

Kill More Demons

You died. You haven't *just* died; You have been drafted. In this world, mortals are often terrorized by monsters of various kinds known as demons. The brutal deaths of countless individuals of a species breeds hatred. When enough hatred is accumulated a **champion manifests: that'd be you**. Don't get too excited. Demons have their own champions. Hatred serves to balance this world but, not for long, as you are among the last champions to spawn. The paradigm has shifted and from this point onward, no new champions will be born from hatred. Further, any champions are free to select any path they choose. In example, a demon champion could side with mortals. Whatever deity shepherds this world seems tired of this conflict. You will now undergo reincarnation. Hatred swells within your spirit.

Receive 260 HP.

A champion's body is an exception to most biological rules. **Select one body type and any amount of modifiers**. Body types are free, but modifiers cost points. Assume, as a champion, you are slightly above the average of your given body type in any unspecified attributes.

Body Types

Demon: Demons are monstrous creatures. On average they are far stronger than the average mortal and possess an affinity for destructive magic. Though immortal, Demons must sate their Bloodlust by killing enemies. A demon who forgoes this Bloodlust for too long will become increasingly weaker. **Gain three spells of one type of elemental magic for free. Gain Immortality for free. Take Bloodlust without point gain.**

Gain monstrous modifiers for half.

Mortal: Lacking any features inherently greater than Demons, the body of a mortal varies slightly by race. You can choose one mortal race to form the basis of your body. You are not immortal. (Though it may be possible to become so).

Elven: Longer lived than humans up to 800 years old. Natural affinity for magic. Elves are slender but, vary greatly in height.

Gain one type of any magic at max tier for free.

Orcish: Far and away, they possess the greatest physical strength of the mortal races. Lifespan is average and magic affinity is quite low. Orcs are tall and broad. Combat is natural for orcs and heavy weaponry is deadly in their hands.

All perks involving physical strength cost 1/2 points. Gain enhanced strength for free. Gain Swordsinger for free.

Goblin: Very short in stature and usually intelligence. Goblins are agile, nimble, and crafty. They often don't live very long, but as a champion your lifespan should be at least equal to a humans. Your physical prowess will be equal to a weak human, but you can increase this with training and body modifications. As a benefit, however, you'll be harder to hit in combat due to your size.

Gain Fleetfoot for free. Gain any 3 equipment for free (equipment modifiers still cost).

Vedalken: Blue-skinned, bald humanoids known for seeking wisdom. Almost as tall as orcs, but not nearly as muscular. Vedalken are inclined towards any and all intellectual pursuits.
Gain magic for half as much OR Gain equipment for half as much, but all other costs are doubled.

Yuan-Ti: Snake like humanoids who boast venomous magics and poison immunity.
Gain Venomous at max tier for free. Tentacles, Tails, Claws, and Scales are free.

Human: Standard “hairless” apes. Can live about 80 years on average. Humans are jacks of all trades and can easily excel in any field they choose to specialize in. However, they often require the use of magic or technology to compete with the non mortal races.

Gain 60HP to be used anyway you wish, however you cannot spend more than 30HP on body modifications. Humans are delicate and just can't handle it.

Divine: The antithesis of Demons, Divine also possess immortality and various forms considered incomprehensible to mortals. Unlike Demons, divine are sworn protectors. Divine who witness injustices feel compelled to help and those who ignore these instincts or act solely in self interest will have their powers wane. Despite the variety of their physiology, all divine possess wings which grant true flight.

Gain Wings max tier. Gain Immortality. Gain Sense of Duty for no benefits. Gain three Holy spells for free. Gain three body modifiers for free OR one monstrous modifier for free.

Cosmosian: Known as the children of the stars, Cosmosians appear to maintain balance. As such, they have no qualms killing demons, divine, or even mortals to ensure none of the three grow too powerful. Cosmosians have pale, pure white skin and bright eyes. Each Cosmosian has the ability to mimic the physical attributes of Divine or Demons but, only one at a time and switching requires time. Cosmosians specialize in magic concerning fundamental forces like gravity. They are ageless, but gruesomely, require the flesh of Divine or Demons for sustenance. It is rumored that Demons and Divine have some amount of Cosmosians among their ranks without knowing.

Gain Immortality. Gain one reality magic for free and the rest at ½ cost.

Body Modifiers

In what ways are you, being a champion, different from your race?

Purchasing a higher tier unlocks lower tiers automatically. Monstrous modifiers are powerful but, will cause you to draw more attention from potential enemies.

Slimeous [**Monstrous**] 30HP: You have slime physiology, making your body highly malleable and resistant to blunt forces. Slipping through tight areas and performing strange dodge maneuvers are trivial for you.

Gigantism

Tier 1 10HP: You are abnormally large among your species. In example, a goblin with this tier of Gigantism becomes the size of an average human.

Tier 2 15HP: You are nearly mythical. Legends will be told among your species of your size. In example, a goblin with this tier of gigantism is now the size of an orc.

Tier 3 30HP [**Monstrous**]: You are a giant, or at least the size of one. In example, a goblin of monstrous size stands at around 15 feet tall. A human, no less than 20. Your strength is proportional to your size.

Octominous

Tier 1 10HP: Gain a pair of tentacles whose strength equals $\frac{3}{4}$ of your other limbs.

Tier 2 20HP: Gain two pairs of tentacles. Tentacles may regrow if cut off or heavily damaged.

Tier 3 30HP: Gain a total of 8 tentacles. Tentacles strength is slightly stronger than your other limbs.

Mechanicus 40HP: Your body is augmented with technology and weaponry. You can integrate any equipment you purchase into your body. For instance, a sword can be embedded into your arm as a retractable blade, armor can be made into plating to replace your skin, etc. Additionally, your body can now be repaired similarly to a machine but, healing methods meant for strictly biological creatures will be far less effective on you.

Corpse +20HP: Your body remains dead and cold. You do not need to eat or breathe, but cannot regenerate naturally and require the use of necromantic magics or the flesh of the living to heal. Cannot be taken by non-mortal races. Your body is technically ageless, but it's the only one you've got and it isn't exactly in the best condition.

Thropic [Monstrous]:

Tier 1 40HP: Your body is bestial and animalistic. Choose 1 animal (Can be insectoid, mammalian, etc.) Your body gains the physical attributes of that animal in addition to those inherent to your species.

Tier 2 50HP: Choose an additional animal. You become an amalgamation of all three species.

Tier 3 60HP: You can selectively manifest the physical attributes of your chosen species at will.

Dwarf +40HP: You are a runt. You are far smaller than the average. Fist fights might not be a great option for you. A goblin, for example, with dwarfism will be about 2 feet tall. Good luck with that.

Winged

Tier 1 10HP: You possess small wings which are mostly useful for gliding and safely landing from heights. Cosmetics of your wings are up to you.

Tier 2 20HP: Your wings are of greater size and can be used for bird-like flight. Soar freely through the skies.

Tier 3 40HP: Your wings are magical in nature, granting you true flight. Hover in midair indefinitely, take flight vertically without momentum, etc.

Manascorched

Tier 1 0HP: Your body was badly scarred by raw magic. Traces of magic still leap across your skin. The magic residues have merged somewhat with your flesh, granting you immunity to magic. However, you can no longer utilize magic yourself due to your affliction. Magical items can be used only if they draw upon an external source of mana besides yourself.

Tier 2 50HP: You've grown accustomed to the wild mana circulating within you. You may harness this energy temporarily, allowing you to cast a single spell despite your condition. This spell has no mana cost but, this ability has a cooldown period of 24 hours. Alternatively, you may allow yourself to be affected by a spell. This ability shares the cooldown of the spellcast.

Tier 3 100HP: You have mastered the raw mana scarring your flesh, turning your body into an eldritch battery. Whenever you are hit by spells or within the radius of them, your body drains and absorbs the mana which lowers the cooldown of your single spell per 24hours by 2 hours. Further, absorbing mana gives you an increasing physical boon (strength, durability) which is lost when you cast a spell.

Tail

Tier 1 5HP: A prehensile tail. Good for balance and combat,

Tier 2 10HP: Your tail is barbed and can pierce the flesh of enemies.

Tier 3 20HP: A true blessing, your tail can be used as a catalyst for your magic. Catch foes off guard by launching spells from the tip of your tail. Self-targeted spells have increased magnitude when casted from your tail.

Claws

Tier 1 5HP: Hooked and well sharpened. You're never disarmed now.

Tier 2 10HP: Gain additional claws on your feet and limb extremities. Every part of you can be a deadly weapon. Claws may be retracted at will.

Tier 3 20HP: Your claws can be infused with an element of your choosing. The element *DOES NOT* have to be specifically mentioned in this CYOA.

Fangs

Tier 1 5HP: Gain two sharpened teeth. Can inject venom if you have Venomous.

Tier 2 40HP: Gain up to 4 total fangs. Fangs become extremely durable and sharp. Can bite into metal without breaking.

Tier 3 60HP: Your entire mouth is filled with razor sharp, durable teeth. Additionally, your jaw becomes reinforced allowing you to perform devastating bite attacks. Your jaw also opens far wider than normal. Great if you have diet involving flesh.

Nemesis Alpha:

Tier 1 30HP: You are infected with a parasite. It grants you greater intelligence, agility, and regeneration. The parasite will work tirelessly to ensure its host remains alive. In turn, you must consume far more food to survive. If you are Divine, you gain a hunger for demon flesh. Expect to require twice as much food.

