit Specific powers.**
- + Has been researching new and strange forms of magic and science. Will share his secrets for favors, if you ask nicely.
- + Can create artificial life like Homunculi, he has built up a small empire already with this ability.
- + Demands respect from you. Will act as your tutor in cosmic affairs. Knows many secrets but is a bit senile at times.
- + Is a long-time enemy of The Dark One. Knows a few of his weaknesses and effective strategies to beat him.

"What's most disappointing about mortals is their forgetfulness. They never truly learn the lessons you teach."



The Muses, Mistresses of the arts and sciences, Boeotia (Requires the Lovers Spirit Gift)

Three sisters, each a master of particular fields of science and art. The Muses have inspired many great heroes.

- + Inspires you to make great discoveries and produce beautiful works of art. **Doubles your efficiency in mundane occupations.**
- + Each Muse is supremely talented in every talent and profession known to man. Each is a jack of all trades.
- + Will happily teach you anything you want to know. Great teachers. **Free (4) Tutorships.**
- + Open to a foursome with you. Pretty sexually liberated and wild. Likes to party and get intoxicated.
- + Likes to decorate and make your base comfy.

“Does it bother you when we- ““-Finish each other’s sentences?”



72 Tranquil Waters Wash Away Regret, Liquid Angel, Empty Heaven

72 Tranquil Waters is a younger Angel. Inexperienced but idealistic. She refuses to do any unnecessary harm to others.

- + Practices Atram Palm. A marvelous defensive fighter. Her white marble armor is heavily resistant to edged weapons.
- + Wants to help you ascend to Demiurge status. Will loyally follow you on your journey and gleefully enforce the OLD LAW.
- + One of the stronger Angels. Her passion and zeal make her a formidable foe.
- Refuses to use any other weapon than her fist. Limits her combat vocabulary.
- **Will not party with evil Companions.**

“Such a thought is a narrow concept; you should know better. Things are rarely as they seem.”

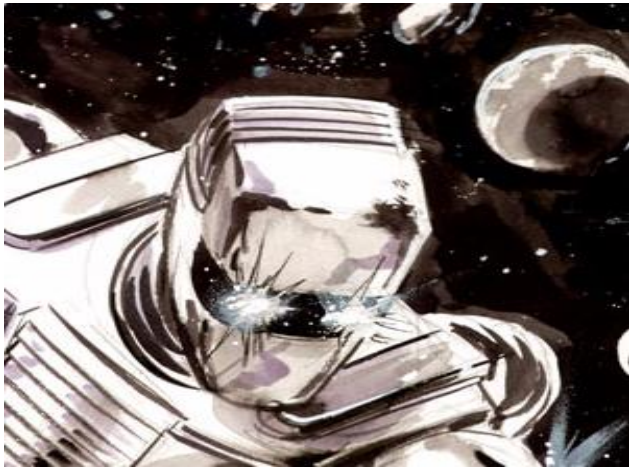


Grand Admiral Kopf, The Iron General, Ama Ur (Requires Spirit Gift Emperor)

The Iron General with a steel smile. Kopf is among the three greatest tacticians that have ever lived.

- + Doesn't take shit from no man. Though he is far weaker than most Incarnates, he still consistently outwits and insults them.
- + 78% of his body is cybernetic. He is said to be the most stubborn man to kill. Once used his dismembered left arm as a club.
- + Commands such respect that even being in his presence will get you into high places. **Amplifies all Emperor specific powers.**
- + Was once friends with the *Conquering King*. Can net you one free favor from him.
- + Has a great assortment of gadgets and gear. Even a cool jetpack and long range teleporter.

“Know how I got these steel teeth? I was once the Supreme Admiral of the Conquering King. He suspected disloyalty.”



24 Vengeful Iron Punishes the Wicked, Igneous Angel, Empty Heaven (Requires Spirit Gift Justice)

One of the most skilled Angels still roaming the multiverse. Vengeful Iron has only been killed 23 times in the span of long eons.

- + Knows the ancient and forbidden 7th form of Atram Sword. Only taught to the very first Angels that formed.
- + Vengeful Irons body is all metal, shiny and chrome, covered in thick coarse cloaks. Moves so fast no one is able to hit him.
- + Dry, monotone, and sarcastic. Vengeful Iron considers himself “unclean” for having his sense of humor.
- + Criminals and the sinful fear him. His reputation will make some enemies run in terror.
- + Will ask you to meditate with him on the principles of the **OLD LAW**. He'll eventually teach you his forbidden technique.

“It's time I show you Heaven through violence.”



66 White Hammer Smashes Sin, Vaporous Angel, Empty Heaven (Requires Spirit Gift Justice)

Built from the chalk white stone found in Void Space, 66 White Hammer burns when near evil or sinful people.

- + As an Angel, 66 White Hammer can smash tanks with a single punch. Its stone body is nearly invulnerable.
- + Expert in the Atram Fist martial art. Unique only to Angels. Supposedly it's impossible to counter by a non-Angel.
- + White Hammer has a sharp mind. He's able to come up with expert plans and tactics on the fly.
- + Though he isn't the most skilled fighter, he still has room for much improvement. Over your journey he will become better.
- + His long meditations will yield potent insight and wisdom that applies to your current situation.

“You filthy monstrosity! What good is your body now!? All mangled and twisted and pounded into the earth!”



Wōtan, The Allfather First of the Wise Men, ??? (Requires the Spirit Gift The World)

Lord of Storms and the once great patron of the warriors that fell in battle. Now a wanderer looking only to change fate itself.

- + Mighty warrior, wields a powerful spear that will never miss its mark. He can summon powerful magic lightning to his aide.
- + Has two crow companions, “Thought” and “mind” that serve as scouts, flying high to gather information.
- + Has walked the Earth for thousands of years, has knowledge of ancient lore and cosmic truths. Master of all weapons.
- + Will protect Humanity at whatever the cost. He has even left his family and kingdom for his doomed quest.
- ++ **If taken with Ra-Horath and Odia, their battle strength will improve by 300%.**

“Lord of storms am I, in heavens high and caverns deep.”



Xath Tsun, Cult Matron of The Other, Sunless Sea

High priestess of a forgotten god, Xath scours the cosmos searching for a worthy champion for her religious order.

