

Players Histories

SLAYN312:

Slayn312 is an Alchemist, who has studied over 12years. He/she has learned many types of herbs and plants and treats people if they can pay. In 1678, during a riot the owners son was hurt, Slayn312 was called upon to help save his son however made him drink the wrong bottle which poisoned him. Slayn312 was lucky to get off but the owner was mad losing his own son and to this day holds a grudge against him/her.

Perk: Alchemy: if you find herbs, you can heal people from poison and wounds.

Evil perk: Poison: you can make poison out of herbs killing others if you want to be the winner of the mansion and get the money and the deed to it. (when you find your page containing you history on you and the owner, you then get this perk. You must search the mansion to find it or is someone finds it get them to give it to you)

Second_Flight: Found by Nazaka

Second_Flight is a Farmer. Nothing to much special he grew corn, carrots and wheat. He has fixed his cart many times due to the wheel breaking and has lived though many attacks by bandits. 1678, there was a small riot which he took part in, he was the one who injured the owners son with a scythe, and nearly killed him too. You live in regret thinking you were the one who ended his life but you heard a small rumour that he was poison which killed him by an alchemist. You wish to do the right thing and atone for what you did to the owners son.

Perks: handyman: good at fixing things

Evil perk: Rioter /Survivor: able to make use of normal things as weapons (if holding any blade type can live through 1 attack on you)

Negative perks: Regret: killing someone makes sad and in a state of shock. (other words regardless of any perk you have, if you kill someone for no reason, you will be in shock and wont defend yourself)

MadSova:

『Biography:』

『I was an actor that was quite popular on a stage, I made my own suits and cosmetics. And then one day when I had to play a role of the male and changed before the needed time no one could recognize me. I tried changing my looks more and more and found that with my tools I was able to make myself look as anyone and with my actor skills I was able to deceive anyone. But for some weird reason the better I got at lying the worse I got at seeing through lies. And so I was deceived lots of times and lost almost all money I got from my actor career. And so I started leading a black life. A year later, I got quite used to that kind of lifestyle and I was seen by Sebastian during one of my... deals (I guess?) when I robbed another rich guy with my orphan companion (in the way I planned to trick the owner). Then I was called by him and said that I will earn more or some other thing I immediately trusted and so I got hired. I also changed my looks so many times that even forgot my original looks and remember only my gender. Current looks coming soon... (after recruiting...)』

『Can't say much about relationship with Samye since I don't even know his character...』

『False story for page:』

『I sneaked inside the mansion and took all owner's pets and freed them leaving a note "Animals must be free thus I shall free them!". Owner got police to with hunting dogs search for me but I somehow freed all the dogs too leaving the same note. Ability will be something around sneakiness or/and being loved by animals...』

『Abilities:』

『1. Can mix alchemical ingredients to mix a special cosmetics that will allow to change how people see/feel another objects and people... Doesn't react on surroundings so dagger made too long so that it can inflict damage on people from distance will destroy illusion if person sees it go through the wall or even through their clothes. Pain is still felt as if it was real even after illusion is broken. In order for lengthened object to work as a pain inflictor it should be seen at least once. After that even if its in darkness it will still inflict pain with changed shape. Objects like that will make a true wound only if real shape touches opponent. Can be broken only with salty water (not sea water, only kitchen salt + water).』

『2. I can trick people easily except for children.』

『3. As an actor I learned some stunts so I am able to escape lynching/mafia 1 time.』

『4. If I find out I was lied to, rages and strength against opponent who lied increases.』

『Minuses:』

『1. Can be easily tricked by others.』

『2. I'm an attention seeker and hate others taking spotlight from me.』

『3. That people might use my changed appearance against me.』

『4. Salty water makes my changes go away...』

『5. When in rage surprise attacks from the back are very effective.』

Somerefresco: (found by sintarow)

Heller Zacharia (The Baker of Hell)

Born in the coming of 1663 in what was known as the Holy Roman Empire, He was born in a modest upper-middle class family that had ties with the nobleman of Prussia. His life was destined to be a soldier since that was his wish from a small age but due to his father that was against it. So since He could not proceed with his life as a soldier, he decided to focus his strength in one of the most unexpected places. What Heller wanted was to burn his existence in history, if his name and his devilish nature was not going to cut it, then his bread would be. What his bread would do can only be understood by looking at the other side of Heller. His next hobby was a to talk with nobles instead if her mother since he had a knack to extract info from the nobles and he used his combination of charisma and good looks to gain trust from the nobles in Prussia. His only flaw was that he had a sociopathic disorder that made him lie like nobody's business. He had the ability to lie and if those lies were not true then he would make them be heard hard and long enough to become true. He used the indeed demonic combination of looks, charisma and deception to quickly become favored in the court. By the time he reached 16, He had become a diplomatic envoy to Vienna. He used his diplomatic prowess to facilitate the alliance with the Polish-Lithuanian Commonwealth (Holy League) and thus becoming a force to stop the tracks of the Ottoman expansion to the west. In 1683 the Battle of Vienna indeed began as Her foretold and due to lack of information from outside of the walls of Vienna, soldiers did not knew when the Ottomans would attack, also due to corruption in the government that would benefit from a siege from the Ottomans that bribed the officials mercilessly. Heller knew that only he would serve justice...Hot. Days before the battle, Heller rushed to all the bakeries from Vienna and told them of a plan to inform the soldiers of the attack, they would make flaky bread rolls in the form of a crescent moon to hint the soldiers that the Ottos were coming. The high ranking soldiers knew right away that the only bread received that morning was in form of moons so they associated it with the Ottos and then like some form of divine inspiration, they began to prepare the troops for the imminent threat....The Holy Roman empire and the Holy League emerged victorious from the battle. To commemorate the victory, the bread was called the Viennoiserie. It is common now to cal the pastry...the croissant.He now that he saw the effects of the corruption of the Empire and how he saw that it almost costs him his country bowed to use his bread now to calm the fires of tyranny and to use the weapons that the Devil gave him against him. He decided to move to one country that in his opinion sorely needed his prowess...England. He talked with the House of Orange with plans to overthrow the government. The Dutch only wanted power but he wanted something else, to limit the powers of Monarchs from all the world. So he used his deceit to convince the house of Orange to sent him on a diplomatic envoy to England. He accepted but with one condition...To send him undercover first. He wanted to learn how bakeries operated in England in order to do something similar to Vienna, but he needed another message to convince the Dutch so he lied again. He told them that if the people were told

that Catholics were cause of their problems that started after James II of England instituted his religious tolerance policies, then revolution from the inside could be achieved and combined with a Dutch invasion then victory over the British Lion would be certain. He called that this event would happen in 1678 by the name "The Glorious Revolution". He indeed would use the Devil again to achieve his goals, but this time he would use the hate, intolerance and madness of the people to bring in the first step towards his grand goal. He knew that this was going to be indeed a Glorious Revolution. Most people will remember this event as a debauchery, a travesty of intolerance, a usurpation of the Dutch but he knew that that was only a foolish appearance and that like his croissants, only history would know with certainty that his revolution would be part of legend, the true annals of history. He knew that he would have many enemies in England. So it began a new chapter in the history of Heller Zacharia, a chapter that no one knows its body or history, only its introduction, the Battle of Vienna and its ending, the Glorious Revolution. A history of deception, yeast and the furnace of the Devil...

perks: Traveler: you seen things and unfazed by anything (you will not suffer is someone dies)

evil perk: Lair: you lie though your teeth and able to trick others. (if you find your page you get this) (when a normal civ is with you, you can control there action, for 3 people only)

InorixShu: found by sin

I was living alone in a village in England.