Tier 2 40HP: The parasite in your body really, *really*, doesn't want to die. As long as you are well fed, it will reconstruct your body from most damage, regrowing limbs and organs.

Tier 3 60HP: This parasite itself is an anomaly. In addition to needing more food, it will also constantly consume half your mana. In return, the parasite will magically enhance your body.

Choose two types of magic to infuse your body with. You will gain complete immunity to magics of that type and can cast such spells effortlessly.

Tier 4 80HP: The parasite will now work in tandem in with your mind. If you are ever rendered unconscious from exhaustion or blunt force, your body will gain a second wind and become temporarily stronger and faster. The catch? The parasite will be in control of your body during this second wind instead of you because your mind is still unconscious. Its only goal during this time will be survival at any cost. You have no memories of the actions it performs.

Cosmetic Overhaul 0HP: Customize your appearance (eye color, hair color, facial hair, horns, etc). Cannot choose options which affect your body on a deep level.

Scales 15HP: Standard scales. Can shed skin to repair them. More durable than normal skin.

Exoskeleton:

Tier 1 20HP: A hardened exoskeleton.

Tier 2 30 HP: Choose an element to infuse your exoskeleton with. It will gain the properties of that element.

Tier 3 40: Gain the ability to selectively or fully manifest your exoskeleton at will.

Mutant 20HP: Choose *ANY* body part or organ. Gain another one. Can be taken multiple times. The placement of the duplicates are up to you. Ex. Third eye on your palm. (weirdo....) Can be used for multiple limbs, multiple heads, etc.

Venomous:

Tier 1 20HP: Produce a toxic venom which can incapacitate victims over time. Must be injected via claws, fangs, etc. It takes about 5 minutes to render victims unconscious for around 30mins.

Tier 2 30HP: Your venom can travel through your saliva. Spitting and even licking can spread your venom if done in the right places.

Tier 3 50HP: Choose to secrete hemotoxin or neurotoxin. Cannot be changed on the fly since your body must have time to produce them. Both can prove lethal assuming the target has the proper physiology. If untreated, your venom will kill the average man within 1 hour of injection.

Gills 20HP: Breathe underwater. Could be very useful.

Enhanced Senses 20HP: Your five sense are enhanced greatly.

Rooted 40HP: Gain plantlike physiology. You can undergo photosynthesis and communicate with plants. Increased regeneration, provided you have enough sun and water. You can grow in size over time like a plant and even form roots if stationary for long enough.

Chameleon 40HP: Blend into your environment at will, becoming all but invisible.

Wispy

Tier 1 0HP: You shed your physical form entirely and cannot interact directly with the physical world. Instead, you are reliant on magic. In turn, physical entities and objects cannot affect you. Swords and arrows fly harmlessly through your new form. Only a master of magics would assume such a form because all magic is twice as effective on a body of this kind, hostile or otherwise. Cannot be taken with Manascorched. Cannot gain magical immunity by any means.

Tier 2 50HP: Physical objects which pass through your form become corrupted temporarily, losing all momentum and becoming more susceptible to magic. This includes living beings. You also gain invisibility except when casting spells.

Tier 3 100HP [[Monstrous](#)]: Gain the Planesmeld spell. When cast on a target, it forces them into the ethereal plane inhabited by your body wherein they cannot interact with the physical world and aren't visible to any beings within it. Any target in this plane can be interacted with as if you had a normal physical body. Casting the spell again will banish them from this plane at a location of your choice (range is limited by your mana). This can also be used as storage and as a means of attack. For instance, you can cast Planesmeld on a dangerous creature and banish that creature near your enemies. 20 objects or beings may inhabit your plane at a time. Planesmeld targets can still harm you magically, so you must choose targets wisely.

Enhanced Strength:

Tier 1 20HP: Your strength is beyond what your size would suggest, granting you the strength of a being 1.5x your size.

Tier 2 40HP: Your strength is nearly inexplicable. A man with this level of strength could toss horses with some effort and easily tear limbs from his peers.

Tier 3 80HP [[Monstrous](#)]: You possess super strength. It is clear your strength stems from beyond the physical world. You easily lift boulders and punch through mundane armor. All of your muscles possess

this otherworldly power. Grants some durability, but without any regeneration or toughness it wouldn't be difficult to injure yourself. Mind your strength.

Toughness:

Tier 1 20HP: Become far more durable and resilient to damage. Mundane weaponry take far more swings to harm you, a punch from mortals is like a brush of your cheek, and even poison will take longer to prove lethal to you. You can still feel pain.

Tier 2 40HP: You will shrug off most weapons and even weak magic. It will take some effort to put you down.

Tier 3 100HP [[Monstrous](#)]: Nothing short of the strongest attacks can damage you. Only the strongest spells and weapons will phase you physically. Expect your enemies to swarm you with their absolute best.

Regeneration:

Tier 1 20HP: Your body can repair damage faster and normally irreparable damage can be mended. Limbs and organs can all heal given enough time. Heal deep wounds in days instead of weeks or months. Regrow limbs in months.

Tier 2 50HP: Your healing factor becomes even faster. Mend deep wounds in hours. Additionally, you may choose to have your blood manifest healing properties. Heal your allies with your blood.

Fleetfoot:

Tier 1 20HP: You are agile and swift. Your reflexes are around 1.5x that of your peers.

Tier 2 50HP: You can run up to 40mph. You also gain greater endurance for physical activity.

Tier 3 100HP: You have super speed. Run up to 140mph. Think and react faster than most can even begin to process. Your endurance is peerless.

Infested 50HP [[Monstrous](#)]: Yikes. Your body is a living hive. Choose an insect. Your body is now their home. You also gain control of them and can issue them commands. Your sense become linked, allowing you perceive anything they do. You receive 40HP to spend on body modifiers for your insects. If the population of insects within becomes low or reaches zero, your body will automatically produce eggs. The insects also gain your physical and magical attributes but at a reduced magnitude. As a bonus, you gain insensitivity to the normally creepy sensation of crawling, burrowing insects in your body.

Never Again 50HP: Whenever you are harmed, you will gain temporary resistance to that form of damage. For instance, a flurry of spells will only harm you for as much as the initial spell and prove ineffective for the following spells. The temporary resistance lasts around 30 seconds so you must be careful fighting versatile or persistent opponents.

Quills:

Tier 1 30HP: Your body is covered wholly or selectively with sharp spines which can be fired outward at will. The quills regrow over time. If you have [Venomous](#), the quills will be laced with your venom.

Tier 2 40HP: Your quills maintain a link to your mind. Use quills to track the locations of enemies.

Fins 20HP: Greatly enhance your maneuverability through liquids with fins.

Devourer 80HP [[Monstrous](#)]: Consuming enough of a species allows you to form a cocoon. Upon emerging you will gain a trait from that species at random. You must spend a week in the cocoon and will be left vulnerable during this time. You can choose a specific trait but, you must spend a month in

the cocoon. Every 10 abilities gained this way causes the time that must be spent in the cocoon to increase by 1 week for random traits and by 1 month for a specific selection. As you progress, you must choose your prey more carefully. After 40 abilities are gained this way, forming a cocoon will alert all individuals of the species you consumed to your location.

Lamia 20HP: Forfeit your legs for a single, strong, lamia tail. In some environments, slithering will prove far faster than walking or running.

Fantastic 50HP [Monstrous]: Your body assumes the properties of rubber, able to stretch and bundle itself to extreme amounts.

Goji! 100HP [Monstrous]: You possess super regenerative cells. Your organs and tissues repair and regrow extremely quickly. Regrow limbs in minutes. Close wounds nearly instantly.

Hive Mind 100HP [Monstrous]: You are a single mind shared among multiple bodies. Gain 3 bodies. Each body is distinct (apart from sharing a mind) and does not share its modifiers with the others. Magic *is* shared among the bodies. In short, each body's modifiers must be paid for. If you want two bodies to have Toughness, it must be bought twice.

Stubborn Genes 30HP: Your DNA is so strong it overpowers most others. Any offspring you produce will most often be hybrids of you and your partner and at minimum be the same species as you. Further, your offspring have an inclination of loyalty towards you. This isn't blind obedience, however, and neglecting your offspring will lead to resentment.

Not to Eat 40HP, Requires Yuan-Ti: You can lay an infertile egg. Keep it somewhere safe because if you ever die, you will reincarnate from that egg. Only one egg may exist at a time.

Evolve! 50HP: If your species has a higher subspecies, you may evolve into it by killing other champions. Every 5 champions killed causes you to evolve. For instance, a goblin may evolve into a hobgoblin which can then evolve into an ogre. You can never evolve outside of your original species. As in, an Elf can never become a goblin. Evolving usually results in an increase of most attributes.

Nightvision 20HP: See good-er in the dark.

Good Lookin' 40HP: No matter your race, all manner of beings will find themselves inexplicably physically attracted to you. Can be useful for persuasion. Surely, you won't abuse this too much.

Wounded +30HP, Cannot take Mutant: Choose an organ or limb. Say goodbye to it. Your injury has made you more tenacious. Can be taken multiple times. You cannot heal regenerate these organs by any means, but you may replace them with prosthetic equivalents.

Hypercognition 50HP: Your brain is anomalous, able to perform complex calculations quickly. Effectively, you think faster and better-er. (Clearly, I don't have this ability).