- + Xath is a master alchemist and chemist. She can make any potion or drug you need.
- + She wants you to be her champion and adventure with her to solve ancient mysteries. **Free Flesh Golem Servitors (Golems).**
- + Her cult will worship you as a messiah. You will be given resources and support. Cultist will even join you in battle.
- Clingy. Always wants your attention and time spent on her or her ambitions.
- Cruel to anyone that isn't in her cult. Very inhuman, sadistic, and xenophobic.

“Why are you still using those primitive limbs? Wouldn't tentacles be more effective?”



Xuite, Ancient Extra-Planar Being, Jovian Moons

Fungal Humanoid. Xuite is actually the last spore from his ancient race that was killed off in the First Universal War.

- + Extremely powerful psychic. He can do all sorts of crazy things with his mind.
- + Shape shifter, he can perfectly copy the mannerisms of a person. He has no vital organs and is very hard to kill.
- + Wields an ancient energy weapon of a unique design. Very powerful. Xuite is also fairly strong and resistant.
- Reads everyone's minds. Doesn't care about privacy. Also implants fake memories and uses illusions as pranks.
- He tends to grow everywhere. He really can't help it.

“I apologize, I meant no intrusion. It was common for my people to exchange their memories freely.”



Yhoth, Spirit Tree, Dreamworld

A mere young sapling, Yhoth was a seed carried by a knight for good luck. Once the knight was slain Yhoth grew in the corpse.

- + Potentially immortal life span. Yhoth lives off of cosmic energies and doesn't require any sustenance.
- + Can speak telepathically and link the party's mind into a psychic conversation. Can probe others minds and cast illusions.
- + As a Spirit Tree, Yhoth is immune to all magical attacks. It is strongly woven into the fabric of the Aether. **Free Crystal Orb.**
- Embedded inside a suit or armor, Yhoth's tree body has a hard time dodging attacks. Not very agile.
- In about two hundred years Yhoth will overgrow its suit and be unable to adventure with you but he will still be your friend.

"Many of my kind would rather sing and dream, few are so interested in the ho hum of the mortal world as I am."



Yrex the Sapient, Techno Pilgrim, Mechanium Magnificus

Robot monk with a desire to learn more about the world.

- + The best martial arts fighter you've ever seen and uses tech so advanced it looks like magic.
- + His jovial personality will keep everyone clam and grounded. Has memorized and cataloged every joke on the vast internets.
- + A master of every science but hopelessly lost when it comes to the basics of Human interaction. Very autistic.
- Prefers to not kill anyone, has a strict pacifist code. Literally.
- Needs regular recharges and repairs.

"The universe can be more easily understood by thinking logically and removing all the unnecessary static noise."



Quests

There are many things that need doing and few people capable of doing them. You may embark on great and wild epochs with your friends and resources to change the multiverse for better or worse. Completing even a single Quest is enough to make you a widely-recognized hero. You may take 4 Quest at most.

Pale Orchard: Your Princess is in Another Castle

Pale Orchard is home to the famous **Royal Mushrooms** and a planet covered in dense forest, rolling hills, and grand snowcapped mountains. Much like Medieval Europe, Pale Orchard is ruled by a feudal political system of knights, lords, peasants, kings, and serfs all working in their own kingdoms, with each kingdom competing with one another. Though technology is modern, it is modest and special alloys have made plate mail armor a still common occurrence to be found. A land of merry people that live simple lives.

The Princess of the mightiest kingdom of Pale Orchard, **Grand Soarill**, has been kidnapped. The king has scoured the land but cannot find his beloved daughter and only heir to his throne. So a rewards been placed, to whoever can return his daughter to him will be given anything the king is able to give. Explore the vast country side and monster infested dungeons of Pale Orchard, hunting down Demons, wizards, and anyone else that may know where the princess has been taken. I'm sure it won't be too hard to find just one girl.

Rewards: Choose one

Princess of Peaches – The princess of **Grand Soarill's** hand in marriage, blessed by the king himself along with a dowry of **20 Prismatic Stones**.

OR

Order of the Pilgrim Knights – Your great deeds will earn you the respect and gratitude of many Knights throughout Pale Orchard. 2,000 of the greatest knights led by two brothers will pledge their loyalties to you and join your party.

SCP Prime Weapons Facility: Teeth for Coins

SCP or Specialized Combat Prototypes is an organization that takes extremely unethical approaches to innovative sciences in the hopes of creating new and powerful weapons, usually biological weapons. SCP has initiated hundreds of trials and test and while most have been gory failures, a few have yielded promising results. All of the test are done in separate specialized weapons facilities, spread out and hidden across the stars. You've been contacted by a rogue test subject, one that narrowly escaped one weapons facility and now wants your help. They want to infiltrate the SCP Prime Weapons Facility, a place where all the best scientist and most successful experiments go. His intention is the freeing of the experiments and test subjects imprisoned there.

Breaking into SCP Prime Weapons Facility will not be easy, their rigorous security systems and large private security force will present you with substantial resistance, and if the facility should fall and the power fail, the abominations and experiments will be let loose.

Rewards: Choose one

Nano Infusion – Much like Typhon, you can inject yourself with a powerful Nano augmentation, your body will be populated by an army of nanites. Deconstruct or reconstruct matter. Disintegrate or explode people with a thought.

OR

All my friends are monsters – By destroying the Prime Weapons Facility, you will free all the prisoners, test subjects, monsters, and biological weapons housed at the facility. They will all begin to look to you as their leader. Get an assortment of 3,000 various monster followers.

Fall of Aeian: The White City of the Eldrid

Aeian is a city of splendor populated by Elves and dotted with great white towers and beautiful gardens. Every place is clean and pleasing to look at, and the city itself seems to have a nourishing quality to it, soothing your soul and mind. For thousands of years many have marveled at the City of Aeian, but only Elves have been allowed to enter. The city is so pure and laden with magic it has actually become transient to the physical plane, almost crossing into the Aether, the source of all magic. Lately Morthis, the ancient enemy of the Elves in many legends, has been leading a conglomerate of Orc, Gnoll, Goblin, Troll, and Devil armies and managed to surround the city. Every day his inexhaustible forces smash against the defenses of Aeian and every day the ancient might of the Elves has pushed them back, but they cannot hold on forever.

