

Gilded Cage v1.0

A CYOA dream of escape by: LittleFox

Hello. We know that you are confused and we apologize for the inconvenience, but we have been left with no choice but to remove you. Great effort has been made to avoid this as it is our last resort, but your continued presence on your plane of origin has become... untenable. We cannot discuss details but your eventual actions would soon pose an existential threat to your entire universe. We know that you may see this as unfair as none of this is your fault... yet. But the unmitigated horror you would otherwise unleash calls for preemptive action. It has been decided that you will be placed in a protective plane, a dimensional prison forever sealed off from all other realities and cast into the void outside of existence itself for the rest of time and beyond. Trapped in your own personal multiverse you will be rendered harmless in a place beyond even our reach, never to return. This is as much for your safety as everyone else's.

Your concern is warranted, but our only other remaining option is elimination and destroying an event such as yourself is a distasteful decision as well as more difficult than you would think. As unique as your situation is we do not relish the idea of killing anything, much less a presumptive sentient and to do so we must see to it that we unmake you in your entirety, never to return in any form. Imprisonment is actually an easier solution as even if you were to die in your prison you would remain trapped. As such this isn't your choice, even if you were to decide you would rather cease than see forever a prisoner. Now, with the formalities of sentencing out of the way, we will discuss what we are willing to do for you to make your stay comfortable by discussing the nature of your new home. It is true that this plane will be a cage, yet it need not be a gilded one.

With effort you should be able to create a universe with anything you could ever want in it and play any role you desire inside of it. The only limitations being that nothing you select will ever let you leave or learn anything concerning the true nature of your eventual crimes. Know that you are forming the world you will live in for far more than your limited understanding of eternity. Once chosen your selections are immutable and the world you have created set. Do not make your decisions lightly and think carefully about how your choices will interact. Most importantly, think carefully about who you are, what you want, and what you believe you will want in your millionth lifetime. Soon you will be offered many routes to meaningless power and as tempting as it may be to render yourself an omnipotent creator god always remember that the greatest of mortal joys arise from the vulnerabilities, tragedies, and triumphs of life. How many centuries before you bore of having every whim catered to instantly, no challenges to overcome, and no goals to strive for?

To aid you we have structured your decisions around the seven **ASPECTS** of human endeavor. Every individual of your species spends their lives working to fulfill or placate some or all of these **ASPECTS** to varying degrees and so we will use them as a framing device to structure the task set before you. Namely the creation of your world, your new home, your prison. In this way you can focus most on what you feel is important to you, what you feel is worth striving for, and what you would rather just have resolved for you, freeing up time for other activities. Generous as we are we are still only willing to do so much on your behalf. We will provide you with **7** favours that can be used to unlock these individual **ASPECTS** below. It costs one favour to unlock each **ASPECT** which will provide you with a simple but persistent benefit to allow you to fulfill your needs in this category. We naturally assume you would choose to unlock them all, but you may choose not to. If you do not unlock an **ASPECT** then there are consequences that you must deal with that will be explained. Also you may also spend favours on **UPGRAGES** to an unlocked **ASPECT** on a one-for-one basis. Similarly each **ASPECT** has **FLAWS** that make

our job easier and so will provide you with one additional favour per **FLAW** taken in an unlocked **ASPECT**. The **ASPECTS** also interact in myriad ways. Some **UPGRADES** and **FLAWS** have requirements, or simply will not function properly if taken together. These requirements and incompatibilities are listed with each modifier.

Let us begin. Remember, you have **7** favours to choose from and must deal with the consequences of your choices for far longer than you can even contemplate. Each **ASPECT**, which will be labeled in green, will cost one favour to unlock, as do **UPGRADES** labeled in blue. **FLAWS** in turn will grant an extra favour and are labeled in red. Once you have unlocked an **ASPECT** you will receive the listed base level benefit and if you do not unlock it you will have to deal with the listed consequence. You may only take **UPGRADES** or **FLAWS** from **ASPECTS** you have unlocked and you must meet all requirements before you can take a modifier and may not take incompatible modifiers.

Choose wisely.

## SELF

We shall start with the most singular of human obsessions, you. Specifically the self. From spending your precious few seconds alive and scarce resources on self-improvement to lamenting personal weakness or unattractiveness; to endless philosophical, theological, and interpersonal attempts to understand and explain the self; your species approaches all other endeavors with this single aspect in mind. Such is your acceptance of the primacy of the self in life that those few that truly are not obsessed with it are even celebrated as “selfless.” It then makes sense that you would be just as interested in maintaining your self and even improving it.

By unlocking this aspect you can maintain your physical form at an acceptable quality for your eternity. You will still be as you are physically, but any detrimental mutations, diseases, or damage will be eliminated. Any weaknesses will be strengthened to at least the human average; including physical capabilities, appearance, weight, height, or whatever it is you feel subpar on if even subconsciously. If you are exceptional in any way, either exceptionally strong or good looking for example, you need not worry, you will not be diminished in any way. Once this is done your physical form is set forever. However, it is still biological, meaning that it needs maintained with food, water, and regular rest. It also means you can still improve it with effort, and lose those gains through neglect, but you will never fall beneath this base average. You will remain free of serious disease although you can still contract and suffer the minor temporary illnesses of life. Most importantly your body is eternal and unkillable; true immortality. You will not age and will recover from any injury. Maimed or lost body parts will regenerate, albeit very slowly. Expect lost fingers to take years and lost limbs decades. If truly mangled you may well long deeply for death by the end of a century’s recovery. You will still need to eat, drink, sleep, and breathe though failing to do so will not kill you. Instead you will feel the suffering inflicted by denying these urges acutely as the discomfort and pain will only increase logarithmically past the point where you would normally die. Nothing will be done to deaden any pain you feel and no mental changes will be inflicted upon you. The base of this aspect is simply to assure that you, as your limited understanding has it, will continue to exist to enjoy and endure the world you create in your other choices.

If you forgo this aspect then you will stay as you are; exactly as you are with no benefits. You will still undergo the normal biological processes including aging and will not recover from grievous injury. After a few decades at most you will die and your consciousness will cease, even if you have worked to create some kind of afterlife in your world.

## SELF MODIFIERS

### What Others Have

Unhappy with merely covering your weaknesses? With this upgrade you can decide how powerful your new body is in any category, up to just past the peak of human achievement; stronger, faster, tougher, more beautiful than any who have ever come before at your whim. All without effort to maintain it. You do not need to be at the peak of everything, and can be weak but beautiful, fast but fragile as you wish. You may also choose your body's form, designing its look to your taste; height, weight, size, age, gender, and complexion as long as they are in the realm of natural human possibility. You may even make small exceptions to this rule with cosmetic inhuman additions to your form such as adding minor animal traits like ears or a tail, adding and changing genitals, or altering skin or hair colouration with unnatural hues. Your final body must still be fundamentally human however. Be certain of your choices as once you've decided they cannot be changed.

