

Mythos Homebrew

Jump

Based on Xefas's [homebrew content](#) for Dungeons & Dragons

Jump by dragonjek

Version 0.5

Before the beginning, there was the churning madness of the Far Realm, where possible things and impossible things and things that cannot be so strictly defined as “possible” or “impossible” all came into existence and not-existence, only to be snuffed out. In this distorted infinity of pseudo-possibilities, it was inevitable that something would come into existence that would seek to perpetuate itself. These first beings, the Titans, made the maelstrom, a “safe zone” of potential and possibility, where the Titans could grow and change and exist without the oppressive and corrosive nature of the Far Realm disassembling them.

The Titans were living narratives, conscious plotlines, characters, settings, and themes, and were content to exist in their world-bodies and continue to retell the same stories for eternity. But the Lawgivers, narrative entities who entered the maelstrom to escape the Far Realm, were not so content. Lead by the Sun, they sought to create a reality of free will, where nobody is constrained to the story they exist as a part of, where new things could be created by processes rather than the specific intentions of the Titans, and where free will belongs to all beings.

To the Titans, this was a terrifying concept, and they forbade its creation. The Lawgivers created the Gods to be their servants, and waged a Great War against the Titans... although when the first Titan died and became the Abomination, they refused to kill another one, and instead captured them and bound them by perverting the narrative premises upon which they relied. When they finally achieved victory, the Lawgivers found that the maelstrom was unable to support something as real as reality. So they unraveled the bodies and minds and souls of the Titans and wove them together to form the Great Wheel, the foundation upon which they could build a reality that functioned according to laws and physics and magic and rules, rather than the laws of narratives.

But the Titans could not truly die, and they could not be unmade. Their metaphorical blood seeps through to the planes of existence built upon the Great Wheel, planes where mortals now live out their lives and create their own narratives. And when those narratives happen to align with that of one of the Titans—or that of a Lawgiver, many of whom performed such great acts that they left narrative imprints upon reality—this blood can coalesce inside the heart, and turn a once-ordinary mortal into an Anthol.

Anthols—well, the new, modern version of Anthols that have come about after the Great War—are entities that have taken on Mythic properties, becoming a part of the narrative of their originating entity while retaining their own free will, individuality, and agency. However, as part of the narrative of the beings who are, themselves, living narratives, this allows the Anthols to draw upon the power of the Titan/Lawgiver's Mythos, powers that manifest a small portion of the entity's storyline to provide miraculous effects.

In short, someone tried to use D&D to play Exalted, and came up with this.

+1000 CP

Location

The Great Wheel is vast beyond reckoning, an infinity that surpasses even the other infinities it contains within its bounds. You may choose to be in any location in any of the planes of existence. Or would you rather be in the Far Realms? You may elect to begin there, but be warned—that place/not-place is anathema to anything that exists. Without the right perks, you will not last long.

Race

Species (Varies):

You may select from any race or monster that exists in the Dungeons and Dragons roleplaying game, or that is listed as homebrew created by Xefas in the Mythos Compendium linked at the top of this document. The cost is dependent upon the Challenge Rating of your chosen species; if the CR is less than 1, then the race is free, but it otherwise costs **-100 CP per Challenge Rating**. Templates may also be applied in this manner. Regardless of you starting hit dice or Challenge Rating,

your race will not be taken into account in regards to how fast you level up. Even though immortal beings normally cannot become Anthols, you will be capable of picking either origin regardless of your race.

Origin

There are but two origins to select from. You may opt to be a drop-in if you want to.

Anthol (Free):

The power of a Mythic entity such as the Titans or Lawgivers lies within you. This is not a power they give deliberately, such as the magic a God gives their priests. Nor does it give them power over you, such as the power a demon lord gains over their warlocks. It is a power you gain as a simple consequence of embodying the narrative of these Mythic beings... well, embodying it to some extent, at least.

You may select any class created by Xefas that provides access to a Mythos, and may select any Mythos feats made by Xefas you qualify for. A brief summary of these are provided at the end of this document.