Fabulous! 50HP: Gain long, thick flowing hair. Its beauty will-- OK, fine. You can manipulate your hair and use it as a weapon. Control its density and shape. Make blades or use it to form barriers. You can also sense objects and people which contact your hair.

Lichdom 80HP: You know the deal. Become an immortal calcium frame. Find a safe place for your phylactery. And no, you cannot leave your phylactery in a pocket dimension. Nice try. If your phylactery is destroyed, so too is your soul.

Vampirism 50HP: You are undead. Fear the sun, embrace the night. Your strength, speed, and magic affinity double, but you will burn to death in direct sunlight. You regenerate quickly as long as you are well fed. You require the blood of other beings to live. Consuming Divine blood will poison you. Consuming the blood of a dragon will grant you resistance to sunlight for around a month. Gain one Hemokinesis spell for half cost.

Pumpkin 0HP: Select any muscle group or appendage. It gains double strength. For each enhancement, you must select a different muscle or body part which becomes weaker by half its original strength or effectiveness. Can be taken multiple times and may be used on limbs gained from body modifications.

Game Over 50HP: Your blood is highly corrosive. Your opponent would sooner subdue you than risk spilling your blood. You gain immunity to the corrosive effects of your own blood. Be careful, you may harm your allies and getting medical care will be difficult while you are bleeding.

Mental Cage 40HP: Your willpower is a true force all on its own. Endure pain, remain calm during stressful scenarios, and never lose sight of your goal. You are hard to manipulate mentally and even harder to deter from your objectives. Even magic will struggle to alter your fortress of a mind. Scrying and other magic which targets the mind is far less effective on you.

Atrophy 0HP: Your body is weak and fragile. However, your mind is sharper than ever. While you are nearly useless in physical combat, your magical prowess is doubled. You can not take any other body modifications. In exchange, you may purchase magic for ½ cost. It may be possible to boost your physical talents, but only temporarily. You can never permanently strengthen your weak body.

Shapeshifter 50HP: You may shapeshift your body however you wish so long as the changes are purely cosmetic. You cannot gain abilities by doing this. In example, you may shapeshift into an Oni, but you will not gain the strength of one.

Immortality 120HP: You can never die from old age and your time will not degrade your body from its prime state. (Though other factors may).

Adhesion 50HP: You may cling to surfaces with ease as would a gecko or spider, despite your weight. Climb walls, walk on ceilings, and more.

Equipment

Weapons

Each weapon costs 20HP. This section will be followed by a weapons modifier section wherein you can further customize your weapon. There is no limit to the amount of weapons you may purchase.

Type

Sword

Whip

Shield

Staff
Halberd
Spear
Mace
Hammer
Bow
Unconventional (Pickaxe, Spoon, etc.)
Knuckles (Cestus, Gauntlet, etc.)
Instrument (Horn, Violin, etc.) (Gain Blade Beam for 1/2)

Weapon Modifiers

A weapon can have any amount of modifiers. A weapon will be average in all attributes that are not modified.

Size 10HP

Dagger-like: Very short range. Good for close quarters.
Short: Longer than a dagger, but still requires getting close to opponents.
Large: The largest size that can be wielded by the average being.
Colossal: A comically large size. Will take inhuman strength to wield.
Variable 15HP: Weapon can contract or lengthen at your whim. Choose 2 sizes.

Density 10HP

Nippon Steel: Very thin, nearly fragile. Similar to a katana's thickness.
Broadsword: A great medium. Thick enough to attack and defend equally well.
Bonk: Very dense. A single strike is heavy, hard to parry or deflect.

Bladed 10HP

Serrated: Sharp teeth run the edge of the blade. Draws blood easily.
Double: Weapon possesses two blades.

Soulbound 20HP: Your weapon binds to your soul. Summon it at will or dismiss it to a pocket dimension. If your weapon ever breaks, it will reform slowly in the pocket dimension.

Infuse 40HP: Choose a magic element to enchant your weapon with.

Blade Beam 40HP: Each swing of the weapon fires an energy projectile whose strength equals a strike from the weapon. If infused, the projectile becomes elemental. You may choose to project barriers instead of a projectile, but this is not toggle-able.

Materials: (Hilts and handles can be of a different material)

Standard Metal 10HP: Silver, Iron, etc.

Mythril 20HP: A magical metal which enhances magic and can slice through ethereal matter.

Slime 20HP: Slippery, but can harden to allow for blunt strikes. Excellent for parrying and blocking.

Beastmal 20HP: A rough, bony, leathery material made from all sorts of monster parts. Good for slicing and dealing blunt damage. Its irregularities make it unpredictable.

Specro 25HP: A material made from ectoplasm. Has the unique property of phasing in and out of the physical plane at the user's will.

Stone 25HP: Solid stone. Unmatched blunt force.

Demonite 40HP: Forged by hell fire, Demonite is a durable material with a nasty twist: Any weapon made of Demonite gains power from cruelty and malice. The weapon becomes stronger when used in torturous ways like killing those without fighting intent or attacking purely to inflict pain on the target.

Meteorite 40HP: A material from beyond the stars. Weapons of this material create afterimages which deal a small amount of damage. The greatest benefit of this ore is the confusion it can create in battle. Enemies will be more defensive when they are unsure of the exact range and position of your weapon.

Monster Heart 60HP, Gain Sentient: Choose any monster or animal. Your weapon is made from its heart and as such gains its attributes. You must also feed the weapon. It will get hungry. For example, a dragon heart weapon will be scaly and can blast fire with a long cooldown.

Glass 40HP: Glass is not exceptionally durable. While it cannot parry or block well against physical attacks, it does have the unique ability to reflect magic and energy. Even the brawniest of warriors keep a glass dagger in case they encounter a mage.

Metametal 80HP: A rare metal made from the corpses of Cosmosians. This shape-shifting metal allows a weapon to change form. Carry a dagger with you and when needed transform it into a greatsword. Further, this metal has average durability. Using a weapon of this material will put most fighters on the back foot. Switching forms takes 5 seconds.

Heavenmal 40HP: Angel wings appear to be the main ingredient of this metal. Weapons made of Heavenmal are nearly weightless and silent. Assassins favor this lightweight, concealable metal.

Dragonbone: This material serves as a catalyst for the wielders energy. The actual weapon is formed from the users mana. Easiest to wield with little combat training. Favored by mages.

Sentient 40HP: Your weapon has a mind of its own. This can be a blessing or a curse. Get along with your weapon and it may even teach you how to best use it. Argue with your weapon? It might fail you when you need it most. Your weapon communicates with you telepathically. In the case of Monster Heart weapons, they can speak out loud also.

Vampiric 40HP: Your weapon thirsts for blood. I hope you sharpened it. It needs blood one way or another. If it gets too thirsty, your blood will also be appetizing. In turn, it will share a little of its meals with its user, effectively healing them whenever the weapon draws blood. You can also feed it your own blood to temporarily empower it.

Tag! 20HP: You may teleport to the location of your weapon. Many use this to strike quickly by throwing their weapon and then teleporting to it.

Catalyst 40HP: You can use your weapon to cast spells. Spells casted this way are empowered.

Absorption 40HP: Your weapon (or shield) can absorb the energy of attacks upon successful blocks. The energy absorbed automatically empowers the weapon and is used upon the next strike. Interrupting a spell cast will store that spell. Be careful. Monster Hunters employ this ability often.

Burrowing 20HP: Your weapon can burrow underground in most environments, laying in wait to catch your opponent by surprise. Upon your command, the weapon will thrust upward from out of the ground.

Dual Wield 40HP: Select this option instead of re-buying the same weapon.

Armor

Armor is purchased similarly to weapons. Armor also uses some of the same materials as weapons, though their function is slightly different in armor. Choose as much as you can afford.

Type

Robes (Lightweight)

Plate Armor (Heavier, more durable)

Clothing (Standard)

Materials

Standard 10HP: Robes are fabric, Plate Armor is iron, Clothing is fabric.

Mythril 20HP: Wearer gains increased spell potency for self-targeted spells and increased magic resistance.

Beastmal 20: When worked into armor, Beastmal is more uniform than for weapons. Choose between monster bones or leathers to form the bulk of the armor. Beastmal remains full of irregularities even as armor. Spiky protrusions jut out all over the armor and give enemies pause when approaching you.

Specro 40HP: A ghostly mist is emitted from Specro based armors. At will, wearers of Specro armor can phase out of the physical plane briefly, during which they cannot be harmed by physical attacks.

Stone 40HP: Stone armor resists all but the strongest physical attacks. Slicing and cutting have almost no effect on this dense material. Instead, sheer force is required to damage the material. Stone armor is so durable, the wearer should be more concerned on internal injuries than external. It is also extremely heavy and cumbersome. No one who values speed would don this armor.

Demonite 40HP: Demonite armor becomes stronger when the wearer acts as the aggressor. Attacks made defensively against the user become much weaker. In example, a strike after parrying the user will do little damage. Demonite allows the wearer to act as an aggressor for most of the battle, caring little about counterattacks.

Meteorite 40HP: Wearers of Meteorite armor are highly feared in single combat. Just as Meteorite weapons create afterimages, Meteorite armor projects after images of the wearer. Instead of causing damage, these afterimages of the wearers body possess a slowing effect. An opponent who incorrectly targets the afterimage will be slowed briefly. Experienced fighters will have an easier time identifying the wearers exact position, but it can still prove difficult in the heat of battle.