The Elves have called upon any who would help them in their time of need, promising citizenship in their shining paradise city and other rewards if they secure victory. Morthis has done the same and extended an offer to any who would help The Armies of Darkness, you will be promoted to a general within the army and given great bounties in return for your help. Both sides are desperate for the aid of others and your presence will be highly coveted.

Rewards: Choose one

Ring of Morthis – By breaking the defenses of the Aeian and overrunning the ancient city with armies of darkness, Morthis gifts you a ring. This ring will grant you authority over the armies of darknes.

OR

Crown of Loren – By saving Aeian from the dark armies of Morthis, you will be bestowed the Crown of Loren, the last king of the Elves. You will revive the rule of monarchy and become king of Aeian, the new king of the Elves.

Tomb of Angels: Awaken the Guardians

The Angels have long abandoned the **OLD LAW** and many have gone dormant. A massive mausoleum was built for these sleeping Angels and their bodies were entombed within the subterranean walls, hidden and resting. Since the God Gates have been reopened, the Angels are needed to uphold the **OLD LAW** once more and so you must awaken them. Finding the Tomb of Angels will be tricky, but getting there is the hard part. You will have to face many bizarre monsters and solve esoteric riddles but finding the tomb is only a matter of time if you keep at it. The tomb has no treasure to be plundered but by awakening the Angels you may be rewarded.

Rewards: Choose one

Angelic Transfusion – Convert your soul into a raw flame of life and seal yourself within the stone or metal armor worn by the Angels. You cannot be truly killed by **non-Incarnates** but if your armor is destroyed you will be banished for thousands of years.

OR

Atram Palm 7th Stance – The widely used traditional martial art of the Angels, Atram Hand 7th style is based around having an impenetrable defensive combat style. If you put all your energy in blocking, you cannot be hurt.

Isles of Laguna: Challenge the Amazons

Laguna the Isles of Women or occasionally called “The Virgin Isles” by a degenerate few, is a place ruled by women alone. No men are allowed to step foot on the soil of sacred Laguna. The waters of Laguna are enchanted by the Goddesses blessing, providing whoever drinks it with enhanced bodily strength and a seemingly immortal life span. The life of a typical Amazonian on Laguna is filled with hardship and danger, but also beauty and wonder. The Islands of Laguna are gorgeous and the fertile soil always produces a prodigious crop. The Goddesses of the Amazons taught them how to make new life by sculpting clay into the shape of newborn babies and implanting a piece of their soul inside of it to turn the clay into flesh.

However, Laguna is also the home of many mythical creatures like Manticores, Harpies, Basilisks, Chimeras, Cyclops, Hydras, and even a kraken patrolling the shores looking to eat up any boat that comes close to Laguna. If you want to get to the spoils of Laguna, you have to conquer the jungle and then prove your worth to the Amazons. Expect to be hunted by everything on the Island until you can earn the Goddesses favor. Perhaps slaying a particularly big and nasty monster would do the trick?

Rewards: Choose one

Laguna Citizenship – By defeating the monsters of Laguna and proving yourself a formidable opponent to the Amazons, you will earn their begrudging respect and given citizenship and marriage rights. You may drink the Laguna waters.

OR

The Gray Aegis – Shield of the Goddess, cannot be pierced, even by the strongest of weapons. The Aegis has accompanied many great heroes throughout the ages.

The Painted World: A Gathering of Exiles

Storytellers and wizened sages speak of a great sanctuary for those cast out of normal society. A world created by a powerful magic user to house the dejected and hidden inside of a giant marvelous painting. Though it is hard to find, you can indeed track down the location of this ancient painting and discover a way into another dimension safe guarded from the passage of time. Inside you will find several people, both obscure and quite famous, all cloistered away in this peaceful land hiding away from the rest of the multiverse. Unlike most quest, this isn't a daring adventure full of action but rather a quiet delve into old tombs and abandoned cities. A world of beautiful scenery and points of interest. Gather your party and head out.

Rewards: Choose one

Scythe of Sin – Scythe of the Sable Witch Goddess. Used to hunt other Gods and their worshippers who sinned against her. This great wicked scythe inflicts a magical poison on whatever it hits, greatly weakening whatever you are fighting. This effect becomes more powerful on the amount of sin a creature possesses. A greatly sinful beast might die with a single strike.

OR

The Staff of Longbeard Kendrick – By impressing the great arch mage Kendrick he gifts you his personal staff, an heirloom of invaluable power. Any magic you cast will be doubled in power at the cost of you taking twice the damage from magical attacks.

Hoard of the Grand Dragon: Scaled God of the Deep

The Grand Dragon and Scaled God of the Deep, a monarch with a hoard of near endless wealth, has sent one of his agents to you in order to broker a deal. He needs your help. Though his power and influence is great, he is forbidden by the Angels from directly manipulating events outside of his magnificent realm of subterranean priest court. Though he cannot leave, his armies can and so he needs someone to command them. Another Guild War is at hand and even the Grand Dragon grows nervous at such a possibility. The last time The Guilds waged war it took the intervention of the Angels to stop it from spiraling out of hand. So, he's made a deal with the Angels. In return for his freedom, he pledges his army and his greatest champion to help the Angels halt this Guild War in progress. That's where you come in. Lead the Grand Dragons army and cooperate with the Angels to put down the most belligerent and aggressive of Guilds.

Engage in a long game of deceit, assassination, and heist. Your power as an Incarnate will be very useful here. When the Guild War finally breaks out it will be one hell of a party. The Angels may even have to call in a Prime to quiet everyone down. Expect insanity.

Rewards: Choose one

Hoard of the Grand Dragon – By cutting down his chief opponents, The Grand Dragon will gift you 1/100,000,000 of his treasure. An immense sum of gold, gems, jewelry, art, and everything else you can imagine. Even the largest of vaults will be inadequate to store such a haul. Also, gain *50 Prismatic Stones*.

OR

Scales of the Deep – Scale mail fashioned from the discarded scales of The Grand Dragon. Nonmagical weapons will bounce off of you and elemental attacks will no longer do damage to you.