It happened all 9 Years ago.

My whole family was killed. I still remember that day and dream This nightmare.

I swear from that day on to become stronger and get my revenge.

I learned the ways of killing and 1 day I found a book about out the world of magic.

I learned many spells and one day I found a life stealing spell.

I thought i have gained ultimate power.....that's what I thought at that time.

I began to travel, became stronger and gather information.

After 3 years I have finally found a clue about out that time.

Someone gathers information about out it too.

That was my first clue I got.

I traveled to find him.

After another year I have found him...but didn't think that it would be HIM.

I finally found him. The one who killed everyone. He still had the same black cloak

as at that time. I spied him for some hours and finally when he was alone , I began to make my move.

It was night.

It was dark and then I attacked him. I threw some fireballs but he dodged.

He grabbed me and i was unable to escape. He told me to stop and calm down.

I didn't hear him cause of anger. I used the life stealing spell.

He fell down and was about out to die in less than 5 mins.

I went to him and removed the cloak.....

I fell down....

I began to cry while saying: "fa...father"

He looked at me and said:

"You have grown big...Inorix.

To think a girl who was once smiling gently would go the wrong path.

U shouldn't dirty your hands. U should give up von revenge.

Help other people; help them find the right path. I'm sure your Smile will heal there wounds.

Heal all sadness and sorrow from this world. That's what u should do.

I hope u will bring happiness to the world....and yourself too.

Inorix....my daughter.....I...hav.....al.....ays.....love.....u.,....."

Those were his last words.

I began to cry....

After that I forbid myself using that spell to steal someone's live.

I began to study healing magic and help people around me to find their happiness.

May the world be freed from the chain of hate.

It has been 5 years now since I killed my father.

I became a doctor and helped people with my healing magic.

I kept my promise with my father until now.

One day I was invited to a mansion to heal someone.

After healing him, the owner of this mansion has let me stay in this mansion for some day.

I went exploring the mansion. It was big and u could get lost easily.

After so me hours I have found a room that isn't von the map.

It was a hidden room and it said keep out. But Still, I had the feeling to go in.

My body was moving there and I couldn't resist.

After opening the door I have seen something unbelievable.

It was something I shouldn't have seen, but searched for a long time.

I entered the room.

The room was full of weapons to kill someones.

But that didn't interest me...it was something else.

It was the axe and the black cloak. The cloth....the weapon...

The same as that day. The day that man killed my family.

If this is herethat means HE is herein as well.

I felt the anger in me, crying for revenge.

But the words my father told me....his last words...the calmed me down.

Then a hand grabbed me from behind.

It was the owner.

"Lady...what are u doing here?

This isn't a place u should enter".

I asked him after some second:

"This....those weapons...what did u do with it....".

He grinned and said:

"I killed...I killed people....many people".

"WHA....how can u say something while smiling???"

He laughed...and then answered:

"Cause I like it. Watching people dying. Begging for their life.

Seeing them in despair. Well now that u know about it u won't be leaving

This mansion alive".

I backed away and shot some fireballs at him.

I was full of anger and my mind was full with thoughts of revenge.

He was able to dodge them and threw a knife at me.

I got a small cut but it healed right away with the healing magic.

He was at first surprised but then he laughed.

He took his axe and ran at me. I barely dodged.

I ran away and he followed me. I threw some fireballs at him but

It doesn't seem like he cares. He just dodges it and continues to chase me.

Now I had no way to escape anymore. Walls everywhere and the only way is right

to him. It was useless but I still tried to fight him head on.

I rushed to him and threw four fireballs to surround me.

He dodges. That was my chance to escape....of so I thought.

He hit me with the backside of the axe.....

Everything went black.

Then something in me awoke.

Something in me awoke.

I felt power flowing in me. But just what is it.....

The owner went to me to give the final blow.

As he was about to swing the axe, fire surrounded my body.

The owner jumped back. When he landed, his legs froze.

The owner said:

"Huh so u do know how to fight....

Hehe but u are still inferior than me INORI!!!!!"

"Inferior....huh..."

He rushed to me at full speed and use the axe to cut off my head.

It was stopped with one hand and the axe and the arm of the owner froze.

"Kukuku....kil...kill.Killlll.Killllll"

The owner felt that blood lust and shivered. Then he use some magic to get away

And pushed me against the wall.

Using the axe and hold it against my throat.

"You....are u really Inori?"

Silence for a moment and then a big laugher.

"Who is Inori?????"

I am....SHU".

I have pushed him away and used a magic I never seen before.

It has a sad colour. It was like the nothingless if u look at it. Like a void.

I used it to attack himit would kill him for sure...

I tried to resist but my body was moving on its own.

"Don't get in my way! After 9 years we finally have the Chance to kill him!"

"Who....are u..."

"I am u...ur other personality....the one u threw away 5 years ago.

Lets end it here and kill him!!!"

"No....I promised father....not to kill..."

"Don.....get.....in.....my.....way..."

I was using my full power to resist.

The owner took that chance to escape.

After using my full power to resist I collapsed.

I still heard a voice.....

"I will come back Inori....I, Shu will take ur body and use it to get what I desire."

When I woke up, I was in one of the rooms of the mansion.

The owners voice:

"Ki.....kil.....kill.....I will kill u for sure INORI!!!!!"

May the world fall in despair and swallows all happiness.

As Inorix woke up in the mansion, she looked around something seems off... as Inorix got up and head to the door, things around Inorix started to fad black. Inorix started to feel a presence she never felt before behind this door. As she was about to opened the door

???: "Going somewhere?"

Inorix jumped out of suprired and turns around to see a man sitting at a table drinking tea.

???: "Please sit, i would like to have a talk to you"

Inorix resisted, rasing her arms as to say she was ready for a fight.

???: "I hate it when people dont do as they say..."

He flick's his fingers and much to your suprise you were now sitting at the table.

Inorix: "wha... What the? how did i get here?"

???: "Pointless questions, i think its rude not to introduce yourself?"

Inorix: "What do you mean? your the one who is rude, you just made me move from the door...."

As Inorix tries to point at the door.... it was gone.... infact all round them there was nothing.

Inorix: "What the hell is happening here?"

The Man Sighs

???: "Another pointless question, My name is the Mystery host"

Inorix's heart stopped, she have heard as a little girl of the story of the hosts and how powerful they were. One she heard of was the Mystery Host. Only one where one one person in the whole world claimed to have met him and anyone who does meet him dies.

Inorix is stunned and speechless.

Mystery Host:"Dont worry i dont plan to kill you, you are far more important then you realise"

Inorix: "Wha-what do you mean?" she stuttered

Mystery host: "You will come back to this mansion and see the owner again from 10years from now. So I

believe you should just postpone your revenge for now"

Inorix: "WHY SHOULD I STOP AND POSTPONE MY REVENGE!?! " she bursted out loud and now standing up

Mystery Host gave an evil stare give inorix a chill down her spine

Mystery Host: "ill show you"

He showed Inorix her future about her training, up to the point of where she gets the invite.

Mystery host: "now do you understand?"

Inorix nods.

Mystery Host: " When you come back to this mansion, come find me again. Just look in the art room. As much as i would like to continue our talk, i must cut it short."

He flicks his fingers, Inorix Vision fads away.....

Inorix Wakes up in a taven she had being staying in before she went to mansion to meet the owner. The taven owner saw you and said "how did you do that?, i just saw you just left? or did you come back because you forget something?"