Monster Heart 60HP: Choose a monster or animal. Their heart forms the core of this armor. Monster armor parts will mimic the creature whose heart powers it. For instance, a dragon heart will result in a fire-breathing helm, a winged chest plate, and clawed gauntlets and boots. Monster heart armor is incredibly powerful, but its drawbacks are not for the weak. Using the special abilities of the armor can tire and exhaust the user faster than otherwise. Additionally, using the abilities of the armor too long can cause the user to frenzy and attack allies and foes alike. Even seasoned monster hunters avoid liberal use of this armor.

Glass 40HP: This armor is a favorite of trickster mages. Glass armor has the unique property twisting spells periodically. If hit by a damaging spell the armor twists the spell into benefiting its wearer. (Debuff spells turn into buffs, etc). This can only be done once every two minutes, but if timed well can instantly win a battle.

Metametal 40HP: Armor of this material can switch forms, just as the weapons can. A metametal robe can transform into plate armor or into normal clothing, in example. It can even contract, allowing you to wear metametal belts or earrings which can transform into full armor. High ranking officials love this armor, as they can wear fancy clothing while having access to real armor if needed.

Heavenmal 40HP: Wearers of Heavenmal armor move silently and swiftly. It is used most often by assassins. A sick perversion of angel wings.

Dragonbone 40HP: Dragonbone armor is mostly a frame for the wearer's body. When the user's mana is focused into the frame, an armor is projected from the frame. This is often the best armor for an expert sorcerer. Its durability is dependent upon the users mana pool. Each time the user projects armor,

they may choose 3 [enchancements](#) for the projected armor. Be warned, however, Dragonbone armor can fail if the user completely expends their mana.

Magic

There are various types of magic you may learn. Of those types, there are spells. Types have an initial cost after which you may select and purchase spells of that type. You may select only *one* magic body modifier, requiring at least one spell of that type.

Reality 50HP

[Reality magic manipulates fundamental forces. Few mortals can ever learn it, let alone master it. Even most immortals cannot claim to be experts in it. It is also the most mana expensive form of magic.]

Time Slow 50HP: Time appears to move slower for you. In reality, you are moving faster than everything around you. Time slows for 10 seconds in a 30ft radius around the caster. Living beings partially in the radius will be fully slowed until they exit the radius completely.

Time Shift 40HP: On any non-sapient entity or object like a regular plant, accelerate the passage of time for that object. Cause a tree to grow instantly, cause mundane metal to rust, or even cause fruit to ripen and crops to grow.

Rift Warp 40HP: Use small tears in space and time to quickly teleport short distances. Can be used in rapid succession.

Dimensional Door 80HP: Open a permanent portal to any location you've visited previously. The portal lasts until dispelled by you or until your death. Only one dimensional door can be maintained at a time. You maintain complete control over the portal. None may enter unless you allow it. A Divine champion once used this spell to successfully lead an invasion into hell. Though it is unclear where he learned such magic.

Gravity Pulse 50HP: Manipulate gravity to repel or attract matter around you. Push foes out of striking distance or pull them into yours.

Moonlight Beam 80HP: A wide beam of moonlight (obviously) which has laser-like properties. The beam is incredibly powerful because it deals true magic damage, bypassing all forms of defenses. It cannot be blocked, reflected, or absorbed. Its usage was only recorded one time in history: When a Cosmosian sought to balance the cruelty the former Elf King had brought upon the other mortal races. The beam uses all of the caster's mana at once, leaving them vulnerable. It can only be used once every moon cycle.

Starstorm 80HP: Call upon the stars to rend destruction. White-blue flaming orbs rain from the sky around the caster's location. The orbs explode into zones of chaos magic. The magic equivalent of a nuclear weapon. Any area struck by this spell will likely be uninhabitable for decades as it's plagued by random, uncontrollable magical effects.

Enchantment: Gravity: Increase the force of gravity on weapons, making them heavier and more impactful or lighter and quicker on the fly. On Armor, the gravity enchantment functions similarly allowing a user to brace themselves and become resistant to knock back or lighter and quicker.

Body Modifier: From Stardust: Survive without oxygen. Endure the vacuum of space.

Pyromancy 20HP:

[Pyromancy is commonly used by Demons. Most spells of this type can burn the target. With few utility spells, Pyromancy is used purely for inflicting damage and pain.]

Fire-bolt 20HP: Launch a projectile of pure, magical flame.

Eruption 60HP: Fire rapidly and wildly emanates from the caster enveloping all within reach.

Flame Cloak 40HP: Every surface of the caster's body is drenched in flame.

Incinerate 40HP: Spew a constant jet-like stream of flames.

Surt's Undying Flame 80HP: Purple flame which cannot be extinguished. Invented by a famous Demon mage, this spell inflicts unspeakable agony on a target but never burns their flesh. The flames dispel when the caster stop concentrating on the spell. Few have ever withstood torture from this spell and those who've seen it in battle cannot forget its brutality.

Detonation 40HP: Imbue any non living object with fiery magic. That object will explode when you will it.

Heat Beam 40HP: A laser which rapidly heats targets over time. Does not burn on contact. If a living target is exposed to the heat beam for long enough, it can cause massive damage to organs and tissues.

Mantle of Flame 80HP: An expert level flame cloak. The caster *becomes* living flame for the duration of the spell, gaining pyrokinesis and flight. Control flames with extreme precision while in this form.

Body Mod: Fire: Immunity to flames and high temperatures.

Enchantment: Fire: Allows weapons to combust when the user wills it, becoming flaming.

Thunder Magic 20HP:

[Thunder is often used to maintain control on the battlefield. It offers a good balance of offensive and utilitarian spells.]

Thunderbolt 20HP: Calls a mini bolt of lightning from the sky to strike a target.

Chain Lightning 40HP: Streaks of lightning flow between nearby objects.

Thor's Prison 40HP: Trap an enemy in a cage of thunder magic. The cage requires focus to maintain.

Magnetize 40HP: Use electricity to magnetize an object. Doesn't work on living beings.

Charge 60HP: Focus to draw electric energy into your body and empower yourself. Being charged increases your speed, imbues physical attacks with lightning, and lowers the mana cost of thunder spells.

Sparklash 20HP: Create an electric tether. Has many applications such as travel or even simply grabbing objects.

Mantle of Shock 50HP: Your body becomes a lightning rod. Any who touch you in this state will be electrified.

Body Mod: Lightning Rod: Absorb electromagnetic energy.

Enchantment: Lightning: Imbue a weapon with electricity. Infuse an armor with a telsa-coil effect.

Water 40HP:

[Water is extremely versatile, as users can manipulate water in its various forms. All ice attacks build up Ice Blight which causes a target to begin freezing. Steam and Boiling water build up Heat Exhaustion, which deprive targets of stamina.]

Boiling Bolts 40HP: Launch bolts of boiling hot water.

Glacial Shards 40HP: Launch a volley of ice shards.

Ice Barrier 60HP: Conjure a dense wall of ice.

Freezethrower 60HP: Focus to spray a freezing semi-solid which quickly builds up Ice Blight on anything it touches.

Liquidation 60HP: Spray boiling hot water which causes Heat Exhaustion.

Ice Weapon Construct 40HP: Construct a weapon made of solid ice.

Aquasphere: Generate a sphere of waterbreathing on a target. Can be used on yourself.

Pressurize 20HP: Increase the pressure of water and swirl it at high speeds.

Drown 60HP: Summon a high wall of water to flood the area.

Drench 40HP: Drench yourself in liquid water or ice, forming armor around your body. Ice can reduce physical damage while water can mitigate damage from fire. The armor costs mana to maintain.

Body Modifier: Mer: Gain enhanced speed, strength, senses, gills, and fins when submerged in water.

Enchantment: On weapons, allow them to briefly turn to liquid form. On Armor, gain resistance to high pressure depths in water and resistance extreme temperatures.

Aerokinesis 40HP:

Jet Draft 20HP: Channel wind and direct it with fine precision. Can be used to push or pull. Not as strong as gravity magic.

Wind-runner 40HP: Move across air as though it were solid ground.

Vacuum Orb 60HP: Conjure an orb which drains or concentrates air around it. Can be used to deprive enemies of oxygen and force them to move or when full of air as a fierce projectile.

Jet Vortex 40HP: Create a pillar of air which thrusts all within it upwards at high speed. Can be used to allow the caster to jump extremely high or even to move enemies into the air.

Wrath of God 80HP: Create a tornado which renders devastation to all in its path.

Centrifuge 40HP: Use magic to rapidly spin and vibrate an object you are touching. Especially useful for weapons. Works on your body parts as well.

Valley Winds 60HP: Blanket yourself and allies in a wind which increases your speed and agility.

Wind Form 40HP: Assume a gaseous form in which you move quickly and can slip between small pores and cracks.

Oxidize 10HP: Focus oxygen on an object causing rapid oxidation. Armor will rust, for example.

Tarnished Gusts 60HP: Create a small orb. If this orb enters the body of a living being, it expands into raging wind gusts and causes internal damage. The orb only lasts for a short time so it's best used when you can immediately direct it towards a living being.

Sound Nullification 40HP: Create a soundless area. Also affects you and your allies.

Body Modifier: Wind Form: Transform into a gaseous state briefly.

Enchantment: Swirling Blade: On weapons, can activate an ability to allow for quicker strikes. On Armor, use wind to deflect attacks.