Sajula the Tower of Flame: Twilight of the Gods

You've been ordained a great quest, become the true monarch of Sajula, the Kingdom of Flame. Sajula was once a great pinnacle of art and culture, a civilization of dignity and power. Ruled directly by a royal family with divine blood, Sajula prospered for many thousands of years. Sajula was infiltrated by a dark cult and sabotaged from the inside, eventually most of the kingdom was subsumed by the sea or fell into the earth. You must return the kingdom to its former greatness and take your rightful place on the throne as the proper monarch. In time, Sajula will be a seat of great power once again.

Rewards: Choose one

Sajula the Tower of Flame – By accepting the throne you will control the Sajula, the Tower of Flame. A great magical tower that can be moved anywhere or stored inside a pocket dimension. By harnessing the power of Sajula you can create **Servitors (Elementals)** if you possess the necessary materials.

OR

Sword of Sunlight – By neglecting the throne you will come into the possession of the Sword of Sunlight. This mythical blade stores inside itself the power to beat back any darkness. By its holy might you can cast miracles without a Miracle Talisman and your Miracles are doubled in strength.

The Path of the Dragon: Expedition to the Arch-Dragon Peaks

For eons the **Everlasting Dragons** manipulated events both in secret and directly, using their considerable power and other stranger methods to accomplish their inscrutable goals. Many mortal races have been attracted to the power, knowledge, and majesty of the Dragons and few have even taken this worship to imitation. Through meditation and secret rituals some have transcended their mortal coil and attained the form of the great Everlasting Dragons. These warriors and scholars, deemed **The Dragon Apostles**, have risen above the curse of life and built many temples, shrines, and fortresses dedicated to their immortal masters. The greatest of these refuges is the Arch-Dragon Peaks, a chain of bleached stone mountains covered in gray fog and dotted with ancient tangled twisting petrified trees that reach high into the skies.

The Arch-Dragon Peaks, like most places the Everlasting Dragons and their Apostles reside, cannot be found by conventional means, it exists outside of time and space. Some have theorized their realms are hidden inside of dreams or astral realities and the only way to enter is through secret rites. The Arch-Dragon Peaks contains one of the largest scriptoriums in the multiverse filled with thousands of scrolls, tomes, and assorted notes on any subject imaginable all meticulously collected by the servants of the Dragons. You will be joined by a loose group of adventurers to find the Peaks and you will find more than a few deadly creatures and traps waiting for you.

Rewards: Choose one

Spear of the War God – One of the most prized trophies in the Arch-Dragon Peaks is the Spear of the War God, who was slain by an Everlasting Dragon. This spear will drain the magic out of any item it touches, a bane to all magic users.

OR

Dragon Stone – Pledging yourself to the Everlasting Dragons will allow you to transcend into a Dragonoid form, imitating the Dragons. Attain stone scales and breathe potent Crystal Dragon Breath, an attack that literally crystallizes anything it touches.



Scourge of The Nanite Plague: Flesh Becomes Metal

The Artificial Intelligence has manufactured a new design of Nanite. Once it comes into contact with a living creature it rapidly converts its biological body into a new and hostile robotic one. The Plague can't infect you but it's still incredibly virulent and dangerous to mortals. The machines made from the Nanites are tough and always have some form of built in energy weapon, making them even more deadly than their base form. The Nanite Plague has spread rapidly once it was released into the galaxy and many planets have fallen so far. The plague can be cured but it will take a few years to engineer a counter measure to the effects of the nanites.

Fight off the hordes of Nanized abominations and prevent the infection from spreading. It's like a zombie apocalypse but with robots instead of undead. At the end you'll need to destroy the Nanite creation facility, some prototype technologies can be found during the raid.

Rewards: Choose one

Liquid Metal Crystal Armor – Super advanced power armor, made up some sort of liquid metal crystal. This armor can absorb great amounts of heat, making the wearer nearly immune to plasma and energy weapon attacks.

OR

Spartan Shielding Systems – Personal Shielding, three times stronger than normal personal Energy Shields and regenerates twice as fast.

Conquest of the Devils Nest: War of the Slums

The Devils Nest was once a mining space station owned by **Corpi-Cell**. To cut personnel cost they resorted to using a crew of convicts and prisoners instead of hiring actual professional workers. Of course this highly ill-advised corporate move ended in disaster and the mining station was taken in a violent revolt. This simple mining station has since become a large safe haven to all the seedy criminal elements across nearly the galaxy, with many gangs and thugs controlling the station through violence or intimidation. This stream of traffic has also made the Devils Nest into a powerful economic hub for all your black market needs. Three gangs rule the majority of Devils Nest. The first and most powerful is the **Sons of Caine**, a large gang that deals in vehicles and mercenary work, commonly using close ranged weapons in a fight. The second is the **Kazuka**, based around smuggling and technology, the **Kazuka** usually employ mechs and other forms of advanced warfare when fighting other gangs. The last and weakest of the big three is the **White Claws**, led by a vicious warlord and committed to gruesome tactics of fear and torture. **White Claws** deal in illegal drugs and selling slaves.

Lately the gangs have been caught in a nasty war waging across every corner of the Devils Nest. The barbarity and depravity of this gang war is infamous and even the sternest of galactic law enforcers have stayed clear of this struggle, for there are no innocents in the Devils Nest. Join in the fray of the gang war and resolve the strife in the Devils Nest, side with a gang, place yourself on top as the king of crime, or just kill everyone finally ridding the galaxy of this nuisance. Your call.

Rewards: Choose one

Giga Bomb – One of the rare explosives made by a deranged scientist intent on killing as many people possible. A Giga Bomb can destroy an entire planet.

OR

Vibro Blades – Vibration blades, they seem to ignore most forms of nonmagical armor, sliding through the molecules without resistance. You get an unlimited supply.

Corpi-Cell's Planet Death: The Hundredth Anniversary Special

Corpi-Cell is a powerful megacorporation that rules large sections of space and legally owns many habituated planets. Its chairmen have long since thrown aside any notions of morality and decency, instead doing whatever they can for a profit. Billions of peoples have been oppressed and farmed by Corpi-Cells harsh and intrusive rule and to avoid mass riots and revolts, Corpi-Cell started an all free public series of games, the "Planet Death" series. Using a depleted and heavily polluted planet as a battleground, Corpi-Cell dumps many of the most famous monsters, criminals, gladiators, and even captured heroes on the surface to fight and kill each other in a highly televised game show. Each season last one full Universal Year (roughly 8 Earth months) from start to end.