### Legacy of Siegel and Shuster – (Requires [What Others Have](#))

This upgrade pushes you past the human. Your body will be able to perform prodigious feats of strength, speed, and endurance. Decide how powerful you wish to be and it will be so: strong enough to lift a truck or a planet; skin able to deflect bullets or withstand nuclear fission; faster than a speeding bullet or light; or anything in between. Godhood, as you understand it, awaits, and you will grasp it easily if you so wish.

### Stevenson's Nightmare – (Requires [What Others Have](#))

Purchase this upgrade and free yourself from the hideous despair of your humanity. With this you can design any biological physical form of your choosing. Steal traits from animals or plants wholesale, live as a 100 meter giant, adapt yourself to survive the bottom of the ocean, or the void of space, mix and match genitals however you wish, even become nothing but a living orgy. Anything is possible so long as you remain a biological creature. Although you may stretch the definition of "biological" quite far. For example: giants won't collapse under their own weight; a body made of living slime will not have to worry about popping; and angels do not need a nine meter wingspan to fly. Once again this is a onetime choice, so choose carefully.

### Beyond Bowman – (Requires [Stevenson's Nightmare](#)/ [Legacy of Siegel and Shuster](#)/ [Inedia](#))

No more games, with this you may alter yourself in literally any fashion you so wish, anything you can imagine is possible. Relinquish the physical to live as pure energy or thought; take a digital form distributed over a globe spanning network of interconnected machines; live as an expanding virus spread from host to host, or even become a universe unto yourself if you wish. The only limitations on your form are your own imagination and the barriers of your prison. You have one chance to be perfect, make it count.

### Atma-Samyama – (Requires [What Others Have](#))

You are no longer limited to changing your form once but can now do it as often as you like, whenever you like within the limitations of your form above. If you have only [What Others Have](#) then you are stuck with possible human forms although you can shapeshift as you wish. With [Stevenson's Nightmare](#) however you can become the incarnate god of your own flesh, changing it to your whim. [Beyond Bowman](#) will let you do anything to your body at any time. Anything but leave.

### Tardigrade

The ultimate protection from your own mistakes. With this you will become completely immune to disease and recover from literally any injury in seconds. Even the pain you feel is lessened to a bearable amount. You still need to eat, drink, and sleep and will fully feel the effects of ignoring your needs, but besides that feel free to indulge your self-destructive tendencies.

### Gehazi's Child – (Incompatible with [Beyond Bowman](#)/ [Tardigrade](#))

Freedom. Freedom from suffering of any physical kind. Isn't that's all you have ever truly wanted? With this flaw, that is exactly what you will have. You will never feel physical pain from injury again. Walk through fire, lose a limb, stub your toes; you won't even notice if you're not looking. A boon though this may seem you have evolved to feel injury for a reason and may frequently find yourself surprised to discover damage you had not realized occurred. You will still feel the discomfort and agony of any physical needs you may still have such as hunger and thirst however. As another benefit you will be able to exercise or labor for much longer as you will not feel the aches and pains of the effort until your muscles seize, or tear. Do be careful.

### Struldbrug – (Incompatible with [Beyond Bowman](#)/ [Atma-Samyama](#)/ [Tardigrade](#))

This will remove the protection against aging for both your body and mind. You will never die but you will shrivel to helplessness within a few decades as infirmity and dementia set in. You can stave these off with healthy living, but it will not be easy to maintain the necessary routine to keep an aged body vital. As an immortal, your eternal nature means that you will have a sparse few decades at most before age entraps you in your useless shell forever.

### Only One 2<sup>nd</sup> Law Applies – (Incompatible with [Legacy of Siegel and Shuster](#)/ [Beyond Bowman](#)/ [Atma-Samyama](#)/ [Tardigrade](#))

It will be easier to create your form if we do not need to worry about protecting you from disease and injury. You will still recover from these as you normally would, if you would at all. Remember that many parts of the cruel joke of a ready-made corpse you have been forced to live in are irreplaceable. Limbs, eyes, and eardrums never come back once lost. You can promise to be as careful as you want, but eventually damage will begin to accumulate. After all, entropy has eternity to find you.

### Body Shaming – (Incompatible with [What Others Have](#))

The law that maintains your body at acceptable averages can be revoked making you just as vulnerable to self-neglect as you are now. Eat too much and you will grow larger, move too little and you will grow weaker. Do too much of both and you will get sicker. Horrible as it may sound this is how life is normally for your kind, so it's nothing you haven't always had to deal with already, in your own way.

### Akaname Feeder – (Incompatible with [Beyond Bowman](#)/[Inedia](#))

What are you so desperate for that you would wallow in your own filth? Debase yourself with this flaw and you will not only attract all sorts of grime and dirt but your body will also excrete truly unnatural amounts of all manner disgusting substances. You will sweat the foulest of perspiration almost constantly even when still and prodigiously when active. You will also produce far more waste than the food you consume should allow. Nothing in your life has prepared you for this.

### Eyes of Ibad

Select some additional substance or activity other than food, water, air, or sleep. Your body will now require that substance or activity to survive in exactly the same way. If you have taken [Inedia](#) and do not need food or water you will still require your chosen substance or activity. Examples include various chemicals or drugs, the bodily fluids of other creatures such as blood, environmental effects such as direct sunlight; or activities such as winning in certain sports or games, spending time in a super-scientific regeneration pod, or regularly taking the lives or virginites of other sentient creatures. Future choices may make it easy for you to get your hands on this substance but it does not change your need for it. The amount of the substance or activity you need is comparable to your normal need for food. You will require at least one sizable dose or several smaller ones over the course of the day, but you could go without for almost a week if you need to. Much like your biological needs this will not kill you if you fail to fulfill it, but your need will eventually become all-consuming just like hunger.

### Gloop's Hobby – (Incompatible with [Beyond Bowman](#))

Select one or more of your natural biological urges, these urges will run rampant. You will find yourself eager to indulge these needs at almost all times. It is up to you if you will be afflicted with an eternal hunger, spend most of your time sleeping, have a high-uncontrollable libido, or have your need from [Eyes of Ibad](#) go haywire. Plan to spend a lot of time with your new favourite activity.