Sound 40HP:

Voice Projection 10HP: Amplify your voice.

Echolocation 40HP: Use sound projections to identify objects in space around you.

Lie Detection 10HP: Detect abnormalities in the voices of people to detect lies.

Banshee Scream 40HP: A wail which is agonizing to all who hear it.

Soundwave Pulse 40HP: Project a pulse of soundwaves. Can be used to destroy objects.

Siren Song 60HP: A wail which induces a passive and calm state in those who hear it. It acts over time, eventually resulting in a full passive state for 1 minute. Any target pacified this way will snap out of it if they are attacked.

Mute Button 40HP: On physical contact, render a target unable to speak for 30 seconds. Constant contact will perpetuate the effect.

Body Modifier: Sound: Your sense of sound and equilibrium are protected. Sound cannot debilitate you.

Enchantment: On weapons, cause a banshee scream on high impact strikes. On armor, form a layer of protective sound energy which disperses kinetic energy.

Necromancy 40HP:

[An abhorrent art reserved for only the most power hungry and remorseless.]

Raise Dead 40HP: Raise a corpse. It becomes a near mindless slave to your will. It keeps the abilities and power it had in life but the overall efficacy of those abilities are reduced by around $\frac{1}{2}$. Cannot be used on corpses who were more powerful than when they were living. Each corpse raised lowers your maximum mana slightly until killed or dismissed. You can issue commands telepathically.

Corpse Explosion 40HP: Reclaim the magic invested in an undead you control and cause it to explode. Alternatively, explode a corpse not under your control by releasing the latent necromantic energies within.

Unholy Communion 20HP: Speak to the corpses of the dead. Gain their memories and knowledge.

Soul Burn 40HP: Empowers any undead under your control up to double their strength. This buff lasts for 1 minute after which, any empowered minions will turn to ash.

Raise Powerful Dead 60HP: Raise a corpse whose power exceeded yours in life. You may only control one powerful dead at a time. Their strength as an undead is lowered by $\frac{1}{4}$.

Undead Transmutation 60HP: Transfer the souls of the dead into an empty vessel. Can implant multiple souls in one vessel to increase its strength.

Puppet Master 40HP: Assume physical control of one of your undead. Control its actions as you would your own body.

Fleshcrafter 50HP: You may select body modifications for undead you raise up to 15 points. Can combine the bodies of undead to create abominations.

Sacred Will 30HP: Commands which align with the ideals of that undead while they were living cause them to be empowered while completing the task. In turn, commands which are the extreme opposite of the undead's alignment in life will make them weaker while completing the task.

Talents of Damned 60HP: You may only have one actively summoned undead at a time. Undead you raise are added to a pocket dimension if you are at the summon limit. You may borrow the skills and abilities of the undead you currently have active. Switching to another undead takes 1 minute.

Enchantment: Life/Death: On weapons, absorb the energy of the dead and expend it to empower the weapon. On armor, allow souls to inhabit the armor. The souls will aid you in battle, occasionally, by manifesting specters which can attack and cast spells.

Holy 20HP:

Heal 20HP: Close the wounds of a target and grant them increased regeneration for short time afterwards.

Mass Heal 40HP: Heal all within a base radius of 20 feet around you. The radius can increase at the expense of more magic.

Turn Undead 20HP: Undead who are overall weaker than you will gain fear and flee from you. Undead equal in power to you will experience discomfort but will not flee.

Sworn Oath 40HP: Foes become more likely to target you. In exchange, your defenses are bolstered. Good to protect allies.

Holy Beacon 60HP: Place a holy beacon. All undead and demons within the radius of the beacon become weaker. The stronger the foe, the bigger the debuff.

Return to Order 60HP: Target any object or living being to return it to a pristine or ideal state for 5 minutes. After which, the object will return to its current state. Can be used to temporarily heal allies or equipment. Can also be used on foes to revert buffs. Can be used on corpses to temporarily resurrect them.

Evil Sense 20HP: Read the intentions of those around you and detect any evil among them. Can sometimes be obvious such as sensing evil from a Demon or Undead. Sometimes it may return more vague readings such as evil intent from a business mogul.

Miracle 80HP: Only those of the upmost virtue can use this spell. This spell allows the user to cast any other spell, ignoring the casting requirements (but not limits of the spell). Using this spell will drain the user physically and magically causing them to lose consciousness. It must be used with the utmost care and only if absolutely needed.

Sanctify 40HP: Imbue an object with holy magic, making it capable of repelling the undead and other evil creatures.

Shield of Virtue 60HP: Summon a holy shield. It can fully block any block-able attack 1 time before dispelling. The true power of this spell lies in the ability of the holy shield to prevent any harm to allies when active. In other words, an enemy would be forced to deal with the caster before they could harm any of the caster's allies.

Sunlight Beam 40HP: A beam of pure holy magic. Shorter range than most magical beams, but has a dual usage. The beam harms enemies but also heals allies when contacting them respectively.

Bestow Virtue 20HP: Bolster the morale of your allies and eliminate their fear, sadness, and dreadful emotions.

Enchantment: Holy Vow: On weapons, when used for defense, the weapon gains far more durability. On armor, project radiance, healing allies who stay near you.

Psionics

[Psionic magic weaponizes the will. Those with strong minds and hearts can become powerful Psionic mages.]

Telepathy 20HP: Communicate by connecting your mind to that of another. Telepathy can be resisted and is most reliable when used between allies. If you can overpower an opponents mental resistance you may speak to them telepathically against their will. This ability includes Scrying.

Telekinesis 60HP: Interact with the physical world using only your mind. Amount of force you can apply is limited to 1.5x your physical strength as a base though it can be increased by expending more mana. The usefulness of this spell cannot be overstated. Beings in positions of power often seek to learn this spell if no others. Can be used on yourself.

Psychometry 60HP: Touching any object or being will give you with the history of that object such as where it came from and what it has done. You may choose instead, for an object, to gain skills from the knowledge of that object. For instance, you can gain swordsmanship from holding the sword of a proficient swordsman. The skill is only active while holding the object.

Projection 80HP: By concentrating, you may project your mind as a physical manifestation. This manifestation can interact with the world only by the use of spell casting. Damage incurred to the projection will not affect your true body. The projection's durability is based only on your mana. If you run out of mana the projection will dispel. Your actual body is deprived of its senses while using this spell, making you extremely vulnerable.

Mind Link 40HP: Establish a mental link with any being with sapience. Doing so will give you instinctual knowledge of their location, health, and general thoughts and feelings. By focusing, you can share memories with them. You may only have one mind link at a time.

Mind Link: Beast Tamer 40HP: An alternative to mind link, this spell allows the caster to establish a link to any sapient creature and share mana with that creature. This link will gradually transform the creature into a more powerful version. Additionally, the creature will become an inseparable ally, even becoming aligned to the caster's goals and objectives.

Mindshaper 80HP: This spell is highly taboo. It allows the caster to, once breaking their mental resistances, alter the mind of a target. The caster can do anything from removing memories to altering the targets goals or even enslavement. The effects of the spell gradually wear off, however. Usage of this spell is risky because any target fully relieved of its effects will gain knowledge of the caster and what they did to them. They also gain resistance to the spell, making it harder to simply re-apply it.

Possession 80HP: Disembark from your current body and inhabit a new vessel. Your current body will die upon use of this spell. Afterwards you may enter a new body. A corpse may be used although it is not immune to normal decay. If a chosen body is already occupied, you must overcome the mental resistance and will of the current occupant. Animals and constructs may also be occupied. Any body you occupy this way will gradually decay no matter what you do. If you have the Atrophy body modifier, your weakness and frailty will rapidly begin to manifest in any new body you occupy. If you have the Evil Eye, leaving your body will result in loss of any power gained through use of the eye.

Shadow Magic 40HP:

Shadow Sense 20HP: Gain awareness of all in the shadows.

Shadow Step 30HP: Travel among the shade, allowing you to blink between shaded areas.

Darkness Shroud 40HP: Generate darkness in a radius around yourself. Others without shadow sense cannot see in the dark and have their senses diminished.

Muffle 20HP: Envelope your body in darkness, muting the sounds of your movements.

Shadow Ball 20HP: A ball of shadow which disorients targets and does slight physical damage.

Nightvision 5HP: See well in the dark.

Darkness Empowerment 40HP: Empower your strikes with darkness which dull the senses of targets.

Endless Night 50HP: Consecutive strikes with dark energy become progressively stronger.

Enchantment: Darkness: On weapons, project darkness near the edge of the weapon, making it hard to follow your strikes. On armor, radiate total darkness, causing enemies who get too close to become blinded.

Hemokinesis 40HP:

Blood Weapon 20HP: Crystallize blood into sharp weapons and projectiles. You can use your own blood or the blood of others.

Blood Absorption 20HP: Absorb any nearby blood not contained in a beings body into your own body.

Blood Infusion 40HP: Normally, you cannot manipulate the blood of others while it remains inside their body. This spell allows you to inject your own blood into the target which can then be manipulated.

Regulation 30HP: Control the flow of blood in your own body to aid muscles or regeneration. Can be used on enemies if you make contact with their open wounds.

Bloodthirsty Call 40HP: Attract nearby blood to yourself. Also causes your attacks to cause more bleeding than usual.

Crimson Puppeteer 80HP: If a target has enough open wounds or is afflicted with blood infusion, you may use blood manipulation to control their body to an extent. Use it in key moments to knock them off balance or cause them to miss their strikes. Can also be used to paralyze a target if enough of your blood is within their body.