Gestalt (+200 CP):

Mythic characters are powerful. Very powerful. But you have no connection to entities such as they do; your life does not echo the narrative of any higher being, and you are more than a living story. Although that does not mean that tales cannot be told of what you do; and you *are* someone the likes of which tales are told.

You may not select options that allow you the ability to use a Mythos, and are restricted to D&D books published by Wizards of the Coast. However, when selecting your class, you can instead select two classes, and combine the best features of both of them. You progress in abilities as a member of both classes at the same time.

Perks

Perks are discounted for your origin; discounts are 50%, including 100 CP perks.

General

Jealous Benefactor Monopoly (Free):

To progress in power, to gain more Mythos and strength as a Mythic being, you must align closer and closer to the narrative from which your power sprung. For a class such as the Teramach, this means becoming more and more of a monster, becoming an entity of pure rage and fury and hatred and murder, discarding those aspects of your soul which do not align with the story of the Titan known as the Monster. Although perhaps the most disastrous of Mythic paths, the Teramach is far from alone in this, for all of them require you to discard aspects of yourself and constrain your identity to a specific narrative in order to grow in power. And that's before getting into the influence gods and similar patrons have over their followers.

In short, this world has too many ways for other powerful entities to influence your existence, and so your Benefactor has found a way around that. All powers that require you to pray to or pact with a higher being, in this world or any other, now only require you to pray to or pact with your Benefactor—or even to the very concept of the Jumpchain itself, they don't mind. If you want to pray to a god, you still can, although it isn't necessary anymore.

This has a far more noticeable effect when it comes to Mythic abilities, however. Although the initial spark of your Mythos powers will still come from the relevant influences from this world, it—and more importantly, your growth in Mythic abilities—are now maintained by your Benefactor, rather than requiring you to change yourself to better align with the narrative of the entity/entities in question.

This also allows you to access powers obtained by bonding to specific sources of power even after traveling to a different jump; if you would have gained power from a deal with a dragon, then your Benefactor will still provide you those powers even if you travel to a world where dragons don't exist.

Glorious Ability Exhibition (Free):

Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma are the six ability scores that character in any Dungeons & Dragons-based jump, but by this point the perks you've taken may place you to well beyond what you could achieve with an average point buy build. As such, if you have any perks or powers

that boost these abilities, you may adjust your ability score to be appropriate to your actual level of power. If you have any stats below 10 (the human average), they are brought up to that level for free.

If you want to be more powerful, you can raise yourself to the peak of natural human ability (18) in all ability scores for only **100 CP**, which is then modified by whatever your racial ability score modifiers are. Honestly, unless this is your first jump you're probably past that point in everything anyways...

If you want to be even stronger, then for each **100 CP** you spend, you gain 6 ranks to improve your ability scores; you can increase one ability by 6, or all abilities by 1, or any combination you like.

Initial Aptitude Amplification (Free):

You've already chosen your starting class(es) with your origin, but what level are you? You start off as a 1st level character for free. However, if you'd like to start at a higher level, you can begin as a 5th level character for **100 CP**, and start another 5 levels higher for each additional **100 CP** you spend on this perk. This can push you into epic levels, if you so desire.

You may multiclass freely, even if the class you selected doesn't permit multiclassing. There are no limits to how many classes you may multiclass into.

Additionally, this perk guarantees that all D&D character features that you obtain through leveling up (even leveling during the jump itself, and not from levels purchased here) will be supported by jump fiat to work even in other worlds that don't follow this world's metaphysics. Unless you have a feature you don't want for some reason, in which case you aren't required to give it fiat backing (for instance, breaking a paladin's oaths is not fiat-backed to cause you to lose your paladin class features).