### Room 101

[Self](#) is about much more than just your pathetic shell and your entirely justified desire to dramatically change it. You are fundamentally your thoughts, actions, and emotions. Your mind is just as malleable as your body and we can change it for you as well. By purchasing this upgrade we will provide all the benefits for your mind that unlocking this aspect did for your body. Weaknesses; either diseases, fears, compulsions, or anxieties will be cleared and deficits brought up to average. All the mental and social ailments that plague your kind will be resolved in an instant. Social anxiety, depression, difficulty with mathematics, irrational fears of all kinds, all cleared. But the question remains, after these changes, are you still you? Are "you" destroyed and another consciousness present in the aftermath? Select this upgrade to be the lab rat in your own thought experiment made manifest and you'll find out. Or, perhaps, "you" will not, another will. But, either way, the person left afterwards will be far better adjusted for the choices ahead. What horror the human condition that you would contemplate this?

### Never Whistle While You're Pissing – (Requires [Room 101](#))

Want to be someone new? Someone radically different? We can change everything about you. Go ahead, make the decisions that will govern you for the rest of time, all of them. Choose what you will like, what you will hate, choose new peccadillos, drives, urges, and aspirations. The end result will be exactly how you will think and feel after we are done. You could decide to give yourself radically different political views, find or lose god, or change your sexual orientation to anything you desire. If you have not been undone in the previous selection you may certainly find that to be true now, or will you? This is not a selection to be taken lightly. Your identity will be dramatically altered to your specifications. You do have all of eternity to make yourself happy. Or, perhaps, eternity to make yourself miserable.

### A Clockwork Psychopath

Maybe you don't want to completely remake your mind. We can take away physical pain, can we take away emotional and mental pain? Yes, yes we can. The pain of loss, depression, fear, and anger can all be excised from you and you will never feel negative emotions again. You will never again feel the sting of betrayal, the rage of rejection, the sadness of loss, or the debilitating fear of indecision again. Don't worry, you can still feel the desirable emotions such as happiness, pleasure, excitement and will easily find the motivation to do the things you want. Where [Room 101](#) will take a scalpel to your mind, this is a sledgehammer fired from a cannon. Would such a creature even be truly sentient? Or would you merely be a pleasure seeking robot? What would you give up to stop hurting?

### The Iron Dream

It is laughable that you limit the self to "I" alone. Why not "we?" With this upgrade you can create as many copies of yourself as you wish. All of you will be independent minds and no individual is the "original." Rather than clones and parent you are all equally divided copies. Create a small, tight knit group of yourself to take on all challenges or create an entire civilization yourself. All of your clones will enjoy and endure all the benefits and penalties that you have selected and you may have as many as you wish, but you may not create any more after we are done creating your world. Each version of yourself is independent of the others and will never experience what each other has experienced. This means each will begin growing in their own unique way from the moment they are created. It is up to you to figure out if your clones would work together or fight each other. After all, you know yourself best, don't you? What would you do? Are you certain?

### A Midwich Cuckoo – (Requires [The Iron Dream](#))

Are you understandably uninterested in the tedium of carrying on a conversation with yourself or maybe just unwilling to share? With this you can still keep all of yourself to yourself by becoming a more decentralized intelligence. All your clones will be connected into your gestalt hive-mind, with each acting as an appendage of the central "you." You will experience what all your bodies experience but we make little promise about your ability to keep everything straight. Without your direct intervention your various clones will continue to act independently, following your previous instructions as well as you would normally.

### Onanistic Eusociality – (Requires [What Others Have](#)/ [The Iron Dream](#))

This will allow you to modify the bodies of all of your clones upon creation into any form you, yourself could have adopted. Rather than having a series of identical clones your different copies could each vary by age, appearance, gender, or even species. You can create whole castes of yourself to perform certain functions or simply have various versions of yourself experience life in different bodies. If you have more advanced upgrades you can design each clone under the rules those upgrades dictate. So with [Stevenson's Nightmare](#) you could make each clone a different, impossible monster, and with [Beyond Bowman](#) you can create a society of astral beings or living planets for example.

### From Browning to Ramone – (Requires [The Iron Dream](#))

If you're unsure of how many of you you want then this upgrade will help. Now you can create more clones after your world is created. How you create them is entirely up to you. All of your children could be clones of yourself, or perhaps your bite is enough to convert someone, or a spreading virus, you could even decide to just will more of yourself into existence whenever one of you wishes. The choice is up to you.

## COMPANIONSHIP

You are a social creature and there is no denying it. Whether it be true love, helping others, or laughter with friends, your species' highest ideals all relate to other people and creatures. Even your most base instincts for revenge, sex, and domination require a partner to perform. This aspect is here explicitly to provide for your psychological imperative to be presented with at least some semblance of social interaction.

At its base level you can summon and unsummon reasonable facsimiles of fellow creatures at will. They can be of any contemporary terrestrial animal, human or otherwise and can look however you wish. These facsimiles are not full people or creatures though, instead acting only within a designated preview you set. For example; your gaming partner will be competent at the games you play together, will laugh at your jokes, and will grab drinks from the fridge; a pet will chase sticks or bask in your lap; and your lover will be eager to please and obedient. But none will have the spark of life. Your gaming buddy will have no real jokes of their own and their game will never improve; the pet will sit eerily quiet until you choose to interact with it, devoid of the endearing failings and foibles of an actual animal; and your lover will go through the same motions every time unless directed otherwise. They are little more than automatons and you need feel no remorse at mistreating them. For some, that is all they want.

If you forgo this aspect you will be truly and permanently alone. This may render many other aspects useless as what is the point of **Ambition** without others to see your works and without opponents to overcome? Without **Companionship** there will be no other creatures in your eternal prison. No people, pets, not even vermin will share your forever.

## COMPANIONSHIP MODIFIERS

### Ta Erôtikê – (Requires **Thus Spoke Alhazred**)

This upgrade will dramatically increase the quality of your summoned facsimiles to the point where they could almost pass for true people by imbuing your creations with a much greater semblance of life. They will act creatively, and respond to stimulus in surprising ways. For all their appearance they will still not be fully alive however. You could, for example, create a town full of people to interact with. These facsimiles will now go about their lives as you have created them, appearing to enjoy friendships and deciding to have nights out and what they will have for dinner. They will run in terror from threats and reward those that protect them as appropriate. But they will not really notice the passage of time, being perfectly content to be doing the same kinds of things after a century as they were the first day they started. Your facsimiles will now be far more convincing and robust, but still not quite sentient. A perfect metaphor is that your facsimiles will give award winning performances acting on stage once handed a script but will never be able to write a great script themselves. On top of this, since you cannot teach what you cannot know this upgrade will let you imbue your facsimiles with skills and knowledge you yourself do not possess. This is invaluable in creating civilizations because you do not need to decide how all the parts of society works, much less micromanage it all of this yourself. With this you can simply create creatures able to handle these things for you.