Thermovariance 60HP: On touch, gradually heat the targets blood. Requires continuous contact.

Bloodstain Portal 40HP: Use blood to transport yourself. Travel between pools of blood. Bigger pools can be traveled to from farther away.

Bloodform 80HP: Assume a form composed of pure blood. Requires constant mana to maintain.

Tools, Gadgets

These items range from mundane to exotic.

The Black Coffin 40HP: An unassuming, surprisingly lightweight coffin. It doesn't store corpses. Instead, it acts a container for a pocket dimension which only non organic matter can enter. Store an unlimited amount of whatever you want, as long as it isn't alive. Strap the coffin to your back and keep an arsenal with you.

Lich Skull 10HP: No, it's not dead. This talking skull shares knowledge with you and even warns you of potential danger. Just don't listen to his advice on where to travel. For some reason he always tries to guide you to a strange tomb. Also, his knowledge of champions is downright creepy, but he swears he is no champion.

Talking Grimoire 40HP: Isn't fun when things talk to you? This book can do some talking but it's favorite hobby is to mimic the spellcasting of a mage. Whenever you cast a spell, it will mimic you, even targeting the same as you do. The book runs on mana and must be charged occasionally or else it cannot cast any spells. A non mage owning this book can allow the book to copy and memorize other spell-casters and command it to perform these spells. You'll need a mage to charge it if you cannot do so yourself.

Truespeech Amulet 20HP: This Amulet allows the wearer to communicate with and understand all manner of creatures.

Angel Wing Bones 30HP: When affixed to boots, these wings imbue the wearer with temporary flight abilities. Fly for 3 minutes, before descending and gaining a slowfall effect. Cannot hover.

E-Con 50HP: A rare device which can subvert the will of living beings. The enemy controller, E-Con for short, allows its user to enslave a single living being after which the device breaks irreparably. The E-Con needs 10 seconds of uninterrupted contact on the target to activate. If the target's physical body dies, they are released from subjugation. For instance, if they are killed and revived they will no longer be subservient.

Ferrystones 40HP: A sack of stones. A ferrystone can teleport its owner to the location of any other ferrystone. Hide them well. *Anyone* can make use of a ferrystone.

Evil Eye 100HP: An ornate, magically infused monocle. Once equipped, it cannot be removed except by death. The evil eye grants the user the ability to steal the talents and skills of others. Upon activation, staring into the eyes of a target will begin to rob them of one skill, talent, or spell of the users choice. It takes 30 continuous seconds to complete the thievery. The evil eye alters the wearer's mind, causing them to covet the abilities of others and lust for power. The more frequently it is used, the more a wearer will crave the power they can obtain. Further, usage of the eye drains the wearer's life force by a small amount at first, but the amount increases exponentially. The eye draws upon soul essence, meaning even an ageless being can die from overuse. If the evil eye is destroyed, its wearer will suffer true death. It is unnaturally durable, but *can* be broken with enough effort. It is rumored to be a corruption of the first human champion's soul, Adam.

Grappling Hook 40HP: A wrist mounted grappling hook. The wire is made of enchanted spider silk and very durable.

Enchanted Lantern 10HP: A lantern whose light never fades.

Bundle of Caltrops 10HP: Spiky little traps.

Permafrost Flask 30HP: A flask which preserves any liquid stored within.

Infini Pot 40HP: A bottomless healing potion. Its healing effects diminish exponentially when used in rapid succession.

Belt of Blades 50HP: When equipped, this belt will grant the user 4 slots for weapons which will orbit the user. Abilities of the weapons can be activated remotely while wearing the belt.

Scroll of 10 Talents 50HP: Choose any 10 spells to inscribe onto the scroll. Each spell inscribed may be cast one time, for no mana cost after which it is erased from the scroll permanently. When all 10 spells are cast, the scroll crumbles into dust.

Pets and Mounts

You should be well geared by now, but some transportation couldn't hurt.

You can [choose one mount and one pet for free](#). Any additional must be bought. If you are gigantic, assume the mount is scaled or altered in some way to support you. If you are tiny (Goblin or smaller), you can use human sized companions as a mount.

Pet Mimic 20HP: This mimic pretends to be a chest and preys on foolish adventurers. It doesn't like to be used as an actual chest, however. Instead you can leave the chest somewhere and it will keep any useful items it swallows from its prey and allow you to take them. Could prove lucrative depending on where you leave him.

Giant Spider 40HP: This spider is the size of a horse. It can move easily around most terrain, runs quickly, and can climb surfaces. Its web can be used as a crafting material or to bind foes. Can be fed most forms of meat.

Starspawn 40HP: An orb that seems to be a miniature moon. It has a divot which can be sat upon and flies at low speeds. The starspawn can hover in place. Don't worry about falling off. It's gravity field is as good as any saddle, if not better. The starspawn projects a field which blocks incoming projectiles and attacks, but must cool down after continuous use. Safe travels.

Chimera 60HP: An abomination to most, a loyal ally to you. These things are made to order by a mad Demon scientist. You can choose 3 animals to compose your chimera. I'd recommend tossing in a large mammalian in to ensure it makes for a decent mount, but do as you wish.

Hovering Throne 60HP: This throne was built by a goblin tinkerer and an Elven mage for the late Elf King. Being that he was a tyrant, his throne was tossed out and forgotten. Luckily, this shady merchant doesn't seem to know its significance. In addition to flying at up to 70mph, the throne was designed to ensure everyone knew the king was above them which to the goblin and elf meant that the throne should be outfitted with a slave platform emitter. No, seriously, that's what they named it. Six platforms

can be projected from the throne each of which can house a single, roughly humanoid entity. Any Entities trapped on a platform will be compelled to defend the throne's owner. Additionally, if the throne owner would ever take damage while using it, that damage can be deferred to one of the trapped beings instead. Not that you would ever use that, right?

Ancient Turtle 100HP: This massive turtle is the size of a modest home. Even better, it can act as one. You can erect a house atop its broad shell, giving you a mobile (slow) fortress. It is significantly faster in water.

Wyvern 60HP: A great wyvern capable of high speed flight. Lacks the physical and magic prowess of a dragon but is more agile in the air. Mounted combat is highly effective atop this beast.

Hydra 120HP: There are no downsides to riding the Hydra, except its lack of wings. It has multiple heads which are useful for combat, intimidation, and for scouting for danger. It is roughly the size of an elephant and surprisingly quick.

Cerberus Puppy 120HP: The Divine killed *the* Cerberus during their last campaign in hell. However, the Divines refused to violet their vow and couldn't kill its defenseless offspring. A shady demon merchant managed to get his hands on one. This three headed puppy hiccups embers occasionally and when fully grown will spew hell fire. When fully grown it will match the feats of its legendary parent and will be big enough to ride as a juvenile. It has a healthy appetite for most meats.

Flying Weapon 40HP: Select a weapon you own. You may now use this weapon to fly. In example, you may ride atop a colossal greatsword or a spear you own gains a pair of wings. Can fly up to 40mph base, but is affected by weapon material so lighter materials fly faster. Smaller fighters often make use of this option. A goblin riding a floating sword may look funny, but it's not a joke when he flies right at you with intent to kill.

Mechanical Horse 60HP: With demons and mages afoot, a normal horse just won't cut it. This horse is a handcrafted piece of fine machinery. You can have it outfitted with up to 3 tools or gadgets and it runs at 1.5x the speed of a normal horse and with 4 times the endurance. The average human would kill for one of these.

Large Egg 50HP: This egg is from the lost valley of the giants. The Divine who gave it to you advised that once a day you should hold it and think of any animal. It will hatch in 30 days. Who knows what gigantic creature will emerge?

Bloodcrow 20HP: A large raptor with keen senses even among avians. Their sharp talons are retractable and they love to perch on the body of their owner. They make excellent scouts.

Gremlin 40HP: Roughly the size of a goblin and with a temperament worse than any, the gremlin is not even an option to most. For whatever reason, this bundle of scales and spikes likes you. It still hates everything else, though. Gremlins have a knack for mischief and will cause chaos at any opportunity. In combat, they are fierce and can bundle themselves into ball and launch their spiky bodies into foes.

Companions

Even a champion will need help in this world. Choose 3 companions to assist you.

Maera: A foolhardy Goblin girl. Supposedly she is a Goblin Champion, but only ever to seems to drink heavily and get into to petty brawls. Despite this, Maera is indeed a fierce fighter when she isn't drunk off her ass and employs a metametal soulbound weapon. Further, she is a natural strategist and will often use tactics instead of brute force. Maera wished to unite the goblins into a respectable kingdom instead of scattered populations which are easily decimated by the other societies, but after a failed attempt she dismissed the idea as a pipe dream. Still, if a champion were to offer to help her become a Goblin Empress, she may stop drinking long enough to try again.

Yashki: The beloved prizefighter of a slaver. Yashki is an oni, a type of demon renowned for their sheer strength. Yashki dreams of a world in which everyone must survive off their own merits in battle. She despises politics in place of conflict. Yashki fights unarmed, using her supernatural strength and martial abilities. Despite the amount of fights she wins, she is still simply a slave. You may be able to buy her contract from her owner, but what Yashki truly respects is strength in battle. Besting her owner in combat would ensure her lifelong loyalty. Did I mention her owner is a Demon who runs the black market? Good luck.