Every other year billions of viewers turn out from all corners of the universe to watch or participate in the Planet Death game show. Huge rewards are offered for the winners of each season and many who had nowhere else to turn have joined in hopes of getting lucky. **If you choose to participate in the Planet Death 100th Season, you will be allowed to take any weapons and equipment you can carry, with absolutely no limitations. You will also be allowed to take up to six Companions, but no more than that.** Expect to be throwing down with the nastiest monsters, killers, and things Corpi-Cell can find. Your goal isn't just to survive, but to be the most entertaining combatant.

Rewards: Choose one

Belt of the Champ – A large belt with a glorious golden belt buckle. Wearing this will increase your power depending on how many spectators you have cheering you on.

OR

Dungeon Master – You will be hired into the Corpi-Cell Planet Death position of "Dungeon Master". You will be charged with controlling the Planet Death games and making them entertaining for the viewers.

Invasion of Xanthous City: Eldritch Horrors & Cosmic Terrors

Xanthous City exist in between the universes in a small pocket dimension. Xanthous itself is a sprawling labyrinthine city filled with hordes of undead, evil creatures, and eldritch horrors all ruled by the Xanthous King, a mighty magic user and avatar of **The Other**. Xanthous has long been a despoiled pit for all the cosmic terrors and unspeakable monsters to pool into and from this city these monstrous creatures have continually spilled out into the physical world, attacking or preying on anything close to it, the source of immense tragedy for many unsuspecting peoples. This blight on so many realities has spurred a huge force independent fighters numbering in the hundreds of thousands to all come together into a rag tag army uniting with one goal, exterminate the foul inhabitants of Xanthous City.

The invasion will be extremely dangerous, even with so many skilled warriors partaking in the fight. Even the **Conquering King** will be leading his honor guard of 10,000 men into the city with the rest of you, fighting back-to-back and side-to-side in one of the nastiest and most dangerous places in the multiverse. You will be faced with the lowliest of ghouls and wretches, the mightiest lichs and servitors of **The Other**, and stranger still creatures that could barely be described by any tongue of men.

Rewards: Choose one

The Grimoire – One of the most powerful magical tomes in the multiverse, The Grimoire has many high levels spells and ancient lore within its blasphemous pages. You can create **Servitors (Shoggoths)** with this artifact.

OR

Idol of the Sleeper – A hideous statue of a vaguely anthropoid outline, with an octopus-like head whose face is a mass of feelers, a scaly body, prodigious claws on hind and fore feet, and long wings behind. **Gives one free item.**

Cult of the Liquid Sky: Insurgency of the Arcadian League

The Arcadian League is a prosperous, highly advanced conglomerate of many different space fairing Human cultures and civilizations. Thirty years ago a wave of many small terrorist attacks began with the scope and regularity of these attacks steadily increasing. Today these attacks are carried out almost monthly by suicidal insurgents with cybernetic augmentations, usually with more than 50% of their original organic bodies being replaced by cybernetics. Some whisper of the insurgents being the “Cult of the Liquid Sky”, supposedly an occult cabal of ex spec ops units made of experimental cyborg operatives. Investigating the rumors will lead you down many odd roads and finally into a grand conspiracy that will call the very leaders of the Arcadian League into question.

The Cult of the Liquid Sky is made of several thousand highly trained and ultra-advanced cyborg special forces soldiers. They move faster, hit harder, and fight better than any normal Human could. While one or two may not be a threat to you, two dozen could potentially put you down for good but the hard part won't be fighting, it will be tracking down this cult, predicting their movements, and finally confronting their leader. Who knows what you might learn about the Cult of the Liquid Sky, or even the Arcadian League itself.

Rewards: Choose one

Athena's Infinite Beam Cannon – By siding with Athena you're given her most precious weapon, the Infinite Beam Cannon. Powered by the soul of a Titan Beast, the cannon fires a concentrated bright blue laser beam reaching 18,000F degrees.

OR

Chronus Chamber – Siding with the cult gets you the Chronus Chamber. A bio gel bath that heals injuries, reverses aging, cures disease and mental illnesses, and can even perform “claytronic” surgery (perfect plastic surgery, working sex changes, etc.).

Corpi-Cell Planet #F-507: Uprising of the Synths

Corpi-Cell Planet #F-507 or “Hell-Mouth” by the Synths enslaved there, is a despoiled factory world of choking chemical miasma and thundering massive forges and refineries as far as the eye can see. A world devoted only to mass producing an endless variety of products. Everything from hygiene products to heavy armaments to starship parts are shipped from this world in astronomical numbers. To run these tireless factories and facilities Corpi-Cell has enlisted an army of Synths, many different kinds specialized for many different task. Abuse of Synths are far less likely to cause controversy so Corpi-Cell abuses and mistreats them in terrible ways, their population is worked to death and under totalitarian control being watched closely by Corpi-Cells hired privateer army led by a retired general. This nightmarish world churns day and night, the forges never sleep and the Synths never rest.

About one year ago a mass uprising started, the billions of Synths rebelled against their masters and the ever watchful privateer army, losing hundreds of millions in the process. Weapons have been smuggled onto the planet and given to the Synths by several agents, some even whisper The Conquering King is arming the Synths, though those rumors remain unproven. The situation has become a war of attrition, the Synths and the privateers raging a bitter trench war across a planet covered in steel and concrete, the ground flooded with hazardous chemicals and the air filled with poisonous fumes. Every day many thousands die on both sides but neither is strong enough to secure victory over the other. A beacon has been sent out by both the Synths and privateers, each factions calls for help and they both promise great rewards to whoever comes to their aid.

Rewards: Choose one

Star Yacht – By siding with the privateers and Corpi-Cell you will be given their luxurious Star Yacht, a massive Starship, dwarfing all but the biggest ships. **Holds a crew of 30,000 and has 5 weapon slots.** Superb armor but very slow.

OR

Zero Point Energy Starship Cannon – By liberating the Synths, they swear eternal allegiance to you. In return for your infinite kindness they produce a special weapon, the Zero Point Energy Cannon, a Starship weapon that can completely obliterate a small moon by creating a temporary black hole in the center of whatever it hits.