### Élan Vital – (Requires [Ta Erôtikê](#))

Prana, qi, ego, the soul; whatever it is called you can now imbue it into your creations and create real creatures to your whim. The spark of life renders them true companions and their suffering and joy are just as real as your own. They will develop in unexpected ways and will do things of their own volition. You have much sway in what kind of creatures they are at their inception but after that point they are free to act as they will. You may create your gaming buddy to be far unskilled compared to you but they may well decide to practice until they can defeat you, or they may not. Your lover may grow far more adventurous or far more staid in time. Both may react to mistreatment appropriately, a lover may leave you and a friend may avoid you or leave you stranded. As a corollary if treated well these creatures may learn to care for you back. A lover can learn to truly love you in a way a facsimile never could and a friend will always have your back, if that is the kind of people they are. You too can be betrayed after all. You can stack things in the favour of your choosing at creation of course. A lover, summoned completely submissive and infatuated with you is unlikely to leave you and a lazy gaming buddy likely won't seek to up their game. You are also still able to summon facsimiles if you wish and later upgrade a facsimile to a person if you desire. Theoretically you could also demote people to facsimiles, it's not like they'll notice, unless you tell them to. Is that murder? Do you care?

### Prelude to War – (Requires [Ta Erôtikê](#))

Rather than having to create your companions one at a time or in small groups of similar individuals you can now quickly fill the world with creatures. You can designate the tenants of a civilization or species; everything from social structure, appearance, norms, to gender ratios, and then allow randomness to fill in the blanks for you rather than having to micromanage everything. If you have [Élan Vital](#) you will decide how many of them are people and how many are facsimiles. You could fill the world with human-like automata excepting for you and a small cadre of true souls or you could create a true civilization complete with creative artists, schemers, love, and the struggles and tragedies of life. Create whole ecosystems and nations to compete in them and then go live amongst them or merely watch what they do. See if your laughable vision of utopia is viable or not; conquer them politically or militarily; or merely let them loose and see what happens.

### [Berlatier's Gift](#) – (Requires [Élan Vital](#)/ [Prelude to War](#) Incompatible with [Heaven... Heaven Never Changes](#))

You already can create a vibrant and living culture filled with creative and brilliant minds as you wish, this upgrade will supercharge them. The cultures and people you create will be much more dynamic and creative. In any endeavor they put themselves to they will surprise you by creating beautiful written poems, fantastic art, or any other media in unnaturally prodigious amounts. The same goes for research and development of the sciences. You do not need this upgrade to create creative people or cultures, it will just make them unnaturally prolific. Within a couple of years of entering your world your people can have created a centuries' worth of fantastic art, books, and television. You'll never catch up with it all. At least you never have to worry about reruns.



### [Hypnopaedia and Soma](#) – (Requires [Élan Vital](#))

Control. This upgrade is all about control. With it you can manipulate both the minds and bodies of the people and facsimiles in your world. You can do this on an individual level forcing others to act or think as you wish, transforming their bodies on a whim, or even change their minds about everything from their favourite bands to who they love. You can also do this on a social level; either forcing society to develop in the way of your choosing; create widespread mirth and embarrassment as you fetishize society in some fashion; dictate new social norms or tastes; or switch the genders of part of the society. Anything is possible. You may also target your changes to subgroups as you wish. Make norms that only affect one gender for instance, or police officers, or those that hold a particular political or religious ideology, or even those that think certain thoughts. This upgrade is indispensable both for those who wish to maintain their impossible utopia and those who fantasize about manipulation and transformation.

### [Someone Else's Shoes](#) – (Requires [Hypnopaedia and Soma](#))

This upgrade will let you take direct control over someone else by possessing their body. You can literally climb inside their mind and take control, but how you do so is up to you. You could do everything from puppet their bodies at a distance, invade their dreams and manipulate their waking hours, or even wear them like a suit in traditional ghostly fashion. Whenever you possess another you may choose if the person is aware of the world around them while you are in control or if they are blinded or unconscious in some fashion. You can use this ability on any creature you wish and gain access to that creature's abilities while you are in possession of it as well as your own. However, your own immortality does not extend to the creature you are controlling. If killed you will be forced out but unharmed. You may also, at your choice, only possess parts of another person: control another's legs to get them to walk into a trap, force them to say or admit embarrassing or incriminating things, or start fights with sucker punches no one is expecting. Alternatively you could just ride around inside another, experiencing their life as they live it. Excepting for their strange behavior victims are unaware that you are riding them, but you may communicate with them mentally.

### [Shelley's Student](#) – (Requires [Silver Hatchet on the Moon](#))

You can now create creatures with any form you can imagine. Monsters, demons, aliens, robots, or any other shape you can conceive of. It is up to you to decide how these creatures live and you need not worry about the physical limitations of the fantastic. Decide that they only eat certain things, allow giants a mile tall to stride the land, create monsters whose sole purpose is to breed, or create a race of deities to guide and shape your civilizations. Almost nothing that involves the physical body is beyond you and you can grant them any powers or abilities necessary to fulfill their roles. Create new, impossible societies, cover the land with despicable creatures to be slain, or fill your harem with creatures from your most depraved fantasy. All possible. It is up to you if they are single dimensional facsimiles (recommended for monsters to fight) or full people if you have [Élan Vital](#). Useful for creating competing civilizations of either fantasy or alien races.

### [Shen and Emet](#)

If you take this flaw you will grant your creations a greater degree of permanence than you otherwise would. Normally you can dismiss your creations at will, sending them back to the nothing from which you conjured them. By taking this flaw you lose this ability and will now have to find other means to be rid of erstwhile creatures. Depending on your other selections this may be made more or less difficult.

### The Evil of Fruit – (Requires [Élan Vital](#)/ [Shen and Emet](#))

Now that you have the ability to create fully sentient creatures, why would you want to create anything else? This flaw will limit you to only creating creatures with their own agency. They will still be exactly as you design them, but if you are not careful in their maintenance or in their creation they will inevitably begin doing things you never intended. All of your creations will be as unruly as people and animals normally are. There is much that can be done to corral or control them, just like any creature, but you can no longer just demote people to or just create docile facsimiles whose entire existence you can dictate as you desire.

### Main Character Syndrome – (Requires [The Evil of Fruit](#))

With this flaw you will find almost all of the people in your world have something that they want from you. What this thing is will depend on the kind of world you have created and the type of role you have chosen to play in it. If you are the ruler of your kingdom you will often find your subjects in need of your help. After all ruling a kingdom is not just feasts and parades, but you must make certain that your subjects are fed, sheltered, and happy. You must keep bandits at bay and collect taxes and you will need to provide everything with your personal attention. Or if you are an adventurous type you will find needy townsfolk flocking to you for help in droves, and every crossroads will seem to lead to people in need of rescuing. Even if you want a quieter lifestyle you will find yourself regularly attracting admirers, hangers on, and romantic interests. This flaw will make you hard pressed to avoid your own popularity.