Enigmatic Alignment Methodology (-100 CP):

In the reality created by the Lawgivers, there is a strict code of ethics and morality that defines the cosmos. You, however, cannot be so easily described. You are considered to be of any alignment, or no alignment, or all alignments, depending on what is most beneficial for you at any given time. This might allow you to qualify to remain a monk even as you multiclass into a barbarian, or it could let

you qualify as good for a paladin's smite and as evil for a blackguard's smite, even if both hit you in the same turn.

Panoramic Panoply of Potentiality (-100 CP):

Normally, the classes and monsters you have available would be restricted to that found in official Dungeons & Dragons material published by Wizards of the Coast, as well as the classes, races, feats, etc. created by Xefas as part of the Mythos Compendium. However, by purchasing this perk, you gain access to third-party content, as well as homebrew Mythos content made by creators other than Xefas. You may purchase this perk a second time to gain access to all homebrewed content.

Infinite Hybrid Monstrosity (-100 CP):

Was being one race not good enough for you? If that's the case, then you may select a second race or monster to be a hybrid of, paying the full price in addition to the cost of this perk. You may purchase this perk more than once; however, each time you purchase it, the cost of this perk increases by **100 CP**.

Esoteric Prerequisite Qualification (-100 CP):

Prestige classes have certain requirements you must fulfill before you can take levels in them. For most, this simply requires you to possess certain abilities and features, but for others it requires you to perform certain actions. And if you're a drop-in, you could hardly have performed those actions to qualify, and what if you'd like to start off with that prestige class?

With this perk, you will find that the mere act of existing somehow qualifies for you having fulfilled these requirements. You won't need to kill an innocent person for no reason other than to join the Assassins, and won't need to consume a sun to become a Holocaust Sun. This will carry over to future gaming worlds which may have similar obscure requirements.

This also qualifies for class features that you may need certain requirements to fulfill (such as the Teramach's Unconquerable Swallowed-Sun Prana advancement of the Sun-Eating Gorge-Monster Gluttony Mythos), as well as feats, qualifying for membership in a group, and so on.

Flaw-Expunging Epiphany (-200 CP):

There are a number of powers in this world that are decidedly double-edged swords, particularly the various Shintai powers a number of Anthols can obtain. But you won't have to worry about that, because from now on you will never experience any of the negative aspects of any perks, powers, or abilities that you come to possess.

Cessation of Thanatotic Impetus (-200 CP):

Death is not the end in this world. You can be resurrected. You can come back as an undead. There are many ways to cheat death in this world, and as such you no longer chain fail simply by dying. Instead, you only fail your chain if you are still dead when the jump comes to an end. Being undead does not count as being dead for the purposes of this perk.

Anthol

Progressive Experience Stipend (-100 CP):

There are a small host of options in this game which require you to expend experience points. Some spells require it. Magic items need XP to be crafted. Most relevantly, learning Mythos and Excellencies beyond the minimum provided by your class consumes XP. As Jumpers are notoriously unwilling to part with whatever power they've earned, this is an alternative.

Every week, you receive 100 special experience points. These aren't actually added to the XP that lets you level up, but is instead reserved to be spend on whatever features or abilities you may have that require the expenditure of experience points. Once you pass level 10, this becomes 1,000 XP per week. For every 10 levels beyond that, it increases by another 1,000 experience points per week.

Plot-Twisting Excellence (-200 CP):

Once per decade, or once per jump (whichever comes first), your nature as a being of narrative allows you to twist a failure on your part into a success. Perhaps you missed a vital sword stroke—you can rewrite your miss into you having pierced your enemy's chest. Perhaps you came to the wrong conclusion to a puzzle—you could alter it so that you had, in fact, come to the correct conclusion all along, and properly solved the puzzle. If you failed in some way that would have killed you—such as failing to dodge a trap—this will automatically trigger if you have a free use of the ability, ensuring that you didn't die.

World-Shaping Demiurge Authority (-400 CP):

What mortals perceive as existence is but a fragile structure built atop the living bodies of unwoven Titans; the powers of their primordial existence easily rewrite the nature of reality, particularly in subtle ways. Once per year, you are able to introduce a subtle change into the world, retroactively changing things in a way that suits the Myth from which you were spawned.