Inorix: "yeah i did...." She thought to herself, did he said her back in time? and now what to do next? She thought to herself... "well mays well do as he says for now..."

Perks: Magic: Fireball: throw a fireball at you oppenent (head on fights)

Charge up: Makes you next move stronger but require time to use and after that make you sleep making you an easy target to get killed

perk: bloodthirsty personality: you go onto a rage and your darkside comes out (1 head on battle you will repel the attacker

Evil Perk: Life drain: you drain there life away, heals your wounds but shortens you life span

Gifted perk from host: (find the host again) Summon spell: ????

Negative:limited: Can only use 2 spells per day

Inorix's personalities

2. + close combat

+ repel attacks

+ the fire I use is stronger if used on a near enemy~

- ranged attacks are weaker and wont have much accuracy~

- will get tired after the fight

Fire sword.

- allies will be hurt as well if they are too close

- wont be able to change to other personality for 2 fazes

- it will make enough noise in battle to people know the current

3. + accurary is high

+ fire has a longer range

+ knowledge of the use of gun

+ is good at chasing the target

- has less defense(means bad at dodging close range attacks)

- needs time to load/prepare the gun/magic

- cant attack childrens

4. + is good at solving problems(get a hint)

- can only used 2 times

- no combat ability

5. o has a summon spell (strenght depends on the number of the dice)

+ can steal the power of the death

- lose the current power

To unlock the personality:

2. Be in danger/fight a strong enemy.

3. Kill a NPC/Player.

4. Unlock 2. And 3. at least one time in This game and reach day 4.

5. Find ur page and the mystery host.

Infamous: (found by himself)

the year was 1678. i was homeless, always trying to find any way possible to survive. one day i was wondering the woods near Scotland, when suddenly, i was spotted by wolves. i ran. i ran for what felt like hours, when in reality it was seconds. there was no way a 7 year old could outrun a pack of wolves. they were just about to lunge when suddenly i bright light revealed itself. the wolves were dead, blood everywhere. i was so shocked i could no longer stand. everything went black. when i regained consciousness, i was in what appeared to be a cabin. an older woman suddenly appeared from another room.

"oh you're awake" she said, "you were in quite the predicament when i came across you."

i was confused. "i don't get it, what happened?" I replied.

"i saved you from those wolves of course" she said with a smile. "i know what you're going to ask. how did i save you?"

it was as if she read my mind. "yeah how'd you do it?"

"i used the power of magic of course"

"m-magic? what's that?" i asked

"oh of course, you're still so young, you couldn't know. let me explain"

(she goes on to explain magic, and how it's use is declining)

"sadly, there aren't many magic users left these days" she says with a distraught look

"that...is.....awesome!!!" i said with glowing eyes

"w-what? calm down child, calm down. is that how you really feel?"

"of course!! show me how to shoot lightning!!"

"there's no need to shout my child, please settle down! are you sure you want to learn magic? what about your family? shouldn't you be getting back to them?"

".....people said that my mommy went to heaven"

"i'm so sorry child, what about your father?" she asked

"i don't have a daddy. i've never met him"

"so you have no family? that is such a tragedy. i suppose i could teach you magic, but it takes many decades to learn such skilled magical spells like lightning."

"i don't care, i wanna learn, teach me please?!" i said so excitedly

"ok, i'll teach you. i suppose i should show you your room....."

i want my character to basically be a bastard child of the owner of the mansion that he had with a servant. the owner would want me dead because he doesn't want anyone to know about the child.

those dots at the end of my story will change depending on the sibling angle with hinode. i either want me and hinode not really related by blood, but we're extremely close like siblings, because we're both training under this woman

or we are blood related, but only half blooded, and hinode is the legitimate child of the mansion owner. the owner could have another child, and decided to want to kill hinode because when it came time for when i was supposed to be killed, hinode decided to protect me over siding with the owner

also, i thought lightning would be too overpowered, but it perfectly explained the bright light, so i figured my characters magical power wasn't high enough to cast a full powered lightning attack, so the lightning attack simply stuns the person attacked.

perks: magic: Sparks: not enough to kill you but stuns the enemy for you to get away

orb of light: lights up dark areas

electric palm: You fused electricity in your hands you can use for hand to hand combat. Only used to stun people snice your too young to use it at its full power.

evil perk: black lightening powerful attack, kills enemy and those around you but in result damages you badly first use, second use kills you

negative perk: limited: can only use magic 2 powers a day

Hinode:

Hinode is the witches daughter, long ago the owner cheated on his wife to a woman outskirts to the village. she was beautiful. they had a child and that child was named hinode. The owner found out that she and hinode had magic and outcast them. years later infamous another child of the owner who was outcast, was found in the woods. Hinode helped his mother teach infamous some magic. hinode was invited to come to the mansion along with infamous to compete for the money and ownership of the mansion.

Perks: Magic: Water bubble: able to rid posion out of someones body and heal wounds

Ice blade: uses water to harden into a blade to use in comabat (negates the loli cant fight perk)

Ice shard: you get to summon 5 shards of ice which you use to throw at a enemy

Evil perk: Candle curse: a candle is summon, the person receiving the curse will melt with the candle, when the candle melts away competely so will be the vitem. if the curse fails you die instead. once used this, has to wait 3 days before can be used again

negative perk: can only use 2 spells a day

Musangbeku:

beku story:

the master of infa and hinode, bought you and gave you to infamous and hinode to protect them while you go to the mansion.

sintarow: found by nazaka, then taken away by a wish, found by inorix later

Story

They call me Sin from my deeds of one night.

I was a raising star in the detective world, solving cases after case.

This did not go unnoticed... Unfortunately by all the wrong people.

I slipped up one night, I didn't noticed I was being followed and was knocked out.

I ended up waking up in what appeared to be a meat locker.

I always said "Never trust the butcher, for you never know what else is in the meat."

Clearly I was right, the easiest way to make a body disappear was to mix it with the meat.

My face was bleeding and my right eye's vision was shaking from blow.

Their was someone else down here with me.

He was tied up and blind folded.... But why wasn't I?

I could hear the butcher in the back room sharpening his blade.

This was the best time to move while I still could.

The back door was locked; the lock could be easily be picked, but I was missing my tools.

I did have the chance to try to pry it since the butcher come out from back...

I don't remember much after that, whether I blacked out, or the memories are repressed.

But one thing is for sure... I was bathed in blood, with a dismembered butcher in front of me.

All while holding a bloody sickle still dripping in one hand.

The tied up person was gone, I'd like to think he escaped.

But with all they extra limbs... It's very doubtful he did.

The police came shortly after, given my history with them they let it slide.

Doctors recommended I not think back to that night.

But it seems like the town all knows... They kept calling my tainted, evil, inhuman... But the one that some how stuck was Sin.

perks: Sneaky: at night your harder to detect

crime bug: see through forgery without a coin flip

evil perk: berserk: you snap when pushed to the wall and against all odds. (when being attacked you can defend yourself, doesnt count to sneak attacks on you)

Negative perk: regret: killing people who have done nothing wrong will affect you. (if you kill someone who hasnt killed anyone and was a good guy, you will suffer a state of mind shock for 1 day, may lead to

insantiy)

Choonagi: (found by nazaka)

Merchant ship captain/merchantman. Keen observer of spoken and body language, sharpened by years of negotiating with the local merchants and various cultures from international ports. Command position allows for me take decisive and immediate action in a variety of situations, not excluding the ability to ensure the safety of my crew. Learned in the arts and sciences of the time, but is able to keep an open mind on new "discoveries" because of my experience in traveling and meeting other people from all over.