### Fantasy

An embarrassingly large part of this aspect for biological creatures such as yourself is the inherently sexual. This upgrade will allow you to craft a scenario or story to your liking, then have the actors appear, either created wholesale or drawn from nearby; perform their parts; and then disappear or return to their lives. It is possible of course, to do this without this upgrade, but it will make it easier so to so. You can sleep with facsimiles and people all you want, but this upgrade is about crafting a fantasy, and fantasies have narratives. All you have to do to create your fantasy is provide it with a basic structure. For example; you want a lover to sweep you off your feet, to break in a new virgin every morning, or to endure the affections of sexually desperate creatures who drag you off into the night; whatever it is you wish for when you believe no one will overhear your thoughts. With that simple statement of intent the fantasy will create the rest for you, tailoring everything to your tastes. Your partners will be as beautiful as the fantasy calls for and they will act out their roles as perfectly as they do in your dreams. Each individual fantasy can last as long as you wish and the participants created can stick around after the fantasy has run its course if you desire. A fantasy cannot create creatures you yourself cannot; making [Shelly's Student](#) a necessity for more outlandish escapades.

### Runje Run Run – (Requires [Fantasy](#)/[Quincey's Fine Art](#))

Not every daydream involves lovers, some people long to spill blood rather than other bodily fluids. This upgrade will provide violent fantasies just as perfectly choreographed as [Fantasy](#) provides erotic escapades. Choose your basic structure and decide how hard fought the battle will be and then prepare to bring some pain. You may dream of a monster bursting from the ground that you are forced to kill to save nearby pedestrians; or of foiling a bank robbery with your fists and wits; or of having a flirtatious one on one duel with an attractive thief. There's no reason that a fantasy can't be violent and erotic as well. Just like normal, violent fantasies are perfectly tailored to your tastes and desires. You will not gain any abilities you do not normally possess during them, but you will find your opponents to be as beatable as you imagined them to be. The creature from the ground may eventually fall when you drive a tanker truck into it, jumping out of the way at the last second; the bank robbers' poor marksmanship will spell their doom once you finally manage to get your hands on one of their guns; and your attractive thief may have an unusual interrogation technique once they manage to subdue you, you don't have to win in every fantasy after all.

### Self-Starter – (Requires [Fantasy](#))

For those who prefer some spontaneity in their fantasies this flaw will certainly provide it. You will still be able to summon your fantasies as normal, but occasionally, they will manifest themselves without your prompting. These fantasies will be tailor made for you and you are certain to enjoy them, but their timing will often be unwelcome to the point of maliciousness; disrupting other activities, happening during embarrassing moments, or occurring immediately one after another. Depending on your tastes you may suddenly find the great wizard or demon you have been hunting suddenly much more interested in another kind of physical conflict; your tropical honeymoon could be disrupted by overly friendly natives; or your efforts to indulge your hobbies, drive, or even sleep could be made all but impossible by sudden, unexpected affections. Depending on your tastes these fantasies may be ignored or avoided (submissive personalities take special care) but it will still take effort to do so, because unless it is an express part of the fantasy, none of your powers will help you to escape or fight back. After all, it's not a fantasy if you can just teleport away. On the other hand, while a fantasy is running other factors like enemies, monsters, or other adventures cannot meaningfully intrude. You will be safe, but nothing will stop the dragon from making off with their victim while you're busy with the nymphs of the forest. If you have [Runje Run Run](#) you may find random fights breaking out every so often in just the same fashion.

### Behind Temptation – (Requires [Self-Starter](#))

For whatever reason naturally occurring fantasies are now nearly unavoidable. Either the setups are perfect, or the participants too desirable, or simply too strong; but something will always stop you from escaping. Even dominant types may find the doors locked until the slaves provided have been suitably broken. The fantasies themselves will still be as amazing as ever, more so perhaps, but where [Self-Starter](#) eroded your choice in the matter, this flaw will all but eliminate it. It will truly take herculean efforts to avoid the fruits of your own libido and even then you are only able to delay it. Perhaps that is part of the appeal.

### Realistic Expectations – (Requires **Behind Temptation**)

The fantasies that start themselves are no longer as perfect as they normally would have been. Fantasies you yourself design aren't affected, but those created via **Self-Starter** will be much more vanilla. Few participants will be beautiful, none will be hideous, but most will be pretty average. Their skills, attitudes, and interests are also more mundane. You will regularly find yourself with partners unable or unwilling to act as you would hope either due to lack of skill, interest, or due to embarrassment on their part. Things will not be horrible, but more normal.

### Certified Asking for It – (Requires **Realistic Expectations**)

Once again, the fantasies you create yourself will not be affected by this in any way, but the self-starting fantasies will be profoundly changed. Rather than naturally bending toward your interests these fantasies will now hew to the things you find most off putting. Partners will be horrendous or the wrong gender, and their fetishes more extreme, uncomfortable, and disgusting than you are prepared for, and they are just as unavoidable. Take care when taking this as there is no escaping it, and you will be dealing with this for a very long time.

### Role Reversal Playing – (Requires **Behind Temptation**)

Normally if you have **Hypnopaedia and Soma** it has no effect in a **Fantasy** unless it's an explicit part of the fantasy. This flaw will provide your self-starting fantasies the ability to use the powers of **Hypnopaedia and Soma** on you. Often the changes will be slight as you find yourself playing a role for the sake of the story, or having your body warp and grow in arousing ways. You may find yourself suddenly unable to fight back against more aggressive lovers; inclined to be rougher than you normally would be to people in your care; suddenly much more scared of your partners than you should be; unable to stop yourself suavely sweeping someone off their feet; suddenly a different gender, or swelling up to massive proportions, desperate for release. Useful for those who want to have many "first times" or an inclination for self-transformation. While you may lose any control, these fantasies are still just that, fantasies, and will follow the rule that they are tailor made for your enjoyment. You will not suddenly find yourself enjoying things you would not want otherwise unless you take **Certified Asking for It**. All changes will revert at the end of the fantasy although depending on the nature of the fantasy in question it could last for the whole embarrassing walk home.

### La Pompe Funèbre – (Requires **Self-Starter**)

Normally a **Fantasy** will end soon after you have been satisfied, this is no longer the case. The duration of fantasies you do not actively create yourself will be fairly random with this flaw, but will tend to be long, occasionally very long. Partners are needier, more desperate to please, too enticing, or more numerous and you will be kept busy to the exclusion of other things until the fantasy has run its course. Depending on the fantasy the definition of "long" can change dramatically. A simple dalliance may take several hours. A fantasy about an erotic lifestyle such as slavery, marriage to a harem, or being livestock may take months, or even years.