For instance, the wrathful Teramach might rewrite history so that the foundations of a castle wall are weak, and it crumbles more easily. A martial Bellator who's been imprisoned could declare that a past prisoner snuck a hidden weapon into the cell, hidden behind a brick. An undead Olethrox could make it so that the village was built atop an ancient burial ground, allowing him to raise zombies in the middle of the street.

For a Gestalt jumper, your "Myth" is considered to be the domain of Travel, as befits a multiversal sojourner such as yourself.

Perfected Protagonist Prana (-600 CP):

You have incredible, unearthly luck. The type of luck better suited to a protagonist in a story than a real person. The people you run into tend to have a way of helping you out later, especially if you help them in turn; you meet people who are "plot relevant", and if a princess happens to be running away from home, you always seem to run into her. If everything hinges on you winning a game of dice, you're almost guaranteed to win. If you wander around town looking for rumors, you'll always find one that happens to be both true and relevant to your interests. If there's a cult that wants to bring about the end of the multiverse, and is only located in one single city on one single planet on one single plane, you'll just happen to have a reason to visit the city and find out about it. The narrative of the setting has begun to revolve around you. But because luck isn't always a good thing, you have the ability to disable this ability.

Gestalt

Skillful Collection of Talent (-100 CP):

Each time you purchase this perk, double the amount of skill points you get. This doesn't change the level limit on how many ranks you can put into a skill, however. All purchases are discounted to the Gestalt, not only the first.

Legendary Feat Assembly (-200 CP):

For each time you purchase this perk, you gain 3 additional feats that you qualify for. All purchases are discounted to the Gestalt, not only the first.

Gestalt Progression Lotus (-400 CP):

Instead of just one class per level, you simultaneously progress in two classes for each level you take, treating the combination as a single class. For an Anthol, this allows you to progress in multiple Mythic classes simultaneously, which would otherwise restrict your ability to learn new Mythos. If you have the Gestalt origin, this adds another two your number of classes, so you now progress in *four* classes for every level you have. You may take this perk multiple times, adding another class (or two classes, for a Gestalt) with each purchase. All purchases are discounted to the Gestalt, not only the first.

Excessive Evolution Exaltation (-600 CP):

The amount of power growth you gain from any circumstance, including experience points, receives a +100% increase. You may purchase this multiple times, each time increasing XP growth by an additional +100%. All purchases are discounted to the Gestalt, not only the first.

There is an additional effect as well, although it only applies the first time you purchase the perk. Over the course of your jumpchain, you may level your classes to the point that you obtain every feature they have to offer, and at that point it may seem pointless to keep progressing in a class. This perk guarantees that, as long as you continue to progress in a class, you will continue to get new abilities suited to that class.

After you get all the standard class features available to the barbarian, you might start to get features from the barbarian's alternative class features that would ordinarily only be obtained in exchange for sacrificing the ability to use your standard class features. If you eventually get all of the alternative class features available to a barbarian, you could start to create entirely new abilities from scratch that are thematically appropriate, such as the ability to create totems that channel your ancestor's spirits to buff your allies. If you're a fighter and somehow learn every single fighter bonus feat, you can make entirely new feats.

In short, this perk ensures that you will always have something new to grow into as part of your class, even towards the end of your chain when you may have hundreds or even more levels in a single class.

Items

There are no item discounts.

Introductory Economic Wellspring (Free):

You do not gain starting gold equal to your starting level from **Initial Aptitude Amplification**. Instead, you start off with the starting gold suited to a 1st level character of your class (or, with one of the gestalt class options or multiclassing, with the highest 1st level starting gold of any of your classes). However, for **50 CP**, you instead start with the starting gold of a 5th level character, and for every additional **50 CP**, you can increase your starting gold to be that of a character 5 levels higher. You may, in the process of preparing for the jump, spend your starting gold to purchase whatever items you wish, although you can't buy epic-level items unless you have already purchased you way past 20th level.