A violent squall that took my ship on its return to port also took the lives of most of the crew, one of the new cannons went off and went straight into the mansion. The owner was pissed.

Perk: Captain: you can fight and defend yourself (if attack head on, you will live though the attack)

Evil perk: gunpowder: you can use flintlock weapons (when you get your page)

♥ Sky:

Well, the owner wants me dead because I turned his ex-wife into a lesbian and he caught me in the act with her!

As for my back story, I'm a rich lady with lots of money and power but I have no husband and am not interested in men, hence the reason the owner hates me. I'm good with words and of course have money to bribe people with. I'm also into a bit of S&M. Enough of the sexual stuff lol.

perk: smarter then you look: (you can get a hint for a riddle or puzzle 1 hint)

evil perk: black widdow: kill men easier (only when you find your page)

Nexus:

===BACKSTORY=====

My Name is Adam Sangler... you could save im just the average Joe. I being a great believer of war I am nothing but being prepared for the Great Battle of Vienna! LET the Ottoman EMPIRE LIVE. I am no man that is brave to go into fight.. So I build the armory that destroys the enemy. Other than my great profession i am a lover of the writing. I love the compositions written by our great artists of this time. Oh The late renaissance has truly shown new colors to my ears. It would compared to the same as my beloved wife Sharel. I have always wanted to kill a man but i never had the strength to... But i changed after my lovely wife Sharel died in a shelling. While i walked home from the grave of my poor Sharel... I stand there in the darkness. What should I do now that my poor Sharel is gone. I cannot look for another.... I grab my self-crafted jewel of a musket. And i carry it on with me and i go travel.. Somewhere off i shall be I have no reason to live in a world filled with depression.. One night while i traveled... I was confronted by a man. Infront of a Big Home I hungry i ask him for food. For i have not eaten for several Days....

The man Spits at me and Kicks me over... What happened after was what i so craved for. I take my musket and i press it against his heart. I quickly press the trigger making a quiet sound muffled by the man's body. Covered in blood i fall to the ground full of excitement and happiness. I finally was able to do what i so craved for. While I cried with happiness what next was too sudden. Several Guards from the Mansion Pulls me in, I tried to run but the were to fast.

After a knock on my head I appeared in what might of been the big House. I was surrounded by many people. I was then told.. The man was the son of the owner of this big house. I believe he deserved his death and none other. He was so wealthy but did not even want to spare a crum of bread. Men like him has no worth . Are you happy my Sharel? I finally became a man.

==== END=====

Perk: Traveler: seen things others have not (get a hint to help to solve a puzzle or riddle.)

Evil Perk: Gunpowder: can use flintlock weapons (when found page)

FinalPrye: (found by sin)

Old Man Jenkins was an old and male farmer who tended his crops with a righteous vigor and villainous vigil. He always sported a dashing top hat, monocle, and his burly mustache. Year after year he was capable of producing a superior crop due to his powers of supreme observation and patience and sitting on his porch drinking lemonade. One day Manner-Mic-Ownerson came by to try to learn the secret to Old

Man Jenkins' excellent farming, due to his own failing crops. Old Man Jenkins said merely to watch and do as he did to succeed.

But lo, Manner-Mic-Ownerson was a young and spritely young lad, and was incapable of sitting on his bottom for nearly as long periods as Old Man Jenkins could, and was completely unable to drink Old Man Jenkins rather-sour lemonade. Hence his crops withered and died in a few weeks. While he could still afford to buy his own food (he owns a mansion, after all) it was quite embarrassing, and he swore that one day his score with Old Man Jenkins would be settled...

perks:grower skills: there is an alchemy lab and herbs at the top floor. you can make them more effective when working with someone who can make potions to heal and such.

evil perk: dirty play: you will use whatever means to win, in a head on fight, you be given 4 items in the room. 1 item will have 75% chance of repelling the attacker, another 50%, another 25% and one no chance 0%. pick carefully (must find page before you get this perk)

Ogikumo:

The year is 1583, (100years before the game starts)

Ogikumo was on his road to becoming an artist. Although most people looking down to his art and never paid much attention to it. One day while out drawing a landscape a storm brew and he was forced to take shelter in a abandon hut in the forest, Once inside things started to get dark around the room and began to disappear. He closed his eyes and rubbed them thinking he was tired or something. That's where he met him The Mystery Host. He was sitting at the table and asked Ogikumo to sit. He ask how his art was going and that maybe he should go for something different. After hours later ogikumo asked if he could paint the Host's picture and the host smiled and nodded. That painting later became a famous painting and a one of a kind. Before the host let Ogikume he asked what he would do if he had some power. Ogikume replied saying "why try to bring back my wife". The host replied "what if the cost was not being able to bring her back?" Ogikume: "there is always a way to bring someone back". At that moment is where ogikumo made the deal and became a necromancer. However over the next 10years he found immortally and druing the next 85years tried many ways trying to bring back his wife but couldn't. He could be back anyone else but her.... Why couldn't he? He just didn't get it.... Did the host trick him? He just wasn't sure.... The year was 1678 a riot was happening in england, with little places to hide, he tried a village continuing his practices but they werent gone unnotice and the head of the mansion found out however due to luck the villages went on a riot and his son was killed, you also heard a simple rumor he lost a daughter too and so decided to go and look for there bodies and use them to your advantage incase he was ever to come after you. 5 years later you get an invitation to the mansion. You were going to not go when you saw at the bottom "don't you want to see you painting of the host?" it was that which set your mind to go to the mansion

perks: immortal: cant die unless they have a spell or holy water mixed with blood to break the curse.

Evil perk: raise the dead: you can raise the dead to fight for you, only if you find a body.

negative perks: famous: people may know about your painting or about you being a necromancer, i will do a roll at the start of the game to see who does realise who you are but i will only give them little info about it.

with about 100 years a living you have bound to have done heaps of bad stuff along the way

negative perk: Limited: you can raise the dead but including the owners son and daughter, you can control 3 more bodies but not as effective.

Selvaria Bles:

An deadly archer send by the queen, to investigate an deadly plot. Owner basically wants all problems out of the way and decided this was a great way to rid of him.

Long ago, in a battle he hurt his leg badly to the point there was damage and now cant run nor jump high.

Tigrevurmud vorn, earl of Alsace. Was one day summoned by the queen regin of brune.

Once there he was informed of their terrible mansion located in another country where his maid is being held captive. Once informed Tigre left for the mansion.

Perk: Marksman archer: more of a chance to hit your target

Good eyes: you have a chance to see though someone to see if they are bad

Negative perk: Ecchi: when women are in trouble you gain a bonus to save them

negative perk: bad leg, so that would mean you cant run well and therefore cant give out a chase or run away from a fight or jump high.

Decalomania: found by maddie

Decalomania worked as a blacksmith. During 1678 there was a riot and he decided to help the farmers and gave them weapons for the fight. Although there was no prove, he knew he played a roll in the owner's sons death and regrets it. Due to lack of proof he was let go but the owner knew he was at fault.

Perk: fighter: u have practice with the weapons you make and have exp in fighting all types of weapons. If you can get a hold of one that is

Evil Perks: arms maker for farmer: able to make weapons but must find what is required to make the weapon.

Eg. Spear: broom stick, knife x2 or fire place fork, rope or metal (must be heated and melted to try to make a mold for it first)

If u have any ideas for making a weapon and can explain it ill allow you to try to find the stuff and make it

Nazaka's long story

1ST NORMAL PERK

I had been living in a village for 12 years of my life ever since I was born (16th october 1633, the village focuses mostly on farming/fishing.

