

The Punishment Protocol

- Characters get to wake up dumped in an icy cold river. Can hear the faint sound of a crying child but it never seems to fade or disappear. Following the child gets a prompt to show up on a screen right in front of their face.

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[The System has been successfully activated! Welcome to Plotine: Memory Dream Demon DLC! Your current stats are...

- Give them B points: 50 each (150 total)
 - Take them away for "OOC"
 - Give them out for successful mission completion.

[B points are the grading method used. The higher your points are, the better the reward will be. You will receive points for completing missions.

You are now at the beginning stage and the OOC function is frozen. Too much deviation from the plot will result in punishment and the removal of B points.

Please note if you reach B points 0, even in tutorial mode, your account will be permanently terminated and you will be removed from existence.

Users may refer to the help guide by calling out for the system at any time.

***9/10 times this will be useless. Good luck kids]**

- **[Destination: Cang Qiong Mountain. Mission: Qing Jing Peak Experience. Total B-points available to gain: 100.**
- **Mission Level: Tutorial. Click to accept your mission.]** (there's no deny button)

MISSION 1: TUTORIAL. GOAL: "DISCIPLE EXPERIENCE"

Choice A Goal: Experience life as a Cang Qiong Disciple

Accepting the mission while make the users "glitch" through a town that suddenly melts into a bamboo forest.

- Bamboo forest place is green and very lush and beautiful!!! The crying child sound still hasn't gone away. Walking down the path leads to two roads - the left road has a small bamboo house, and the right road just seems like a path deeper into the forest. Crying child sound is a bit louder from the left than the right but it can be heard in both.
- (generic system message for help guide: **The Memory Dream Demon DLC prides itself on open world character choices, leaving the players' ending in**

their own hands. Scumsaving results in permanent termination. Choose wisely to curate your experience.) repeats if they ask for help.

Crying child sound changes to the excited chattering of a girl. Yingying; comes and grabs their hands and drags them up to the bamboo house. Inside are a few other disciples (everyones in cultivation clothes now players included) and most recognizably, Shen Qingqiu... and a tiny, scrawny Luo Binghe.

Memory:

....watch Luo Binghe follow Ning Yingying into the bamboo house on Qing Jing Peak. Shen Jiu sat in Shen Qingqiu's favorite seat holding a teacup, still blowing on the leaves.

He had long sent away the chattering Ning Yingying. Ming Fan stood in attendance to the side and started to speak for him. "From now on, you will stay at Qing Jing Peak."

A surprised and flush rose on little Luo Binghe's face. He kneeled down to present his orderly salutations in a clear voice. "This disciple Luo Binghe has seen Shizun!"

Shen Jiu tugged at the corner of his lip, at long last lowering the teacup from his chin.

He said leisurely, "Tell us, why did you come to Cang Qiong Mountain Sect?"

Like he was reciting a lesson, nervous but conscientious, Luo Binghe said, "This disciple has admired the elegant manner of all the masters atop this mountain of immortals since youth. If I could gain entry and achieve success in my studies, my mother's spirit in heaven could also be gratified."

Shen Qingqiu knew this was the answer he had tossed and turned again and again on the road here to polish.

Shen Jiu let out an "oh." "You had a mother at home?"

He said, almost absent-mindedly, "What was she like?"

Luo Binghe raised his smiling face, both eyes sparkling. "My mother was the person who was best to me in this world."

Shen Jiu's face twitched, raising a hand to stop him. He looked Luo Binghe up and down. "You are indeed at the age that's best for cultivation."

Shen Qingqiu could see three words on the original goods' face. Envy, envy, and more envy.

He envied Luo Binghe's "mother who was best to me in the world," envied Luo Binghe's innate talent, envied that Luo Binghe was accepted into Cang Qiong Mountain Sect at the optimal age. To have an indignant heart full of envy for a small child, he really was this type of person.

Shen Jiu stood up, walking over to Luo Binghe step by step. Luo Binghe lifted his face and looked at the Qing Jing Peak Lord walking towards him like he was beholding a god.

But who would have thought the god would walk by him without a sideways glance and pour the cup of tea in his hand onto him as he passed, lid and all?

The tea wasn't just boiled, so it was only somewhat hot, but Luo Binghe's whole body was frozen, dumbfounded.

PLAYER ACTIONS

Try to go to baby Binghe (neutral).

Try to help him: Lose 20 b points (OOC WARNING!!).

Talk to him: Neutral

Yell at Binghe: +20 B points for story following (other disciples will push to this option and or get them to try and just leave him there)

Talk to Ming Fan: Neutral

Talk to Yingying (waiting outside): Neutral

Talk to Shizun: I dont even know be careful dont make me play shen jiu but its gonna be bad

Shen Jiu, hands tucked behind his back, walked out of the bamboo house without taking his leave. Ming Fan tapped along behind, turning round to chide, "Kneel down! Shizun didn't tell you to rise. If you dare to rise, I swear I'll hang you up for a beating then shut you in the woodshed for three days!"

Luo Binghe had just been accepted into the sect, so his heart had been full of joy and gratitude. After inexplicably getting tea poured over his head for no reason, it was like a bucket full of cold water with ice cubes mixed in had been thrown in his face. His entire heart was quenched by the cold.

He kneeled dumbly in place, not even blinking.

Soundlessly, two teardrops rolled down his cheeks.

This was the first time Luo Binghe cried since he buried his adoptive mother with his own hands, and it was also the last time he cried on Cang Qiong Mountain.