Fortune-Hazarding Hand (-50 CP):

You may draw a single card from the artifact known as the Deck of Many Things, and receive the appropriate benefit... or penalty. If you find the result of your draw unacceptable, you may expend an additional **100 CP** to "discard" that result. You may purchase this item multiple times.

Insignificant Artifact Acquisition (-150 CP):

You may take any single minor artifact that you desire.

Excellent Artifact Procurement (-300 CP):

You may take any single major artifact that you desire.

Endless-Striving-Towards-Pluperfection Labyrinth (-300 CP):

You gain an attachment to your Warehouse, a dungeon designed to ensure that you are always challenged no matter how powerful you become. This dungeon is indestructible, hosts a variety of different environments you wouldn't normally expect to be in a dungeon, and hosts a vast variety of monsters that always seem to grow stronger as you do, guaranteeing that progressing through the labyrinth

will always be a challenge. You can leave the labyrinth just be willing yourself to leave, which will “reset” the dungeon, which will have a new layout and new puzzles next time you enter it. Oh yes, the dungeons have puzzles, always designed to be just barely within the range of what your current problem-solving skills allow you to resolve. If you die in the dungeon, you are simply returned to your Warehouse in perfect condition instead of failing your chain, but are prohibited from entering the Labyrinth for a month. Although you can gain experience from these monsters, any treasures and items they may have and use against you (and they will) fade away once you leave the labyrinth.

Companions

Creation or Importation of the Eightfold Cohort (-50 CP):

You may either create a brand-new companion, or import an existing companion into this world. Such companions receive 600 CP to spend and an origin of your choice. If you care to bring more than one you may buy this multiple times, or for **200 CP** you can bring a full set of 8 companions.

Drawbacks

You may take as many drawbacks as you like.

Dimensional Realignment Prana (0 CP):

Instead of existing in Xefas’s setting, you may instead pick any D&D setting for your jump to take place in. The influence of narrative entities will still be felt, however, and the setting will still have other Anthols appearing periodically. If the setting is one you have been to previously, you may opt for your past actions to carry over into the current jump.

Existential Paradigm Transmogrification (0 CP):

By default, this jump assumes you are using the 3.5 edition of Dungeons & Dragons, but this doesn’t have to be the case. Material has also been made for 5th Edition, and Pathfinder and D&D 3.5 are nearly identical. You select any different roleplaying system that you believe you can convert the Mythos to, and use that rather than the 3.5 ruleset. This also allows you to play, for instance, a Kathodos in a 5th Edition game, even though the Kathodos hasn’t been adapted for 5th Ed. This

is heavily reliant upon your own better judgment for how things would work in a different ruleset and setting.

Journey of Incomplete Dreams (0 CP):

Xefas has listed a number of potential Mythic classes that he never got around to creating, and there are a few incomplete classes listed in the Mythos Compendium. Perhaps you even have a class of your own you would like to play. You may opt to include these incomplete materials in your jump, either to be or to encounter, and may freely come up with the powers and abilities they may possess, as suits your best judgment on what would make for balanced play (balanced according to Mythos standards, that is). However, they are all considered to non-Xefas homebrew material for the purposes of **Panoramic Panoply of Potentiality**, even if the partially-finished work is actually his.

Indefinite Temporal Destination (+50 CP):

Your stay in this world is increased by 10 years. Each time you take this drawback, you will remain for another 10 years. You may take the drawback as many times as you please, but may only gain up to **500 CP** from it.

Protagonist Narrative Compliance (+100 CP):

It will be impossible for you to have a quiet life in this world. Events will always conspire to drag you into one grand plot or another, often with the fate of nations or worlds at stake.

Impoverished Absence of Lucre (+100 CP):

You start out on this world with no money, with no items that let you start out with your own company or business, and no perks that would give you greater economic prowess or outright give you access to money. Furthermore, any method you use to earn money will be only 50% as profitable as it would normally be. This is especially bad for Anthols, as each Mythic class requires you to give up a certain degree of monetary goods in order to progress in power.