There is a town not that far from my village, farmers would go there to try and sell their harvests.

My father works as a hunter and sometimes I would go on an adventure with him, I would always get excited whenever my father looks at me with a smiling face and says "guess what boy, we're going to go out tomorrow".

My father wanted me to succeed him as a hunter also, so I would be trained to make a lot of traps and sometimes shoot a gun, however I preferred traps and after making it for 3 years my

father said "okay, you officially overpassed me in making traps".

My dad constantly remind me to "keep your calm, make rational decisions" everytime, it was difficult at first but I seem to be able to keep my cool after being reminded about... thousands of times maybe.

On 23rd February, 1645 : Apparently there's a dispute between my village and the town, the whole adults in the village seems to be involved.

My father would come home late with a tired expression but he will always smile at me and tells me to not worry.

One day I was curious what my father was doing all the time and I sneaked to the conference building in the village and peeked through the window

That was a mistake that would lead to the destruction of a village and most of it's people

The view inside the building was best described as "ugly"

Some adults from the village were arguing with the townspeople, their faces ugly due to the anger and they kept on spitting whenever they shout.

My mouth was wide open as I watched this "ugly" spectacle- that is until a cold feeling touched the back of my head.

Suddenly my face was pushed towards the window and I am immediately pulled back, whoever was doing that continued to lift my head up and smack it towards the rocky earth.

He kept doing this several times till someone -presumably my father- pulled him away from me, after that I heard several shouts and something smacking but I immediately fainted afterwards.

I woke up - staring at a familiar ceiling, it took me a few minutes to realize it was my own house.

I got a slight headache when I straighten myself. I felt some fabric when I touched my forehead.

I look at the mirror to see my forehead being covered with a bandage, and that reminded me of what happened last night.

I am not terrified much to my surprise, it's probably because I can "keep my cool".

I took a glance at the clock and it says "14 : 23", "pretty late" I thought.

I walked out of my room to see my mother stocking on supplies and my father getting bullets for his flintlock pistol

"Son, get inside the basement and don't forget to lock it". I haven't told you but our house has a basement with a lot of different supplies in there, it's just one thing short to be a bunker.

I don't need to ask the question why, just by thinking back about what happened yesterday arrived me to the answer :

There is going to be a "fight" between the village and town. Actually, "small war" would fit more.

Our village seems to be in defense according to what my parents were doing.

My father also reminded me "we will be knocking 15 times on the door to tell you it's us, if it's not 15 times or no knock at all, I hope you're prepared"

He seems like a father that doesn't take care of his child, but he knows I have grown mature enough to defend myself... or ready to kill people it seems...

The entrance to the basement is located "under" the staircase leading to the attic, there's a well hidden sliding door on the side of the staircase which leads downwards to a metal door.

I've changed my clothes and I have entered the basement

The basement is not that small, but not that big either (7 x 10)

There are a shelf of foods and on the far corner of the basement, there lies a rather big crafting table.

I locked the door to the basement and immediately walked towards the crafting table to make traps

I was reminded that I am going to kill a human this time, not an animal. A cold sweat dropped off my chin and my heart was pounding as that was going to kill a human for the first time... (for some odd reason, I don't feel conflicted)

There are different varieties of tools there, I decided to set a classic trap of a pendulum-hatchet.

Basically a hatchet is tied with a long rope at the hilt.

A metal ball is tied up at the other end of the rope and is stuck to the concrete ground in front of the metal door by a triple-electric tape. I climbed up a ladder and made a 5 x 5 cm hole on the

ceiling of the basement where I proceed to forcefully wedge in a 5.1 cm long metal pole.

I brought the tied up hatchet with the other end of the rope stucked to the ground over the short metal pole and roll it (Nazaka's note : You know yoyo? you know how the small rope is rolled around several times? that's what this means) 3 times.

I then pulled the hatchet "to the max" and bolted a support with screws RIGHT before the hilt which makes the hatchet hanging.

< the support < what it looks like

This is how the trap works :

Once the door is forced open, the metal ball stucked to the ground with electric tape will not be stucked anymore (due to the force) and since the hatchet is heavier than the metal ball, the metal ball will go up towards the rolled rope (around the short 5.1 cm pole) and the hatchet will fall. The metal ball will be stuck at the 5.1 cm pole and it prevents the hatchet from completely falling off the ceiling, it will instead look similar to a pendulum. The force gathered will make the hatchet stab the intruder.

However I made another trap,.

First of all I made 3 "Y" shaped mini-catapults that kids use to shoot rocks at things. I smeared

them with oil. Then I took 3 long reinforced (?) rubbers (stronger rubber basically) and hook them on to the mini-catapults. I then made a hollow rectangular box

<< the box



I then drag a table towards the wall (right side of the door) (also about 30 cm away from the wall) and put that rectangular box in a reversed position (making a

I then screwed the 3 mini-catapults vertically on the box

<< how it looks like

I then took a rather unique sliding clothes hanger

< how it looks like

I first screw the hollow rectangular box to the table, and then I use electric tape and use it on the sliding part of the clothes hanger to make it stick on the wall. I added a support to the mini-catapults

(I'll just use pictures to show how the next step will be as describing it is a pain in the ass and will take TOO LONG >_>)

After that, I stood holding the rope for a while

After 2 hours, there were sounds of people screaming and scuffling coming from upstairs, I readied my mind for the worst case scenario. The noise stopped after 15 minutes, I was sweating profusely at that moment. I decided to take a dagger with me as the crafting table is not far away from me, and just as I took the dagger, the door started banging loudly. I know that was not my parents as a knock would never sound that loud, my breath became ragged and I flexed my hands for a bit

The door was forced open after 9 loud bangs and the trap was set off, there seems to be only 1 person there and the hatchet was "stabbed" deep into his neck. He started vomiting blood and a bit of blood was spraying out of the gaps between his neck and the hatchet. I was frozen when I saw this. However another guy immediately run towards me with an axe, I released the rope and 3 daggers stabbed deep inside him (on the shoulder, neck, and head [as it is vertical]). I was immediately back frozen. I slapped my face hard when the guy fell down and immediately ran towards the entrance, upstairs.

When I was at the living room, I noticed my house was empty. Most of my furniture are broken. I wondered where my parents went for a minute and then immediately went out to escape. I did this because my father also said "if you can't find us, then forget about us, just escape by yourself" as I was about to lock the basement door.

I went out to find the village in flames. I noticed some unfamiliar faces was coming inside each house and started pouring oil all over them. The entrance to the village was blocked as my house is near it, I decided to head towards the conference building and escape into the woods behind it.

I passed by several bodies of villagers, however I seek escape so much that I pay no heed to them. Before I entered the building, I peeked through the same window where I peeked last night, my head hurts a bit after remembering what happened again. There were 3 people inside, maybe more. I steeled myself to enter the building as I don't know if there is any other way to escape. I opened the door slowly and it creaked a bit. I'm a bit used to sneaking as we sometimes need to sneak to hunt an animal.

I sneaked towards the door to the main room in the conference building. As a hunter, my eyesight and hearing were also trained, I can see further than normal people and hear better. First of all I stick my ear to the cold wooden door and hear what they were saying, what I heard was "man, there's nothing valuable here" "at least find something that can be sold". It seems they were scavenging the place. I peeked through the gap between the door and the wall and I can see 3 people ransacking the whole place.

There is a counter for drinks inside that room, I decided to sneak inside and hide behind the counter. There were several windows inside that room, I picked a bottle and thrown it to one of the glasses which is at the right side of the counter. The 3 men came running towards the window to check what happened. I took this chance to run off to the back door, the 3 men were stepping on shards of glass making more noise so they probably didn't hear my footsteps.