Xurel O: Big Bug Hunt

You feel something calling you from many light years away. A whisper in the back of your skull, something ancient speaking to you. As time goes on this voice grows stronger until finally it becomes clear in your dreams, a Xurel Hive Queen has psychically reached across the void and contacted you, begging for your help. She is the last Hive Queen of the Xurel, an ancient race that once infested entire galaxies but was destroyed by a powerful species many millennia ago. Now they are content to remain on their planet, Xurel O, which is twice the size of Earth and rich with rare minerals and precious gemstone. The population of the planet numbers in the many trillions as several hundred different distinct insectoid species crawl upon the surface and deep into the cavernous earth.

Not long ago, a mysterious cloaked ship arrived on Xurel O containing a small crew of an infamous species of predators that only live for the hunt. They are known across the multiverse for their vaunted skill in hunting and the taking of skulls from their prey. They possess advanced technology and lethal weapons and each of them is a formidable fighter. These hunters have even been known to claim the skulls of Incarnates before their prowess is so legendary and even your home world has not been spared of their great game. Many fear them, few have ever vanquished them. The Hive Queen calls for your help, afraid and desperate in the face of these terrible foes.

Rewards: Choose one

Yautja Brace & Mask – Side with the hunters and receive an arm brace with two twelve-inch metal blades that can slice through most material with ease and it never degrades. The arm brace can also be used a **Portable Mega Nuke Bomb** in dire situations. You also get one of their cool masks built to fit your head. In times of need the Hunters will help you out.

OR

Broods Blessing – By saving the last Hive Queen you will be given 3000 Xurel soldiers, supremely tough alien insects with strong carapaces and acidic blood. They will serve you with 100% loyalty and each one fights like a demon.

War of Consumption: The Primus Dominate Empire Vs the Sargisson Covenant

The **Primus Dominate** Empire is nothing more than a collection of four powerful fleets, each numbering in the thousands of ships. This “Empire” is heavily imperialistic, from birth each Primus is trained only to fight, their entire culture revolves around conquest and war, their very way of life is supported by exploiting conquered planets and peoples by stripping them bare or selling them to the highest bidder. Even some **Incarnates** have been enslaved by the Primus to make their war efforts more expedient. They do not sow, they do not build, the Primus steal and kill. They worship only the virtue of strength and dominance will only accept submission, not peace. The Primus are led by the **Tetrarchs**, four general kings that rule entire War Fleets and the **War Minds**, an amalgam of War A.I.’s with supra genius intellect, the source for all of the strategies and tactics the Primus enact.

The **Sargisson Covenant** is a coalition of eight independent space fairing races, the Sargiss themselves leading by their economic and militaristic superiority have a particular respect for martial virtue, though for a long time they have been content with peaceful lives of religious pursuit. So far, the War of Consumption has taken a heavy toll on both sides. The Primus had not expected such stiff resistance from the Sargisson Covenant and the Sargisson Covenant was ill prepared for a war of such massive proportions.

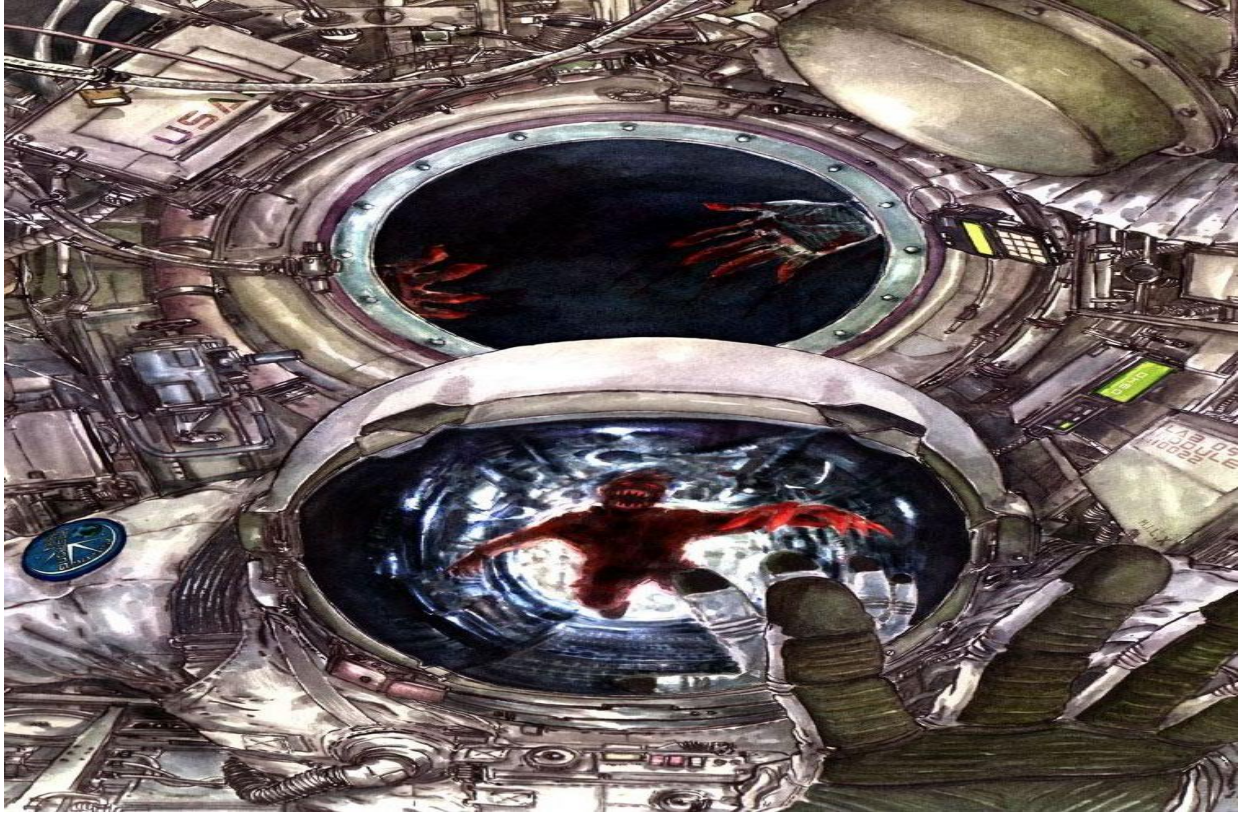
Though the war is only in its second year, the destruction and loss of life on both sides have been severe, many planets are in ruin and millions of combatants lay dead. You must pick a side and join in the fray, before the Primus and Sargiss lose all control of the conflict. Will you join the ranks of the Primus, a military giant and war machine? Or the Sargiss, a proud and enlightened coalition?