Prince Yomi: To most, he is simply a mysterious drifter. You, however, have uncovered the truth. The former Elf King's wife was in fact Cosmosian and Prince Yomi is the product of their marriage. When the king was assassinated, Prince Yomi fled the castle. He currently moves from town to town in the elf kingdom, hoping to discover his mother still alive in hiding somewhere. He has no interest in his claim to the throne, feeling it is undeserved due to the tyranny of his father. Owing to his unique parentage, Prince Yomi is a Cosmosian, Elf hybrid which makes his potential for magic unprecedented. He is well read and has a solid foundation in magic despite being out of practice. Will you aid him in finding his Cosmosian mother? Will you push him to claim the throne and redeem the sins of his father? If you have the Lich Skull, Prince Yomi will be eager to confiscate it. It couldn't be...

Edilith: A necromancer and demon champion who turned against her own kind. Edilith is responsible for helping secure the dimensional door which allowed the Divine to raid Hell. Despised by demons, she prefers the company of mortals who accept her as a hero. Edilith has a talent for being stealthy. She is Thropic and has some characteristics of a beetle, making her durable yet agile. In combat, she utilizes two whips in addition to her natural, physical weaponry. She gave up on keeping an undead horde since joining human civilization but has secretly mastered the Talents of the Damned so she may summon powerful undead if absolutely necessary.

Ghaste, the Fallen: Ghaste is a former Divine. During the height of the war between Divine and Demon, he began to foster intense hatred for them. Eventually, this hatred was so strong it made him break the virtues of the Divine and he began to kill all Demons indiscriminately: Civilians, children, and even Demon healers were the same to him. A defenseless Demon to most Divine was viewed as unfit to receive their wrath, but to Ghaste they were simply an unlucky Demon. Ghaste's Divine powers faded away due to his failure to uphold the virtues. No longer able to use holy magic and stripped of a wing, Ghaste kills demons with nothing but his sword. Even more impressive is that Ghaste has only one arm. Still, his bladework is as legendary as his will. Currently, he works as a bounty hunter and, naturally, he deals mostly with killing demons. Secretly, however, he is planning to find his way back to hell and finish what he began or to die trying.

Cinch: Cinch is a powerful Psion who abandoned his body in favor of a metallic golem, making him a nearly literal example of both brains and brawn. His original human body was dying, though he refuses to say of what. Despite his intimidating physical stature, Cinch prefers to use his Psionic magic instead of his brute strength. Often, he enjoys exploring ancient ruins and dungeons, mostly for the knowledge they may hold. For him, his new body is just more time to learn as much as he can. If your travels could bring him in contact with rare books and new information, he'll likely be willing to accompany you. Besides, his new body is showing some slight rust.

Sebastian: A human champion who was poised to clash with the Elf Kingdom. When the Elf King was slain by the mysterious Cosmosians, it left Sebastian as a champion without a cause. Out of boredom, he dabbled in monster hunting and found that he was good at it. Really good. There isn't many beasts he cannot claim to have slain. Perhaps it's his animal instincts which make him so effective. Sebastian, unbeknownst to most, is actually a Devourer and the tricks he uses against monsters are their own: Quills, Tentacles, and Claws are no different to Sebastian than a sword. However, Sebastian's true silver bullet is his axe, Nethermorph, which eats monster flesh and evolves alongside him.

P'ryhla: A rich Yuan Ti who amassed her fortune through dubious means. There are also many connections between P'ryhla and many assassin guilds though nothing thorough enough to be incriminating. P'ryhla is as cunning as she is rich. And she is very rich. Due to this, she almost never has to engage in the lowly sport of combat. Only once when confronted by the former leader of an assassin group did she release her extremely potent venom. Venom whose effects resembled the poison employed often by assassins. Some authoritative bodies may have drawn a connection and if they did, they certainly wouldn't have anyone willing to investigate it. P'ryhla considers herself without equal and as such your companionship would be limited. Likely she would use her resources to aid you but, only if it could benefit her in some way. Good luck getting her to actually travel with you or even more absurdly, fighting alongside you.

G'su: A monk whose training currently involves traveling the world. He is eager to encounter various methods of fighting. As long as following you will ensure he sees new forms of combat, he is willing to tag along. G'su wields a three section staff, the weapon he trained with at his temple and used to form his style Way of the Wind.

Blood: An Irish Wolfhound named Blood. A simple pet except, Blood wasn't always a dog. He was a human scholar who was rooting around the wrong ancient library and was hexed into being a dog. Blood is highly intelligent and equally sarcastic. Ever pragmatic, he will advise you to make the wisest choice in a given situation and you'll never hear the end of it when you forego his advice. If you're up for it, Blood wishes to return to that library to find a way to undo his hex.

Lyrissa: The daughter of a wealthy merchant, Lyrissa hopes to prove her usefulness to her father. She has some business acumen, but aspires instead to be an adventurer. Currently, she's been given equipment to travel and negotiate new trade routes for her father who doesn't realize she's using this as a chance to begin her adventuring career. She hopes that with your help she can not only broker and secure new trade routes, but also convince her father she is most suited to life as an adventurer and not a merchant.

Nathan: A young farmer boy whose parents were killed before him. He wishes to become a warrior and seeks instruction from you. Nathan is about 12 years old but demonstrates prodigious skill in any form of combat he is taught. There may be more to Nathan than it seems. In fact, he may not be human.

Ishtar: A Vampireess who resides in a swamp. She researches blood magic extensively, having replaced the swampy waters with blood. The swamp lies just outside the walls of a human village, which she frequents for blood. Ishtar is hundreds of years old and her research is becoming dull. With all the blood she could drink from a nearby village and being isolated from hunters, Ishtar has everything she needs. So long as you offered some excitement, Ishtar wouldn't need much convincing to be your companion. If she accompanies you, you'll have to make sure she can get access to blood. She has much to re-learn, having been isolated for so long and having little interaction with others aside from drinking their blood.

Outer Gods

[Gods which seek to influence this world. You may pledge allegiance to one god or pursue your goals without their aid.]

Nyarlathotep – “God of Madness”

The god of chaos and madness. His influence is stronger when one's mind is disoriented or confused. In times of war, there are always some who succumb to his will.

Bonus: Intertwined Insanity: As an agent of chaos, you can convert victims of chaotic situations into loyal allies. The chaos must be caused by you. In exchange, your sanity will begin to wane. The reality you see will not be the same as others. It is possible you may end up in a cave muttering falsehoods to yourself. Only those of the strongest mind can withstand being an agent of chaos.

Fafnir – “Envious False-Idol”

A god who covets the riches of other gods. Fafnir's domain is greed and as such he only allows one being to act as his agent. Fafnir will only attempt to recruit those who are pursued by other gods. The more gods who would accept a being, the more Fafnir will want them. Agents of Fafnir are tasked with killing the agents of other gods.

Bonus: Envy of Fafnir: Agents of Fafnir receive the ability to utilize a lesser version of the abilities granted to the agents of any other god. In addition to being hated by all other gods, an Agent of Fafnir will become far greedier than they used to be. You will be far more focused on accruing wealth and hoarding riches. During battle, you will seek to amass the most accolades and defeat the most enemies. Being outperformed will make you envious and angry.

Zurn – “God of Machination”

An always scheming, conniving entity. Zurn specializes in thorough plots and deception and loves exceptionally long and convoluted schemes in which very few people know the true goal. As such, he will support anyone with a strong will and a lofty objective.

Bonus: Guggenheim Chess: As an Agent of Zurn, you gain the ability to see a path to any goal you desire, though it will never be the fastest or easiest route. Additionally, you will become scheming and deceptive, never sharing your true motives with others. Worse, you will find yourself preferring longer and more complex methods of nearly anything you do. In combat, this can sometimes prove favorable as your opponents will find it hard to predict your method of attack. Zurn is polarizing for intellectuals and strategists, with most hating or loving him and few in between.

Ometeotl – “The Oathkeeper”

Curiously, Ometeotl is worshiped by both Divine and by Demons. This god is a duality. One which holds Divine to their oath of virtue and good intentions and grants them power in exchange. And another which holds Demons to their ruthlessness and sadism in exchange for power. The main concern

of Ometeotl, regardless, is ensuring adherence to oaths. Some mistakenly view Ometeotl as a god concerned with balance due to his patronizing of two opposing forces. Rather, Ometeotl can be described as an extremist and an idealist: No matter the oath, Ometeotl favors strict adherence to it. For Ometeotl, there are no gray areas or nuances. Just as he himself is a duality, so too is all of reality with nothing between its extremities. As an Agent of Ometeotl, your thinking will become more linear and you will become more intolerant of those whose straddle the line between extremes. Ometeotl expects his Agent to guide his followers to the rigid paths of his oaths, and not gently or subtly. It makes no difference to him if you must kill a Demon or Divine to keep their kin in line. Anything which forces them to adhere strictly to their pact is acceptable to him. Any Divine or Demons who have completely neglected the oath must be hunted and killed by you. Naturally, Divine and Demon will at least be wary of you and at worst see you as an immediate threat, though the most devout of either races would never attempt to harm the Agent of their god.

Bonus: Unbreakable Oath: Ometeotl will grant you an extra 100HP to spend however you wish. In exchange you must take an Oath which if ever broken will forfeit whatever you purchased with those points permanently.