### Himeros' Diversion – (Requires **Self-Starter**)

Normally fantasies happen infrequently enough that they do not disrupt your life too much. An unexpected diversion here or there is one thing, but with this flaw they seem to happen all the time, often one right after another, sometimes simultaneously. Not a day will go past without at least one or two interludes, often more. If you decide to take this along with **La Pompe Funèbre** then don't expect to be able to do much else.

## Never Let Go

For the cost of a single favour we will perform a truly heinous crime for you. We will kidnap another creature from your original world and drag them, willing or not, from their friends, family, everything they've ever known, and force them to live in your world. You must at least know the full name of the person or animal you are taking with you and can then decide whether or not they have some, all, or none of the benefits of your aspect, upgrade, and flaw choices. Then they, like you, will spend eternity in your world. You could use this to keep a loved one close by force, bring a friend, or stay with a beloved pet forever. Alternatively you could bring an enemy to torture without fear of retribution. Your chosen victim will get no say in the matter and will simply find themselves ripped from whatever they're doing and with you in your new shared home. This upgrade is unique in that if you really must you may spend multiple favours here, each one granting you another victim. Surely you could just make copies and spare them your fate?

## PROPERTY

The material world has always held a special place in your species' history. Whether it be fighting over scarce resources, amassing wealth, surveying and exploring foreign lands, or building an enduring legacy, humans continually seek to control and manipulate the world around them. **Property** brings with it many benefits in your society, from status and power, to safety and security, to artifacts and heirlooms connecting humans with their pasts.

**Property** is about shaping and claiming the world around you and so this aspect will give you that world. At its base state you will have a small terrestrial planet, about the size of earth. Its biomes, climate, and topography are also terrestrial enough to be familiar. You can shape the formation of this world to make it as you wish but once it is set that is how it will be forever. Decide on everything from the size and shapes of the continents, to weather patterns, to local biomes. If you have the **Companionship** aspect you may elect to fill the world with creatures, people, and civilizations as your selections allow. At its base this aspect does not let you create any man-made objects, only natural structures.

Forgoing this aspect will leave you without a proper plane. You will be entirely reliant on the **Comfort** aspect to create a place for you to exist in. You will live entirely within the confines of the home it creates for eternity. If you have neither aspect than you and all you create will simply hang helpless in the void, eternally starving, and desperate for air. Still entrapped in your own dimension; but one with nothing, nothing at all.

## PROPERTY MODIFIERS

### One Small Step

Why should you be limited to a single planet? With this upgrade your world becomes truly infinite. How this infinite nature manifests itself is up to you. It could be one contiguous landmass stretching on forever, or an infinitely expanded universe filled with other planets and anomalies to explore, or both. Your universe is still limited to what can naturally be found in your own world, but that still leaves quite a bit of material to work with.

### Asteroid B-612 (Incompatible with [One Small Step](#))

If you can get by in a smaller space then you could get back some favor with this flaw. This flaw will limit your plane to about 40 kilometers on a side. This is easily big enough for a small city of admirers or an island paradise. The barrier that keeps your plane hedged in is up to you, but it must be impassable. Examples include an endless void, a fierce raging ocean, or the glass of a snow globe. Enjoy your city in a bottle.

### [Silver Hatchet on the Moon](#)

Even the possible is no longer a barrier to your world. Magic, soft science, and weirdness of any stripe can appear. Design a world with ley lines filled with mystic energies, substances that when properly refined and used allow a vessel to break the speed of light, impossible weather patterns that change moods, or spatial anomalies that whisk people from one world to another. Almost anything truly is possible, the perfect backdrop for those bored by trite stories of the mundane. You can design how everything works from magic to the weird science. Assign the rules of your world upon its creation carefully, these are the new physical laws from now on. Once you awaken magic you cannot later put it back into the box.

### [Just in Time Genesis](#) – (Requires [Thus Spoke Alhazred](#))

A tragically limited creature such as yourself will likely struggle to make the infinite decisions to make a truly limitless plane. With this upgrade you can leave vast swathes of your plane uncreated until they become relevant. You will have to create a general region to start with but can leave the rest for later, to do bit by bit. You could decide to start in a city and leave what is on the other side of a nearby mountain range or other planets unmade until you decide to go there yourself, at which point you can design it just as you could do now. Once that region has been created it becomes another immutable part of your universe. A useful ability as certainly your desires will change over the centuries.

### [Kenosis](#) – (Requires [Prelude to War](#)/[Just in Time Genesis](#)/[Behold My Works](#))

You can take your procrastination farther and give up some of your control in creating the unexplored regions of your world. Now, instead of deciding every detail of a new area of your plane it will all be made for you. The only input you will have is to give a general description for the area before it is created. So for example you could designate an area a desert wasteland, a tropical paradise; a Magi-tech megalopolis, a forest infested with cat-people, or an alien landscape. Your descriptions of these regions can be longer than these short examples, but fundamentally most of the major decisions of topology, resources, and peoples will be decided for you.

### [Quartermain's Odyssey](#) – (Requires [Kenosis](#)/[In Another Castle](#))

Your world will now be shaped by your [Adventures](#) rather than randomly. In fact, you will not be able to wander beyond the already created portions of your world without triggering some grand narrative. These adventures will still follow all the rules and themes that you have decided your [Adventures](#) will have but they will all have an emphasis on exploration and travel. The lands, creatures, and regions you explore will be permanently decided by the nature of the adventures you find yourself in. So lands that played stage to dark, horror stories of survival will always be dangerous, seas with tales of high adventure will forever be infested with pirates and booty, peace will always be transitory in lands home to war stories, and the giggling, lust-mad creatures of an erotic journey will always be waiting around the next bush for another victim to drag away. Be wary of getting lost.

### [Alighieri Allegory](#) – (Requires [One Small Step](#))

Why settle with only one plane when you could have many? With this you can design as many universes as you wish and decide how they interact. If you have [Silver Hatchet on the Moon](#) you could even make them all act under different rules of the fantastic. With [Companionship](#) you could create a heaven for angels and a hell full of demons, both with designs on your main world. Or maybe you want to create worlds based on the elements themselves, allowing you to sail eternal seas and fly in an infinite sky. Or you could just have nearly infinite variations of your central plane. Whatever you want.

### [Déjà Vu](#) – (Requires [Alighieri Allegory](#))

Rather than being able to traverse your planes as you please you are reliant on a specific method to do so. This means that whatever plane you are currently on you are trapped on until certain circumstances are met. You must come up with a method by which you can travel from different planes but they must be difficult, unreliable, controlled by others, or otherwise inconvenient. Examples include having only specific doorways between planes in inaccessible regions, only being able to traverse the planes by accident, only when the stars are right, or only being able to travel to other worlds when someone already there summons you in an intricate arcane ritual.