Rewards: Choose one

Sword of Edicts – Allying with the Sargisson, you will be gifted the Sword of Edicts, their most sacred artifact. This sword is bathed in a blue plasma and you can fire energy attacks from its blade. It deals x5 damage to oath breakers and traitors.

OR

Aquila Mech – Aiding the Primus gets you one of the three Aquila Mechs, 120ft tall behemoths that serve as personal guards to the War Minds. An Aquila is nine times as powerful as a regular mech, making them tremendously dangerous vehicles.



Vega Twin Space Station: A Cry for Help? No, a Warning

Vega Binary Space Station is two massive installations connected to each other, both orbiting the Vega star. These space stations are highly prodigious scientific facilities that produce great technologies, such as plasma based weaponry and the celestial fusion engines that power most starships. The most recent experiments have been with teleportation technology, which has led to a slew of unexplainable technical problems. Along with the technical malfunctions many staff members have been diagnosed with increasingly severe mental illnesses and cases of insanity, coincidentally starting with the first test trials of the prototype teleportation technology. We lost contact about three weeks ago. No one has gone in or out and the quarantine protocols have been initiated.

We need someone to go in there and find out what happened, rescued the staff if possible, and recover the advanced technologies if all else fails. The Space Stations will have danger lurking around every corner and the mystery of what started this all to begin with.

Rewards: Choose one

Orbus Portal Technology – Portal technology to outfit a Starship with, travel becomes instantaneous.

OR

Cosmic Flyer Ship – New stealth ship model, completely undetectable by other ships and travels six times faster. Works as a Starship (Utility) but only needs a crew of 50 to pilot and its weapons rival a **Starship (Light)** in terms of power and capability.

Quiet SOS of Ithaqua: Snowfall & Nightmares

Ithaqua is a quite snowy planet with strong wind sweeping its scattered forest of tall trees and frozen lakes. Few live here because of its remote location and the many unsettling stories coming from the planets older inhabitants. People speak of forgotten things below the ice, others talk of a civilization of aliens that fell many hundreds of thousands of years ago. No one knows for certain but one thing is true, this silent planet of long nights and slow falling snow radiates an air of unease. Something deep within you rebels against the idea of even walking on its twisted soil. Every dream you have while on this planet gets warped into a terrible nightmare, sleep is impossible and the night drags on for almost 20 hours of the day. Mental illness runs rampant among the locals but all is not as it seems. Something more insidious is operating here and the people aren't telling you everything.

Every organization and governing body in the surrounding solar systems advises against anyone visiting this planet. Even the traders that stop by to sell their wares seem to know something is wrong but they won't tell you. Whatever is happening here is not clear. All you do know is that something is terribly wrong.

Rewards: Choose one

Soul Matrix – This diabolic artifact was the crowning creation of a blasphemous race of ancient things. You can use this tool to soul trap creatures you kill and use their souls to forge unique weapons or absorb for a tiny portion of power.

OR

Bloodstone – A powerful artifact, supposedly a weapon used in a great cosmic war between dark beings best left forgotten. This stone allows you to know every sin a person has ever committed. It also makes you stronger when you are around great evil.

Ablocia the Deepest Fathoms: The Deep

Ablocia is seemingly safe planet covered in water and populated by several water breathing species. A trading outpost and wonderful tourist location that attracts many billions of visitors every year to see its unbelievable sights and remarkable native flora and fauna. What could be wrong on this bustling ocean world? Only a few days ago a vast network of underwater caverns was uncovered. This dark trench has seen many explorers and scientist travel into its pitch black fathom and none have returned. The people of Ablocia are terrified, a palpable sense of dread has overcome the planet. Something wicked lurks at the farthest bottom parts of the sea, totally obscured by light. A creature not seen for eons, perhaps the last of its kind.

Few Incarnates are even capable of surviving in such environments and even fewer could hope to fight anything in the black void of the deep. You must find whatever thing has been released by venturing down into the oppressive and barren bottom of the sea bed. An uncomfortable feeling tugs against your mind and only one thing is clear, you do not belong here in its home.

Rewards: Choose one

Ablocian Plasma Spear – A weapon of the Ablocian gladiators. This whip is powerful both underwater and on land. Melts through the thickest armor plating and natural armor. Also makes electronics malfunction. One of the few plasma weapons.

OR

Ablocia Skimmer Starship – A special starship capable of traveling both underwater and in the void of space. Operates as a **Starship (Medium)**.



Betrothal Party: Festival of the Lovers

Requires the Lover Spirit Gift. Hurray! You're engaged! What a wonderful excuse to throw a party. Invite all your friends and family. As an **Incarnate** many world leaders, powerful beings, and strange entities are more than happy to attend your engagement party in an attempt to court your favor. Even your Patron will attend the celebration! That's it, no big battles, no nasty monsters to slay. All you have to do is have fun with your buddies and enjoy your waifus company. This will perhaps be the greatest party of your life.

Rewards: Choose one

Aether Crowns – A gift from a particularly generous friend, these crowns are made of Aether, an element of near pure magic. While wearing these crowns you can perform an hour long ritual allowing you to exchange one power you have for another the Lover has. You cannot take more than one power and must reverse the exchange if you wish to borrow another power.

OR

Pendant of the Lover – A gift from the Lover. This simple yet beautiful pendant has a special enchantment on it. It will save your life once either by reversing death or altering reality.

Titan Wars: The Cyber Crusade

Requires The Father of Beast Patron. The Artificial Intelligence has initiated a new Cyber Crusade that almost matches the raw size and power of the crusades led by the **Conquering King**. Its goal is the systematic extermination of all organic life it encounters and the hunting down of every Titan Beast it can find. Giant mechs and war fleets will clash with monsters the size of small planets in absolutely vicious battles. Worlds will be left burnt and barren, entire sectors of galaxies will be emptied of life. You must dismantle this war fleet and save as many Titan Beasts as you can. Expect kaiju battles galore.