P'Psioden – “Lord of Tides”

Seldom is known of this deity who is only ever whispered of by those who scrounge what little knowledge they can of Cosmosians. The great scholar, Suluden claims that P'Psioden is not a god at all but instead a Cosmosian herself though his claims are often dismissed as he suffered from madness shortly before his disappearance. Regardless, P'Psioden is very powerful, enough to recruit an agent of her own just as the other deities do. Her domain concerns balance, regulation, and cycles. The moon and the tides are an exemplification of her relationship with this world. As her agent, you will be responsible for maintaining the status quo of the world. You cannot allow any one group to become too dominant, nor can you allow the world to become too peaceful. Further, her influence will cause you to become more emotionless and indifferent to that which doesn't concern your mission.

Bonus: Cyclic Tides: You are granted the ability to fully mimic any race, becoming indistinguishable from them. You can switch the race mimicked with this ability once every 10 years.

Seron – “Goddess of the Home”

Seron's domain is fertility and hearth. Seron influences the harvests and the healthy birth of children, making her the most popular god among mortals. Pledging to Seron will cause you to become more affectionate and nurturing. You will seek to establish a family of your own and desire to aid your community. Conversely, you will become, at times, *too* selfless and neglect your needs in favor of others. The main task of Seron's agent is to prosper and breed. You will be expected to produce as many children as possible and to produce as much food as you can with which to feed not only your family but any community which might prosper and reproduce further. Seron seems obsessed with the procreation and growth of mortal races. What does she hope to achieve? Or is it simply blind love? Agents of Seron are beloved by most mortals and often given gifts and free reign of their civilization.

Bonus: Living Oasis: Anywhere you reside slowly becomes more hospitable for mortal races. If you frequent an area enough, its crops and water supply will swell to record levels. Further, the air will become fresher, the trees taller, the game more plentiful, and even the weather will become more tame and suitable. If you lived in a desert, within years it would form into a paradise.

Adam – “First Champion of Mortals”

During the first invasion of the mortal world by Demons, a human officer survived countless battles and ascended the ranks quickly. What at first seemed nothing more than an esteemed, talented soldier was in fact the first champion born of man, Adam. The brutality of the demons had unleashed the potential of mankind represented in a single individual. Adam eventually became a commander of the mortal forces and went on to confront Agalla, the first champion of Demons who led the Demons into the mortal domain. It was this triumph which led to his worship and consequently, his apotheosis. An agent of Adam becomes intensely passionate and dedicated to their main goal to the point of being willing to die for it. The task of his Agent is to slay demonic champions and prevent them from ever invading the mortal realm again. Adam is not obtuse, however, and understands not all Demons wish to dominate mortals. Just a lot of them.

Bonus: Potential of Man: An agent of Adam becomes prodigal in all things they attempt. In any pursuit you will learn far faster than normal and the limit of your potential will cease to exist.

Oro – “The Relentless”

A decrepit figure in a cave beckons at you. Upon entering the mouth of the cave and looking closer at the figure its name, Oro, inexplicably comes to mind. Oro explains that he is cursed with relentlessness and for that reason he can never rest. He wishes for someone to mantle this burden for him instead. Do you accept the strange being’s offer?

Bonus: Curse of the Eternal: You are now eternal. You do not age. You do not change. You do not forget. You do not sleep, eat, or breathe. Any goals you currently hold, you will hold forever. You will never be content or satisfied no matter how well you’ve achieved them. Even if you are killed, your body will slowly reform. This curse will essentially imprison you inside of your current self. It cannot be overstated, this existence will become a living nightmare. Lofty goals can only postpone the impending hellscape that your mind will become.

Location

[Where do you begin your journey as a champion?]

Hell

Though the home of demons, it is not completely uncommon for all sorts of beings to find their way here from powerful wizards to unlucky slaves. Hell is much smaller than the realm of mortals and civilization here is mostly concentrated in the kingdom of Hellhiem. There are lakes of lava and all manner of strange flora and fauna. Within Hellhiem, ancient cities bustle with degenerate activity. It is normal to see slavers peddling their merchandise on the streets or for Succubi to solicit anyone who walks nearby. For all its sadism, Hellhiem is no different than any other kingdom at its core. Humans are farmed for meat at highly secretive facilities: Agriculture. Beings are sold into slavery and used for bartering: Trade. And, Hellhiem is regulated by the Army of Agalla whose soldiers proliferate throughout cities. In some ways, Hell is much safer than one may think. Most follow unspoken laws of not killing, robbing, and stealing *and* getting caught. In other words, unless one is caught, it cannot be considered a crime at all. Due to these rules, citizens of Hell are good at self-regulation. Any highly egregious crimes which disrupt the status quo are heavily punished by any and all, but only if they can. Power is the only thing in Hell. If you have the might to back you, no law cannot be broken. This self-regulation is at an all time high currently because the kingdom of Hellhiem lacks a king or queen. The Army of Agalla are rumored to be searching for a worthy demon to serve faithfully as they had Agalla. Thus, they will stomp out any major paradigm shifts until their new leader takes the crown. Last warning for hell: Mortal races often face great danger here. To survive in Hell as a mortal without becoming a meal, you must not only be powerful but well connected and useful. If you aren’t

irreplaceable and a hell of a fighter, enterprising (or simply hungry) Demons won't hesitate to attempt making a meal of you, champion or not. There are ways out of hell but only the wealthy or connected can gain access to them. Even many Demons prefer the societies of the mortal realm.

Elf Kingdom

The Elves control a sizable continent all on their own. Due to their knowledge and magical affinity, no large mortal nation can avoid dealing with the Elves. Their forests supply most of the alchemical agents used for magical recipes, the best magical education institutions can be found here, and even some of the best healers. The Elf King died somewhat recently, leaving a high mage in charge. The kingdom is better off for it because the last Elf King was a brutal tyrant. Better times are imminent for the Elf Kingdom. Other races living in the Elf Kingdom are seen as inferior by some, but are largely tolerated.

Orc Villages

The Orcs spread themselves across mountainous terrain wherein they are able to hunt freely and use the natural resources to forge weapons. Many dwarves live peacefully alongside these orcs helping in forging. Respect is earned in orc society through combat and chieftains defend their position from potential usurpers via duels. Occasionally, some orc villages will plan raids against human or elf towns, usually due to a lack of certain resources. Life in an Orc Village is simple, but not easy.

Human Cities

The cities of man boast some of the highest quality of lives for individuals. Everyone is treated fairly, at least compared to most other societies. Even the mostly useless can find some niche to occupy. Humans are highly organized which allows them to defend against all manner of threats.

Deserts of the Yuan-Ti

The snake people make their home in the desert. What would be a harsh existence to most, is perfectly suitable for them. Yuan-Ti society is highly political and betrayal is both common and expected. Many assassins originate from Yuan-Ti cities. They are led by a monarchy of Yuan-Ti royals.

Valley of Giants

This valley is largely devoid of civilization and for good reason: It is filled with ancient creatures. Monsters thrive in significant numbers in this valley, growing to lumbering sizes. Only monster hunters venture into this valley. To live here is to fight for survival constantly. Anyone who could live and grow here would become an unparalleled genius in combat. Danger lurks around nook, crevice, and corner. It is rumored that this valley actually leads to hell, though no one has confirmed this theory.

Objectives

[What will you do in this world?]

Demon King

The current throne is empty. Will you make an attempt at the throne of Demons? To achieve this you will surely need the support of many powerful, well connected Demons. Some discretion will also be needed, as others will be attempting to snuff out any competition. There are many ways to assume the position, as Demons will respect sheer power above all else. Having the support of the Army of Agalla will be a nearly guaranteed way to the throne, but so far they have not chosen a worthy candidate.

Kill All Demons

You have your reasons. It isn't enough that they aren't invading. You want to see to it they are all dead, most by your hands. There are plenty to kill elsewhere but, ultimately this goal will lead you to the depths of hell and pit you against the most powerful Demons. Once they realize you are hunting them, you will become prey to them. Expect they will find you as often as you do them.

New Era

You seek to forge your own Empire. You will need an army and loyal followers to bring your nation to fruition. It may be possible to quicken this process by conquering an established nation and expanding from there. Be careful, many wish to keep this world as it is.

Godslayer

You will challenge Adam, the god ascended from man. He is the first human champion and so fearsome the strongest demon champion, Agalla, could not defeat him. Adam is a war god, one who is masterful in all forms of combat. Even if you could match his skill in type of weaponry, Adam could easily switch to another. For Adam to acknowledge your challenge, you must be demonstrably one of the strongest fighters in this world which means defeating the strongest beings in this world. Only then will he accept your challenge.

Simple Life

A farm, a family. This is all you want out of life. Despite being a champion, the only time you use your enhanced abilities to defend the simple lifestyle you've chosen.

Hedonism

You seek pleasures and avoid pain. Anything which is enjoyable to you, you indulge in. Anything which causes you pain or suffering, you avoid or eliminate. This can range from seeking women to seeking wealth.

Beyond the Veil

What are the threads binding reality together? You believe you can learn of these threads and even alter them. Magic will certainly hold the answer, if anything does. It will require an immense and deep knowledge of the arcane to even approach this subject.

Macro-cosmos

The outer gods are suggestive of an even larger world than can be seen with just your eyes. This larger world must be even more important than the one before your eyes. Unsure if you may be able to return, you journey towards the realm of the outer gods perhaps even wishing to be among the pantheon.