I opened the backdoor and I can see the woods, I closed the door and after taking 5 steps, my neck was suddenly choked from behind. I realized another guy I didn't realize was there was trying to kill me. I can't breathe and saliva is spilling out of my mouth. I frantically pulled out the dagger from my pocket and immediately stab it through the man's neck repeatedly.

Blood sprayed out of the left side of his neck, he released his grip on my neck and I fall down choking. He was covering the stab wound on his neck but that proves to be useless as he

immediately goes limp and falls down with his eyes and mouth open. My right hand was covered in blood and luckily my clothes are not stained.

At that moment, I just realized that I “have killed a human”, but for some reason I don’t feel terrible inside. Without thinking about anything anymore, I ran towards the woods and towards a town that I know of.

NAZAKA’S NOTE : fucking hell that is way ***too long***... let’s not do that for the rest of the perks
>_>

The perk that I would suggest here: Hunter perk (sneaking a bit, observation (or extreme[?] eyesight), extreme [?] hearing, traps expert, etc)(say I have some hammer, screws, etc at the start of the game)

2ND normal perk

After escaping from the village, I signed up to be trained till I’m 26 to become a medical veteran on the battlefield. A medical veteran’s job is not just taking care of wounded people at tents and such, I have to go to the battlefield and carry wounded soldiers on horseback, and sometimes survive in the wild.

I officially became a medic veteran on the age of 26, I kept on training until I am at the age of 28.

There was a rather huge civil war between 2 groups of people in one country, we were told to kill some people from both groups to show that the military is superior and they should not start a war and such.

My first real mission was in a guerilla war against one of the groups. We successfully infiltrated

their first base in a rainforest. However things go wrong as we set camp for the night there.

A loud explosion can be heard and people started riding their horses carrying a scimitar or a sword. I also joined in to search for wounded soldiers. I killed quite a few people at that time, however we ended up getting pushed back and we have to escape from the rainforest. Problem is, the rainforest covers $\frac{1}{2}$ of the country.

After escaping from the onslaught, I and some other medics used various herbs, medicines, etc to patch up the wounded soldiers. We were estranged there for a long time.

We had to survive, luckily I was trained as a hunter by my dad so I know some tidbits about the wildlife. The time spent getting stuck on the forest makes me able to use anything to my favors (a wooden branch, can be used to stab things. And the such), also I can endure not eating for 2 days straight. I became some sort of survivalist.

We were stuck in the rainforest for 3 months, 100 of my comrades died along the way and only 40 survived.

After that, I resigned from being on the battlefield and spent 2 years of my life being a hunter + survivalist.

The perk that I would suggest here : survivalist perk (medical knowledge, resourcefulness, etc)

3rd normal perk

When I reached the age of 48, I stopped doing any job and instead just play chess with my old friends and new friends (old people ofc XD). Weird thing is, I still look like I'm 30 years old, must be my genes or something.

I have played for 2 whole years, I am pretty confident about my skill at chess as one of the best of the best.

Reading people's moves becomes easy, I can predict whether they will move the queen/knight/horse/etc just by looking back at their previous moves, and sometimes I observe

their faces to find out what exactly are they thinking.

Chess is somewhat relaxing to my mind, and well entertaining to know what people are thinking of next. I will usually plan early on the game judging from my opponent's personality, prideful people will not like retreating and instead pushing forward. Greedy people will not utilize their strong pieces. Et cetera

After playing daily for 2 whole years, I somewhat became some kind of strategist. Planning my next move, reading my opponent's movements and such.

This perk that I would suggest here : Strategist perk (able to read other people's movements, plan things, good at puzzles, detecting lies, etc)

(about the predicting about other people's movements, it'll be like this : Once someone tells you their next move, if I wanted to predict that person's move, you will tell me what they are going to do [or tell me 3 things about what they are going to do BUT 2 of them are wrong]. Because it won't be a perk if I just think about it myself XD)

I was playing chess with one of my friends, until suddenly a fancy looking letter was sent to me.

Looking at the name, I know what this is

"Ahh.. I see... I knew this would happen sooner or later" I said to myself

It reminded me of 2 things that happened 12 years ago...

1st evil perk

I studied psychology for 2 years of my life. I was focusing more on the human mind.

I had some shady businesses in my life, but this one is going to be REAL

I was working for a, well “completely dark secret private company”. As the name suggests, we do pretty much a lot of illegal stuff from stealing, to murder. We are pretty much experts at hiding dead bodies or destroying them so the officials had never got their hands on us.

This next “job” of mine has something to do with this “blackheart” family, they seem to be of high social status. They are going to have a party in one of their private palace. My job was to “create as much havoc in the party as you can, the way you want to do it doesn’t matter, if it will be messy we will clean it up”. But that’s not all it seems.

“I want you to cause despair, anger, hatred, sadness, and a lot more to the head of the blackheart family, Amshel Blackheart”

“despair, anger, hatred, sadness, and a lot more”, I smirked a bit reading that sentence.

These are the infos I got beforehand :

- Amshel blackheart has an incestual relationship with his sister, he will be excruciatingly worried if anything happens to her.

- Some of his relatives will be joining the party

- Amshel blackheart treasures his family members the most

- There are not a lot of guests on the party, estimation shows that there will be 3 guests and 3 blackheart members

I put a face of disgust and said “disgusting, horrendously disgusting” when I read the “incestual relationship” part.

I was confident that I could finish the job easily, due to the fact that amshel seems to treasure his family a lot and I believe I said I studied about the human mind for 2 whole years.

“This... I can probably know why I didn’t fall to the abyss of my own emotion at that time with this..” After I said that, I immediately whisper to myself “This definitely won’t be made into a novel, it’s not interesting at all” and chuckled a bit.

I disguised myself as a butler and proceeded to enter the palace, I would rather not get into the trouble of conversing with the 6 people there and instead I would just like to finish my job. I was pretty surprised to see the elaborate set up for the party even though only 6 people are joining.

(let's skip some of the details here)

First of all, I locked all doors and I placed a metal shutter on the windows in the palace, took me quite some time to do that + I had to get the master key

I then proceeded to put poison on the plate of one of the guests (guests are all best friends of the blackheart).

There were originally 2 butler and 2 maids, I might not have told you but I used a chloroform handkerchief and fainted him, I then tied him up and locked him in the freezer. He should die from staying there for 5 hours or so.

One of the guest fainted, the other 5 people and the servants seems shocked at that moment (I was peeking through the door) and they didn't know he died until they checked his pulse. Amshel blackheart immediately shouted at the servants to call an ambulance.

But that definitely won't do will it, so I cut the telephone line earlier. The butler reported that the telephone cannot be used and terror is shown on the people's faces as they know a murderer is among them. Amshel dashed towards the entrance door to the palace but it was locked, he was shocked when he noticed the metal shutter on all the windows, I'm sure he knows by that point that they can't break the window open.

The other 2 guests (male and female) and 2 maids are still in the dining room, this is good chance to plant fear on their minds.

I readied 2 of my crossbows and opened the door to the dining room, I immediately shoot both of the maids with the crossbow to the heads. I throw away the crossbows and took a dagger on each hand, I run over to the guests that are sitting side by side and slashed their necks, I forgot to pull back immediately and my hands up to my elbow are covered in blood.

I walked away from the dead bodies and I watch a spectacle of 4 people lying on a pool of blood.