Dedicated Moral/Ethical Orientation (+100 CP):

Choose one aspect of your alignment; goodness, evilness, moral neutrality, lawfulness, or chaoticness, or ethical neutrality. You are particularly devoted to this aspect of yourself; **Enigmatic Alignment Methodology** will not allow you to be of a different alignment on that moral/ethical axis, and you are prohibited from

acting in a manner that is unsuited to that alignment. You may purchase this drawback twice.

Overwhelming Mythos Multiplicity (+200 CP):

Mythic characters are usually pretty rare. This changes that; every last town will have at least a handful of Mythos-wielding characters, and there are now vast numbers of Mythic beings across the entire planes. You will be fighting them often, for one reason or another, and in higher tiers of power may even encounter enemies that cannot be killed via conventional means.

Incessant Reception of Prejudice (+200 CP):

You are going to have a major problem with encountering racism in this world. No matter what race (or monster) you choose to be, you are going to be a minority, and the vast majority of people will hold offensive and prejudiced opinions regarding “your kind”. Making allies outside of your race will be difficult.

Equivalent Antagonistic Opposition (+200 CP):

You have what could be considered to be your arch-enemy. This is a person of the same origin of you (although not necessarily of the same class(es)), who will always share a level with you. And this individual hates you. They will try to kill you, interfere in your life, and will oppose that which you support. If you kill them, they will return to life via one method or another within a couple of months, to continue harassing you.

Insurmountable Progression of the Narrative (+300 CP): [requires Anthol origin]

In short, this negates the effects of **Jealous Benefactor Monopoly** for the duration of this jump as relates to your Mythos abilities. Although you will return to your true, unmodified self after the jump is over, while in this world, any attempts to increase your Mythic power as an Anthol will make you more and more embody the narrative upon which your power is based. A Jagannatha will become more obsessed with hatred, rulership, and domination, while a Teramach will be more and more embodied by hatred, rage, and monstrosity. Not that all Anthols are as horrific as these, but all of them require that you become more and more something that is, in all likelihood, other than what you are right now.

Monotonous Class Advancement (+300 CP): [requires Gestalt origin]

Although you still qualify for Gestalt discounts, during this jump you will only be able to take a single class. You will only gain your second class, as well as any classes you may have from **Gestalt Progression Lotus**, once the jump has been completed. Until that time, you can only progress in one, single class.

Jumpchain Estrangement Shintai (+300 CP):

You are reduced to your Body Mod and your purchases from this jump; you lose access to all out-of-jump items, perks, and powers. Any companions that you have are similarly limited.

Unreal Intrusion of Madness (+400 CP):

The Far Realm normally leaves the multiverse alone. But now, a powerful force within has mustered a concerted effort to actually harm reality, and there will now be rifts appearing across the planes that allow access to the Far Realm... and worse, allow the entities of the Far Realm access to existence. For an additional **+200 CP**, there will be armies of Far Realm monstrosities invading through these portals.

Ending

So, your time in this world has drawn to a close. All drawbacks are lifted, and you are given a choice.

Remain:

You stay in this reality. The jumpchain ends.

Return:

You go back to your Earth. The jumpchain ends.

Renew:

You go on to a new jump. The jumpchain continues.

Notes

There're some suggestions that an Anthol may be capable of eventually turning into a Titan or Lawgiver. Although there are some vague rules on what a Titan is, there are none for the Lawgivers. And Titans are... pretty absurd. If you would like

to become one, however, then you may do so once you achieve your Spark. Immemorial and Xenocosmic level Mythos will likewise be unavailable to you until such you get your Spark... not that we have any examples of what those are, anyways.

Mythic Classes

These are the completed Mythic classes created by Xefas, which should help give you an idea of what they're about if you don't want to read the full class descriptions. More classes can be found [in the Mythos Compendium](#). In addition to classes, there are also Mythic feats, Mythic prestige classes, and Mythic races. In case it's relevant, some of Xefas's plotted out ideas that he never got around to finishing can be found [here](#), in varying degrees of detail.