### [Libya Hill](#) – (Requires [Alighieri Allegory](#)/ [Élan Vital](#)/ [Prelude to War](#)/ [Behold My Works](#)/ [Quincey's Fine Art](#))

You can't let go can you? After all, what use is the power to shape minds and bodies if you cannot punish your boss with it? What good is the power to control the order of the heavens if you cannot see the look of wonder on the faces of your hometown as you pull the moon from the sky? This upgrade will let you at least experience how that would feel. This will create an exact duplicate of your original world for you in its own little demi-plane. Your real friends, family, and creditors will always wonder what happened to you, but you can comfort yourself with their exact doubles. The people in your ersatz earth will all be sentient copies, completely unaware of their status as clones and will live their lives exactly as they would have. The duplicate universe will almost immediately begin to deviate from the events in the original however; if only due to randomness, your continued presence, and your inability to create the conditions that required this process to begin with. What will you do with this? Return to the comfort of the familiar? Seek petty revenge? Or merely awe all at your newfound power and beauty? You only get one chance at this, best get it right.

### [Behold My Works](#) – (Requires [Thus Spoke Alhazred](#))

There is much you need to create a world besides dirt and rocks. If you want to build anything you will need to fill your world with tools, buildings, furniture, and many other useful objects. This upgrade will allow you to create all the man-made objects that you need at any time. You will never be without the right tool or find yourself unarmed. It will also allow you to fill your world with such objects. Now you can create whole cities for your people to live in, rather than making them build it themselves. Not only can you create any device you may personally desire, but you can fashion them in any way you wish, with exotic materials, specialized forms, or specific appearances. Give shape to the cultures you create by designing everything from their architecture, to the tools they use, to their children's toys. Create a city where the inhabitants drive ostentatious muscle cars past ancient gothic buildings if you wish, or a seafaring people who use modernized sloops and frigates to sail the waves. The artifacts of a culture are that culture, and you can shape your society to how you want it to look as well as provide it the homes and tools necessary to exist. If you have [Silver Hatchet on the Moon](#) you may imbue these objects with special properties and curses if you wish.

### [Ephemera of Auld Lang Syne](#) – (Requires [Behold My Works](#))

It is one thing to have the tools and resources needed to do what you want, and another thing entirely when the objects themselves have value. This upgrade will allow you to have mint condition copies of whatever collectable or important objects you wish for. Save the bones of saints, the books of the Library of Alexandria, famous art, coin or stamp collections, or small plastic ponies. Whatever objects hold value for you will become manifest. Hopefully you have somewhere to store it all.

### [Lackland's Loss](#) – (Requires [Ephemera of Auld Lang Syne](#)/ [Quartermain's Odyssey](#))

Anything worth having is worth earning. Your precious collectables and treasures now are no longer given to you, but must be found out there in the world. Perhaps one of them is at the bottom of a deep, monster-filled dungeon, and another owned by a rich collector on another continent who you will either have to rob or bargain with, and another lost beneath the waves and will demand months of careful investigation and dangerous dives. Searching for these objects will always trigger an [Adventure](#). Hopefully you will truly treasure your collection once it is complete. Then you can just start looking to fulfill another. Expert sleuthing, mysterious auctions, and trap filled ruins await.

### [The Birds Obeyed Him](#)

Your world is no longer immutable, but controlled. You may make changes to your plane at any time exactly as you did when you created your world. Change the landscape, alter weather patterns, or move the celestial bodies themselves as you wish. Your power is as absolute as when you first designed your world effectively allowing you to recreate or unmake anything at any time. You may fix flaws, save worlds, or destroy them but will always be constrained by the choices you make here. If you have taken [Silver Hatchet on the Moon](#) you may even change the nature or level of the fantastic of your world and with [Alighieri Allegory](#) you can create entirely new universes with a thought, but if you didn't take them you will never be able to gain their benefits. To be worshipped as a god would be a simple task as what else would a primitive mind call one who controls the earth, wind and the waves?

### [Memories of Mu](#) – (Requires [Nûḥ ibn Lamech](#))

As stable as many believe them to be, most planets are ever-changing places. These changes occasionally come in large, sudden shifts. This flaw will destabilize your world in small, but significant ways; creating natural disasters and other catastrophic events. The events from this flaw will be weaker than those from [Nûḥ ibn Lamech](#) but also more frequent. Hurricanes, earthquakes, and volcanos are just examples of the kinds of disasters that will randomly occur at various places in your world. Their frequency will be similar to those found on earth normally and they will occur in regular places unless you wish otherwise. Cities built on fault lines will be under threat from earthquakes and those on coasts by hurricanes, unless you want them to be completely unpredictable. What effect would a hurricane have in a desert? If you have taken [Heaven... Heaven Never Changes](#) then these events will lose most of their destructive capabilities and instead simply be greatly disruptive. Rather than a hurricane washing a city out to sea it will knock out power and flood the area for months or years for example. If you have [Silver Hatchet on the Moon](#) you can also have completely unnatural disasters such as explosions of magical energies near vulnerable ley lines, radiation storms that bring back the hungry dead, or gentle banks of rolling fog heavily laden with a powerful, incurable aphrodisiacs for some examples. Decide what kinds of disasters you want to deal with and then... wait.



## COMFORT

Arguably the most important aspect for simple biological creatures such as yourself. Once you are stuck with a self you are trapped maintaining it. And the self is demanding. You must worry not just about feeding the physical form with food, water, and air but spend vast stretches of time resting in warm safe places. Humans spend so much of their time and resources on this small aspect of their lives that all others are almost incidental.

The base form of this aspect will provide for all of your needs and see that your biological form is properly supported in a small home. Food, clean water, basic hygiene necessities including toilet and bathing facilities as well as products like toilet tissue and soap, comfortable furniture, warm clothes and soft blankets; all such things are covered under this aspect. At its base level all the comforts provided are basic and simple, but hardly inferior. Food is simple fare of your choosing without much seasoning or sugar with refreshing ice water to drink; blankets and clothing are made of soft simple fabrics, no silks or fancy fashions; and your shower will have hot water and decent pressure; etc. Your home will also be comfortable, but small and undecorated. One bedroom, bathroom, and a common area. Also note that no entertainments are included and it is still your responsibility to keep it all clean. If you have the **Property** aspect you may place your home anywhere in your world you desire and shape its exterior however you wish.

If you forgo this aspect you will have no home, and nothing provided for you. You must make your own way in the world you create with **Property**, just like any other denizen. True, you may wind up with everything handed to you at a whim, but it will be up to you to make it happen, and it is possible for you to lose it. This aspect will provide for you so that you can focus on other aspects of eternity rather than fighting for survival.