I got out of the room from the backdoor and waited for 10 minutes. The 3 blackheart members and one butler were shocked, the sister of amshel dashed to the 2 guests which are her best friends and hugged them while crying. Amshel and the other blackheart (apparently is amshel's and her sister's uncle) just stood there, sweating and fear started overtaking their face. The butler fell down on his butt with his mouth wide open.

Now that they have "fear", it's easy to predict what they will do.

I unlocked one of the exits (there were 3 of them) and set a trap on it. There will be a fiber wire stretched over the open door, one of the ends of the fiber wire is tied to the trigger of a crossbow that I hid on the side of the door. Once someone pulled the fiber wire (by trying to go out through the open door), the trigger will be pulled by the fiber wire and an arrow will be shot towards

whoever was trying to escape.

The butler is sure to be the one rushing through the door first, he was so afraid that he will take any chance to escape.

However I also want the blackheart members to follow the butler. Reason being when someone has hope of surviving something, IF their hope is crushed, they will be filled with overwhelming despair.

And I'm going to do something more painful than that...

I smack a rock to the wall near the open door (I am outside the door) when all 4 people left were going around the house. As expected the butler came running first followed by the blackheart members.

I took another crossbow from my rather large suitcase. The butler triggered the trap and the crossbow shot an arrow directly to his head. I immediately leaned over the open door to see the 3 blackheart members shocked faces, I pay no heed to it and immediately aim for the "uncle blackheart".

Thanks to my hunter skills that my dad taught me, I have a pretty good eyesight and I aim for his heart.

I shot the arrow and after confirming that it hit him, I shut the door and locked it.

The arrow I shot is not a normal one, it's smaller. The arrow is specialized to cause blood loss, the "uncle blackheart" won't die immediately after I shot his heart with this arrow.

The reason I use this arrow is because :

Seeing a loved one fade away little by little is sure to cause extreme depression for the 2 blackhearts left, not to mention knowing that he didn't die immediately which means he has to suffer the pain of blood loss.

Now, I need to cause a trauma for amshel's sister and hatred for amshel himself.

Apparently amshel went to find a first aid kit- how foolish of him to do that.

The uncle seems to be dead already, the "sister blackheart" was crying loudly "WHY!? WHY DID THIS HAPPEN TO US!?". I took one of the dagger I used to slash the guests out and dashed into the corridor. I pushed her down and used the dagger to rip some parts of her clothes (the chest area and skirt).

First step, fear of death. After that I stared at her face with a made-up maniacal smile, then I cut her arm with the dagger slowly one by one, she was frozen and the look on her face appears to be begging me to kill her.

But that won't happen

I heard rushing footsteps from behind and immediately hide beside the door. When the door open and amshel arrived I immediately did a headlock and pushed him to the ground.

Next, hatred.

"Hey your sister was amazing she's so tight (of course I didn't rape her, it's just a trick), look at her clothes. Didn't thought she was still a virgin though. I thought you fucked her already"

I turned his head to face me "wha- who are you!?" amshel said. "shut up" I smacked his head to the floor (his sister was screaming "please... please don't" the whole time). "Listen to me, remember my face, the face of the killer that murdered 8 people in this palace at one night.

Let's talk a bit about the human mind shall we? Look at your sister- she's scared, despaired, depressed, and a lot more, I'm sure you know by looking at her face she'll have a lifetime trauma. Think about it, lifetime trauma... isn't it worse than dying?

You only need to suffer for a bit to die, but what about trauma..? It's like lifetime torture for her. So... your sister is officially 'broken' from now on"

I can see his face red with anger. "Well just remember that S.H.E W.I.L.L S.U.F.F.E.R F.O.R.E.V.E.R"

I then punched the back of his neck to make him faint with my hand that holds the dagger, I did that so that her sister thinks I was stabbing him. His sister successfully fainted.

"look at this mess... better tell boss later on" . I changed the bloodstained butler uniform into my usual clothes.

I noticed their uncle has a special ring, it's covered in blood. I said "Hmm.. might be useful" and decided to take it with me

I then exited the palace with disappointment

"I still don't know huh.."

But then I smirked again, "well, let's see in one year time" and walked away from the palace.

The perk that I suggest here is : psychology perk (?) (able to do actions that will push people to despair/fear/etc, once they are in fear or something they are easily predictable or controlled or something) (of course it's not like "hey, I want xxx to be in despair", it's more like doing actions that will push them to despair [not automatically])

2nd evil perk

After the palace incident, the “sister blackheart” had an extreme trauma that she won’t even leave her room without her brother, Amshel blackheart.

Amshel also requested a search warrant to the officials, however the information that they have is not enough to find me and capture me. But just to be on the safe side, I won’t do anything too extreme for a while.

I heard something about this “magic mumbo-jumbo”, apparently there are grimoires that contain magic spells or something. With nothing to do of course I got interested in this.

After doing some uninteresting stuff here and there, I found myself a grimoire. Luckily it’s in English.

“what’s this... ‘impostor spell’?”

“I can change my whole appearance to someone else that I have seen before, either sex doesn’t matter. My voice will change and once I change my appearance, I will have knowledge on their personality and a *tiny* bit of their memories..?”

The blackhearts crossed through my mind

“Hoho... this is going to be useful and interesting”

For 9 months I read that grimoire and practiced it several times. Once I change my appearance, my voice immediately changes and the original person’s personality just flashes in my mind. It took me a while to get used to it.

Exactly one year after the palace incident, Amshel blackheart arranged another party in the exact same palace as before. Different things are that there are more guests which makes it look like an official party and there are a lot of guards surrounding the inside and outside of the mansion. Apparently “sister blackheart is starting to open up to the world again, but she still needs amshel. Much like what I expected.

“*chuckle*, you really should not do that sister blackheart... I will drag your soul not to despair this time, but to the abyss instead”

For preparation, first of all I changed my appearance to that of uncle blackheart and asked a painter to paint the upper half of my body. Then I asked a doll maker to make a real life looking doll of the head of uncle blackheart using the portrait that the painter made. I also told him to make it look like the head was decapitated. He first frowned at me, but most humans will do quite a lot of things for money, and so he made it and I put it in a bit large suitcase

I also took an *empty* flintlock pistol and put it inside the same suitcase.

“now, all preparations are complete” Yes, I only need those 2 things along with my ‘impostor spell’

Nearby the palace is a small forest, I changed my appearance to amshel. I can feel his hatred for me immediately.

I then carried the suitcase and walked casually towards the palace. Several of the guards seems to be confused as they thought “amshel” already inside. However it seems they thought “amshel” went back out for a while. One of the guards asked me to let him carry the suitcase but I refused. I remember the exact layout of the palace and I’ve paid 3 hooligans to sneak into outside of the back door of the palace.

I asked a nearby butler to call “my father” and to search me in the palace when the call connects. I went around the areas where little to no guests walk around there and I searched for amshel and his sister. A butler came and called amshel to go somewhere else, his sister seems reluctant on having left behind but amshel assured her that everything will be fine. “fine huh...” I whispered to myself

I started walking towards sister blackheart, after I arrived in front of her she asked “huh? Didn’t you go somewhere? And what’s with that suitcase?”, I replied her with “Just come with me over here” and lead her to somewhere private.

The sister said “So.. what’s wrong?”

I opened the suitcase and took the doll head and said “hey, remember this? Remember that time?”

The sister’s face was filled with shock, the same as a year ago. I threw the doll head to the sister, she shrieked and dropped it. I approached her and with a face of anger said “why did you drop it..?” and proceeded to slap her. Without waiting I immediately pushed her out of the small room and shouted “GET OUT!”.