MISSION 2: WIN HER OVER.

- **[Destination: Cang Qiong Peak. Mission: Demon Invasion of the Immortal Mountain. Total B-points able to gain: 300. Mission Level: ★★**

Players will get to meet [Sha Hualing](#), the demon saint.

"My purpose coming up the mountain this time originally wasn't to fight. I only wanted to compete skills with Cang Qiong Mountain sect's many talents. My family was curious and wanted to come up the mountains to exchange pointers to see what would happen."

[System: Mission Goal: Please Sha Hualing.]

Player Goal: Get Sha Hualing to Fall in Love With You (at least one player)

She wants to battle... she'll love if you defeat her but there are other ways to win her over.

Binghe won her over by being strong and tuff and defeating her demon "Elder Brother" with his poison spikes that are only healed by papapa. (Its exactly what you think it is.) If players can

come up with talents a bloodthirsty demon lady would appreciate then I am all for it. I'm gonna be super low key with the B points. Bonus points for lesbians.

Goal is for no one to get poisoned with sex cure poison Jesus Christ.

god dammit nu

Max B-points: 300

MISSION 3: THE ENDLESS ABYSS.

- **[Destination: Endless Abyss. Critical Mission: The Endless Abyss and Endless Hatred, a Sky Filled with Crystal Frost and Tears of Blood. Total B-points available to gain: 1000+ Mission Level: ★★★★★★ Click to accept your mission.]**

Mission Goal: Return to the surface.

Player Goal: Find Xin Mo and use it to return to slice a portal in space time.

Characters are falling from a very high height before hearing ~* the Dream Demon's voice ~* - ask players what their ambition is. What makes them angry. What makes them hate. Visualize it. Hear Binghe's voice. Congrats you all have demon blood now.

Players will have to run from a giant monster of some kind (something totally ridiculous and wuxia, maybe just a fucking void monster that will snap at them and injure them. Consistently be attacked until they can run for shelter. Its just to force them inside. Can maybe make for serious injury i guess.) **(They chose to fight this monster. Why am I not surprised.)**

Win a contest roll against monster to dodge

Shelter is the **Holy Mauseoleum**, a demonic burial ground.

Can you believe I just get this shit in my canon. I love it. Thanks scum villain for the free dungeon crawl.

The Mausoleum's Halls of Delight, Fury and Sorrow.

Hall of Delight:

The Hall of Delight has a smiling woman's face painted onto the wall. Approaching, there is a crystal case right at eye level with no lock on it. Inside is a key - and on the wall to the right is a door.

Upon opening the box to take the key, the woman's mouth will curve higher until her mouth is wide open. At this point, the piercing sound of laughter will erupt from her mouth. This is an auditory weapon, designed to be effective against the Demon Race. After the sound entered the ears, the heart and brains would madly pulse, followed by a wave of acute pain, causing giddiness and stars in the vision. Players may act totally drunk with giddiness.

Have them roll a d20 to see if they can wobble across: DC 13 (*Make pass multiple times if they are getting close to finishing early.*)

Goal: Get the key and open the door. (giddiness wears off after).

Losing B points by acting too foolish. Losing B points by losing sight of the goal. Gain B points by helping others get up and helping teammates make it across. Etc.

Max gain: 100 B points

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Hall of Sorrow

The last Hall is the Hall of Sorrow. There is a woman's face with tight-knit brows and face twisted in deep lamentation painted on the ceiling at the zenith of the hall. Upon sensing the presence of intruders, the face's eyes would open, its features twisting into motion while its expression grows increasingly miserable. A few drops of water would seep from its eyes and patter to the ground. The droplets start off as a slow trickle and continue falling; the door locks behind intruders and eventually, the room will flood.

Directly underneath the face of the woman is a carving on the floor under their feet that simply says: **LAMENT.**

- Players who vent their sorrows and miseries to the room will feel drained and exhausted... and the room will drain out, revealing a clear crystal case, unlocked, holding the sword xin mo. Taking the sword and swinging it will create a portal and end the CYOA.

Goal: Lament. Clear the room. Get Xin Mo and get the hell out of scum villain meta hell.

B-points based on participating/figuring it out/etc. I'll take away stupid ones if I have to.

Max Gain: 100 Bpoints.

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The Hall of Fury: Optional.

If players are super low on B-points, they can opt to enter an additional room!

The Hall of Fury had a woman's furious face painted on the floor. Any mis-step would bring danger such as a pillar of magma thick enough to enclose four men shooting upwards to engulf the trespasser the minute they get near her face.

Painted on the wall directly across from the face is the phrase **REMOVE THE PRESSURE.**

The only way around it is to step on the acupuncture points of the face. One is marked: [she has a green circle on her eyebrow](#). Stepping on the tip of her nose is what deactivates the lava pillars of death and gains the players **1K BPOINTS**

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REWARD(S)?

[Players will see the reward screen for their success (?).

Congratulations! Congratulations! Congratulations! Important things should be said three times! \(\nabla\)/
Tabulating B-points....

0: YOU'RE DEAD JIM, DIE ON SCHEDULE - BAD END

10 - 100: Pathetic Protagonist (Get one reward)

300 - 500: Acceptable Protagonist (get two rewards)

500 - 1000: Stallion Protagonist (Get all three rewards)

I am bad enough at math that im going to end up adjusting these probably. We will see.

(I did in fact end up adjusting these.)