The Anakitos:

Those empowered by the Lawgiver known as the Sun, who lead the rebellion that overwhelmed the Titans and brought them low. It gives you powers of radiance, rulership, and glory, and exalts you above all others, giving you the right to reshape the world to suit your desires.

The Bellator/The Swordbearer:

Born not from any entity, but from the narrative of battle that was invented by the Great War itself, the children of the Iron Mythos have superlative combat prowess, discipline, and skill, such that when Death finally comes for the greatest of Bellators, it is Death who dies. Also called the Swordbearer in 5th Edition.

The Jagannatha:

Once, the Empyrean was two entities in one, and was known as the King of the Titans. But the Sun slew one its hearts, and the Empyrean fell, and became twisted by hatred into the Demon Emperor. The Jagannatha are created from this hate, and are like a brilliant and toxic sun that outshines the very heavens and burns down worlds that are too pathetic for their terrible majesty.

The Kathodos:

Rather than a being, the Kathodos inherit the power of a thing; the Omphalos, which was the keystone and center of the reality the Lawgivers constructed, and that which defines what is real. The Kathodos understands the intricate rules of

creation and the fine, precise mechanisms by which it functions, and as such have unparalleled mastery over the 4 elements from which all things are created.

The Olethrox:

Once, the Lawgivers killed a Titan. But only once, for in that time all places were one in the maelstrom, and the dead Titan—and its power—had nowhere to go. It remained, conscious, screaming in its impossible existence. It became known as the Abomination, the First Undead, an entity so terrible that the Lawgivers never actually killed another Titan. An Olethrox is born by dying, rising as a new Undead connected to the ancient myth of the Abomination. They are heralds of nothingness, bringing undeath and oblivion before them. They mold eternity in their hands, making the finite into the endless, and the infinite into nothing.

The Syntrofos:

Once, the Lawgivers killed a Titan. They did this through containing the Monster, the essence of brutality and murder, into the very first weapon, and it was this first weapon brought the first death to a Titan. And from a narrative perspective, that is incredibly potent... so much so, that since that time, the narrative of The Weapon has occasionally inhabited more mundane weapons, giving them life and sentience and Mythic power. The Syntrofos is a weapon beyond the greatest of the immortal smiths of the planes, and gods war over who would have the right to wield one as their own weapon... if it even permitted them to do so in the first place.

The Teramach:

The Monster was a Titan who embodied monstrosity. Rage, hatred, brutality, slaughter, meaningless cruelties and pointless massacres. It was bound into the unbreakable cage that was The Weapon, but still its narrative influences the world with its barbarity. The Teramach is an engine of destruction, eschewing the tools and works of men to wreak bloody havoc as the very incarnation of fury itself, and in their rage consume and despoil and devour without limit, to the point of eating the very sun itself.

The Adversary:

The All-Shadow defined corruption and misery and was responsible for the creation of the Sun, which they made to have something to define themselves against, and as a betrayal of their fellow Titans. They are all places where the light

does not shine, and to carry the Mythos of the All-Shadow is to be a thief, a coward, a deceiver, and a wretch. They make others lies to themselves, steal the value of objects, and would damn the entire world simply for the sake of watching its damnation.

The Cynosure:

Those that come from the Titan known as Authority, they are the embodiment of rulership and being an object of worship or adoration. They are selfish, not rulers who lead for the sake of others, but for themselves, and their followers are all nothing more but tools to be used for their own purposes. To be a Cynosure is to look out upon the entire breadth of Creation and decide that it all belongs to you.

The Mechanikos:

With power coming from the Titan called Creation, they are creators of devices and machines, those who make new things and impossible things and things that by all rights should not work, but do anyways. The Mechanikos can look at the intricacies of the universe, and think to themselves that they can do better... and then *do it*.

Changelog

Version 0.5

- Created Jump