I could hear her running away from inside the room. Since the head was a bit heavy, I decided to leave it there. I took the empty flintlock pistol and hid It under “Amshel’s coat”. I-still maintaining amshel’s form- sneak around the palace again while observing sister blackheart. She was crying with face of fear and when amshel arrived, she went into a fit and ran away

again. Amshel's face shows the complicated feelings inside him.

I immediately searched for the sister blackheart. When I found her, she shouted "NO, DON'T COME ANY CLOSER". However I paid no heed and resumed to hug her and said "I'm... sorry... I'M REALLY SORRY, I WAS TOO DEPRESSED AT THAT TIME AND I MYSELF DIDN'T KNOW WHAT I WAS DOING, PLEASE FORGIVE ME" while crying (of course it's an act).

We held each other for a while and it seems the sister's trust on "amshel" returned. I whispered "follow me, we'll do *that* "

We walked towards the corridor with the back door of the palace where the 3 hooligans are waiting outside. I pushed along the sister to the door and open it. The 3 hooligans apparently were drinking wine. The sister was surprised to see 3 uninvited people in the palace grounds. I immediately locked her hands so she can't move.

I then speak to the hooligans "Hey you trashes, rape this woman. Each of you can only have 1 session with her, anymore and you'll be a soulless lump of flesh" and threw the sister towards the 3 hooligans. The 3 hooligans first looked surprised, but they immediately started forcefully undressing the sister and pulled their pants down. The sister was in disbelief and wanted to shout but one of the hooligans kissed her to shut her up.

Looking at this scene disgusted me and I said "tch, what a bunch of animals"

After I said that, I felt like I was closer to the discovery of the thing that I had always wanted to know, and the reason for me to do these kinds of things.

I closed the door and went to look for a certain woman that has a sexually attractive body. The original amshel was still looking for his sister behind the scenes so I can show up in front of the guests just fine. Once I found her I invited her to an empty corridor and started kissing her, groping her breasts, etc. But after a brief moment I told her to go to the corridor that leads to the back door and 'we will continue there'. After she left I changed my appearance to that of the woman and started looking for Amshel.

If my guess is correct, he should be in a state of despair and can be easily manipulated by a woman. I found him and he was leaning on the wall and sighing. I get closed to him and started a bit of conversation about his problems so that he would open up to me. After we finished the conversation I said "hey, why don't we have sex..?" and pulled his hand to grope 'my breasts'. Though I have the body of a woman currently, it's still disgusting. I then told him to go to the corridor that leads to the back door.

I changed my appearance to my normal self. Through estimation, the hooligans would be done just as amshel and the woman are having sex.

I was peeking from a bit far away from the back door, but I was trained as a hunter and could

see a bit more than a normal person could. I can see amshel and the woman having sex and I whispered to myself "Humans... disgusting really, they comfort themselves through sex and the such?"

As 2 people continued their carnal activities, the back door suddenly opened and amshel's sister with messy clothes was thrown into the corridor. She froze for a few seconds at the sight of amshel having sex with another woman. She screamed and run towards my direction, however I have set a pretty strong fiber wire across the corridor and placed the empty flintlock pistol right in front of it.

Sister blackheart fell down and amshel chased after her. The sister looked at the pistol for a moment and when she took the pistol, I smirked as I was sure she thought that was "her chance to be free of the torture in life".

She aimed the barrel to her chin and shouted "STOP, DON'T GET ANY CLOSER" She continued with "I thought you treasured me... I thought you loved me... I thought we trusted each other.... It was all a lie huh.... Life is just a torture for me now, with this pistol... I can be free from this unrelentless torture.."

Amshel was running towards her and his sister was smiling with tears flowing from her eyes.

It probable seems like 'time stopped for them' eh.

Amshel was shouting and his sister pulled the trigger...

But the pistol was empty

Her eyes are wide opened and she looked at the pistol. She pulled the trigger again & again and started shaking her head while saying "no no no no no no no no no no no no no no no"

She should know that the chance for her to be freed of her torture, is gone forever.

Amshel started pushing her on the ground and locked her hands, servants came in and also helped amshel. I left the scene and waited for amshel to be alone.

After 2 hours, I can see amshel in the backyard of the palace, the part was over and all the guests were gone. However I was hiding in a room so I was safe.

I sneaked behind amshel and proceeded to do the same thing I did to him last year, only difference is I'm pushing him against the wall

I started talking the same way again "That poor sister of yours.. She was betrayed several times, now she has no one to rely on and she can't trust anyone anymore. Her trauma is also

back. She had her chance of escaping the cruel life she had, but that was taken away... Do you know that if a person has hope in the middle of despair, only to have that hope taken away is one of the most fatal way to mentally break their minds..? Now she will truly suffer.... *chuckle*

I twisted his head to meet my face

“YOU... YOU BAST-“ and I hit his neck again and he fainted.

I left the palace again, now knowing the answer to my question

“I wonder if someone will think it’s stupid if they know.. that I’m doing all this just to know why I don’t feel anything when killing a human when I was a kid..?”

Yes, that’s what I wanted to know... and now I know why

I look at humans as if they’re anima- nope.. they ARE animals in front of my eyes...

And breaking their minds- especially the minds of the animals that I hate the most, is rather.. enjoyable...

Seeing them despair, fear, et cetera...

They deserve those...

I walked away laughing loudly after finding this answer...

Ever since then, I liked to mess around with “animals” minds... breaking them, bit by bit....

END STORY MOTHERFUCKER

THE PERK I WOULD SUGEAJSDFAEF HERERASDW :

Magic – Impostor spell

(yeah, pretty much what it does like in the story)

Negative perk 1

Remember the time when I was a kid and my head got smacked to the “rocky earth” by some townsman when peeking through the window of the conference building?

I can get ACUTE HEADACHE at times

Acute headache perk (?)

Negative perk 2

When I was stuck in the rain forest, I fell down a 10 meter cliff and landed on my left arm.

That caused the vital nerve for my left arm to dysfunction, at times my left arm would be paralyzed and I would feel intense pain as if my left should is getting ‘chainsaw-ed’

Painful + paralyzed left arm perk (?)

Hunter perk (sneaking a bit, observation (or extreme[?] eyesight), extreme [?] hearing, traps expert, etc)(say I have some hammer, screws, etc at the start of the game)

with this perk, its fine but with ur negative perks may cause u to fail this.... ill roll 5 d6 the higher score the better the trap is depending what u are doing. lower score less effective it is and may not work or cause harm to u.

survivalist perk (medical knowledge, resourcefulness, etc)

i have no problem with, ill roll for luck to see what you find, and if there is something your trying to look for you may find it on a high roll

Strategist perk (able to read other people's movements, plan things, good at puzzles, detecting

lies, etc)

this one only has 1 problem and its ur negative perk Acute headache perk, make it hard for you to think straight. same thing with the dice

psychology perk (?) (able to do actions that will push people to despair/fear/etc, once they are in fear or something they are easily predictable or controlled or something) (of course it's not like "hey, I want xxx to be in despair", it's more like doing actions that will push them to despair [not automatically])

would only work late ingame when less people are there, thats the only problem here but its fine and same with the dice.

Magic – Impostor spell

have no problem get 20 and higher there is minor problems 27 and higher perfect

15-19 avg and anything lower then 14 is bad for u

remember both evil perks u must find you page first

Acute headache perk

this perk would make anything which requires thinking hard for you, when ever u do a puzzle or something which requires your full attention to like traps, will make it hard

Painful + paralyzed left arm perk

Will be bad for combat and traps but shouldn't be too bad for you.