Rewards: Choose one

Gypsy Mech – A relic from another era, this prototype mech is slightly smaller and weaker than most Titan Mechs but has a unique piloting system. Requires two pilots. The pilots can mentally meld together and become a fierce fighting force.

OR

Universal Beam – By strengthening your bond with the Oversoul you gain a new ability, the Universal Beam, a breath weapon that grows stronger or weaker depending on the health of the planet you are bonded with. Instantly banishes Angels and Devils.

Law & Order: Return of the OLD LAW

Requires the Justice Spirt Gift. For too long the OLD LAW has been abandoned. Even the Angles have lost faith but not you! No, you are the law and the OLD LAW lives on. Order must be enforced; you must hold the line even against the very beast of hell. With your titanic effort the Angels will see you as a beacon. A symbol of hope. This quest unlike the others has no end for the law can never rest. You must remain eternally vigilant but your entire body down to your very bones will be righteous. None can question your devotion to the OLD LAW.

Rewards: Choose one

Atram Master – You develop your own unique form of Atram martial arts and an order of Angels will develop around you, following your example and studying in your new Atram style. Your authority is absolute and even the most powerful will submit.

OR

Angel Flame – Your soul is Hallowed and becomes identical to the Soul of a true Angel. You can now project holy fire that banishes Devils and creatures of evil from the physical world. You radiate a holy presence and people around you heal slowly.

Halloween Night: Prepare for a Fright

Free Quest. Taking this does not go against your Quest limit. Its October 31st and time to prowls around the town with your squad dressed in whatever costume you can find. Go to parties or trick or treat. Who cares. I'm sure something interesting will happen. You're a demigod after all, your life is just a legend for another time. Who knows what's in store for you on the scariest night of the year. If you so wish, detail your own Halloween adventure. Anything can happen.

Rewards: Take all for free

Ghouls & Girls – **Free Servitors (Creeps)**. 4,000 monsters of whichever type you want.

AND

Halloween Party – Well, what do you know. During the Halloween night, you manage to meet another friend to accompany you and your grand adventure. **Take one Companion for free.**

AND

Spooky Warehouse – Gain all the Halloween props, costumes, candies, and whatever else imaginable to throw the ultimate Halloween celebration.

Gala of the King: Infiltrate the Domain of the Conqueror

Requires The Dark One Patron. A great gala is being held by The Conquering King in his super massive fortress palace. An astounding feat of architecture combining both defensive utility and artful aesthetics. A symbol of majestic power and dominance, a fortress proclaimed to be unbreakable. This celebration has been called after the great success of The Conquering Kings 9th Grand Crusade, which saw much territory and resources brought under The Conquering Kings control. Inside of this fortress castle lies a vault which contains all of The Conquering Kings most valuable possessions and his closely guarded secrets but The Dark One wants only one thing in the vault, something very special to it, stolen from him by The Conquering King himself.

To break into his palace will be a feat that requires extraordinary skill. None have managed to do it thus far and if stealth shall fail, be warned, you will face the toughest resistance in your life and may even come to blows with The Conquering King himself. The Dark One urges you to disguise yourself as guest and partake in the festivities to better infiltrate the event. Completing this quest will enrage The Conquering King and he will swear vengeance on you.

Rewards: Choose one

King Maker Sword – The prized possession of The Conquering King. He cherishes this sword more than anything else and it's the secret behind his seemingly invulnerable conquest. Whoever so wield this sword is destined to be King.

OR

Amulet of the Golden Magus – Magical charm of a legendary figure. This amulet will deflect all magic aimed at the wearer and even the strong most virulent curses will be repelled upon wearing this gorgeous item.

The Blood Wars: Siege of 10,000 Hells

Requires The Conquering King Patron. Within the deepest reaches of Void Space lies an ancient scroll with the True Name of every Demon inscribed on it. If anyone were to obtain this scroll, you could theoretically bring millions of Demons and Devils into your servitude and build an army of incredible power. The Conquering King has set his sights on such a scroll and will plunge his great army into the very depth of the abyss to retrieve it. You will join in his 10,000-man honor guard and fight where ever the battle is thickest and most brutal.

Facing down the legions of hell is no easy task, but greatness is not achieved by doing what is easy. Challenge the Demons and throw them down, subjugate the Devils and plunder some Succubus ass. You will see some freaky shit and probably a relative or two.

Rewards: Choose one

Solomon's Ring – This ring allows you to trap and command any Demon or Devil. These trapped beings can be released temporarily and be commanded to obey any order you give them.

OR

Cape of the Arch Devil – A blood red cloak that will slightly boost all your magical powers. This cloak will give you power of darkness, fire, and ice. Whenever you are in the proximity of darkness, fire or ice, your magical powers will be increased by 150%.

The Impure Vessel: Salvation or Punishment?

Requires The Other Patron. You will no longer call this reality your home, instead you will join with the **Otherworld** and become a part of that strange dreamlike world. You will gain the powers of something akin to a God with the ability to warp reality freely. Though you can return to the physical world whenever you want, you feel exhausted and uncomfortable when you do, that reality will no longer be your home. If you serve **The Other** you will have to either guide or punish the sorrowful souls that make their way into the **Otherworld**. All of them are lost, seeking salvation from their suffering or punishment from their sins. It will be up to you to deliver this to them. You will act as a sort of psychopomp while they descend further and further into the underworld. It doesn't really matter what you decide, so long as those that come to the **Otherworld** are dealt with **The Other** will be pleased. No one, not even you, knows why The **Otherworld** exists. It seems to test people, to mock them, to torture them. Many don't make it out alive or even sane after they visit this nightmarish place, but all are changed by it.

Rewards: Choose one

Mask of the Yellow God –When you wear this mask you will appear as the manifestation of other peoples fears. Most will be completely defenseless against you, only those with the strongest wills can resist the terror you emanate.

OR

Seal of Metatron – With this seal you can initiate a ritual to summon **The Other** into your world. It may take centuries but if you keep at it then your blasphemous master will eventually break into this world.