## COMFORT MODIFIERS

### Luxury Goods – (Incompatible with **Asceticism**)

If you spend a favour on this upgrade then all previous restrictions on your comforts will be lifted. The best food, highest fashion clothing, best drinks, and luxury hygiene facilities are yours on demand. No good is too opulent to be provided for you and can now encompass such amenities as fine furniture, pools, Jacuzzis, gym equipment, tanning beds and other health and lifestyle equipment. This still only covers biological comforts, and no other entertainments are provided other than intoxicants.

### Prompt Service – (Requires **Luxury Goods**)

With this upgrade you need no longer decide for yourself what you want or when you want it. You will realize you are hungry as mouthwatering food appears on the table next to you; your drink never seems to end, hygiene products never need replacing, and a fresh, hot bath is always drawn for you the moment you decide you want one. With this upgrade your biological needs will be masterfully met at all times, forever, allowing you to focus on other things.

### Inedia – (Incompatible with **Asceticism**)

If even the simple act of self-care is more than you can handle then your needs can simply be removed. No more hunger, thirst, sleep, or waste to eliminate. No matter what you have been doing you'll always be clean. You can still eat, drink, and sleep if you still want to, but all biological drive to do so will be gone. It is up to you whether you will miss the simple pleasures of a good night's sleep, soaking sore muscles, or filling an empty belly as you will no longer have any natural impetus for these actions.

**Asceticism** – (Incompatible with **Luxury Goods/ Inedia**)

By lowering the quality of all comforts provided you can receive an additional favour. Your meals will be bread and cloudy water; you will wear burlap clothing; sleep in straw bedding; and have two buckets for defecation and bathing. Do not mix them up. Even food that may be created outside the **Comfort** aspect will be bland and tasteless to you. You cannot avoid this flaw by creating your own ingredients.

**Locusta's Cooking** – (Requires **Asceticism**)

With this flaw, your food will not just be bland, but terrible. At best you will have only food that is poor tasting, at worst it will be nauseating, even sickening. Every meal will be an act of penance and you will find yourself fasting often, out of simple preference.

**Mansion** – (Incompatible with **Coffin**)

Your small living quarters will be greatly expanded with this upgrade. Have a mansion with literally infinite rooms if you so desire and fill them with the proceeds from your other aspect choices. No room is too big and you need never worry about getting lost as a convenient nearby door will simply open back to your main rooms. You can also rearrange the building's layout how you wish and change it whenever you desire. If you have **Luxury Goods** you may rearrange your furniture and facilities at any time into any configuration you wish. If you have **Property** than your home can be far bigger on the inside than on the outside and you may alter and adjust the grounds of your manor as easily as you alter the interior.

**World's Fair Hotel** – (Requires **Mansion**)

Your infinite home will no longer be helpful in getting you around, quite the opposite in fact. Stairs or lifts will be rare and the locations of rooms will move around mischievously. Your simple trip to the kitchen may lead to you wandering your own home lost for days, you may find yourself unable to leave your bedroom as every door in the hall seems to open back into it, or you may simply lose your library, or your front door. Home will never be a relaxing place to spend time.

**Coffin** – (Incompatible with **Mansion**)

Your housing will be reduced to a small room barely ten feet to a side. Anything you wish to store or any amenities you have purchased will need to be small enough to fit or housed in outside facilities that you maintain in some fashion. Still, small can be cozy and there is nothing stopping you from making your small home livable, the rest of your plane may be a big world after all.

**Gasin and Domovoi** – (Incompatible with **Sisyphus**)

Cleanliness is next to godliness and so your home is fit for a deity. You will never have to lift a finger to clean your home, organize your possessions, or find your missing keys. Everything will be cleaned and put away the moment you're done with it. Also you need never worry about damage to your possessions. Your collections will always be protected and maintained from the wear of time and accident. Should you manage to break a prized possession you can leave it and it will be repaired perfectly over the course of a few days.

**Sisyphus** – (Incompatible with **Gasin and Domovoi**)

By allowing some sloppiness in the creation of your home you can earn an additional favour. This sloppiness will manifest itself in your home's uncanny accumulation of dirt, dust, clutter, and other filth. It will be a constant battle to keep the forces of domestic entropy at bay. You may be comfortable living in a sty but eventually your difficulty finding various possessions in the mess will necessitate week long efforts to clean your domicile. Any facilities or objects stored in your home will also require much more frequent maintenance and repair.

**Sanctuary** – (Requires **Shen and Emet**      Incompatible with **Open Door Policy**)

Your home is your refuge from your world. The moment you enter your home you may prevent any other from entering. Take all the time you need to collect your thoughts, rest, prepare, or merely indulge yourself. Any pesky neighbors or monsters that may be outside your home will not be able to gain entry. They won't even be able to make enough noise to disturb you. Of course, those you allow inside your home will be able to enter, this is only for keeping out undesirables. The only exception to this rule being if you have **Fantasy** and **Self-Starter**. Nothing will stop fantasies from appearing and molesting you, or even dragging you outside to a fate you may wish to avoid depending on the fantasy and exactly what is waiting for you out there.

**Open Door Policy** – (Requires **Shen and Emet**      Incompatible with **Sanctuary**)

Have you created a world you feel safe in? Taking this flaw will prove it. Now almost nothing will stop other creatures from coming into your home and finding you. Locks will fail, security systems will malfunction, and hidden lairs will be easily found. Overly nosy neighbors, paramours and suitors, favour seekers, and those of ill intent will have no trouble entering your home. You may find it difficult to get a moment's peace depending on where you have made your home. Hopefully they'll give you the courtesy of knocking first.

**Blue Police Box** – (Requires **Silver Hatchet on the Moon**)

Sometimes it's nice to move house, and this will let you do that, literally. Your home is no longer stuck in a central location but is a mode of transportation in and of itself. It is up to you to decide how it gets around; you could pilot a mighty spaceship through the cosmos, sail a grand galleon over the waves, enjoy a road trip in the perfect camper, or maybe your home just has many doors to many places all across the world.

**Helva Sings Taps** – (Requires **Blue Police Box**)

As nice as a mobile home is, it's no use to you if you get separated. This upgrade will give you the peace of mind that comes from having the ability to call your mobile home to you in some fashion. Your spaceship could just come to you, or perhaps a door leading home will open up nearby. It all depends on the form your home has.

**Chicken Legs** – (Requires **Helva Sings Taps**)

This flaw will give your home a mind of its own and a wanderlust to match. It will still come when called, but there is no guarantee it will stay in one place once you're inside. Whatever locomotion your home possesses will activate of its own volition and travel seemingly randomly to another destination before settling back down. There is little way to know where your home will set off for or how long it will stay. It could leave again almost immediately or it could stay for centuries. It will never wander off and leave you stranded at least.

## Hoden Kegare

Normally your home is indestructible. You may lose it, become separated from it, or be driven from it; but it cannot be destroyed and you will always have the chance to reclaim it. This flaw will remove this protection. A concerted attack or a large enough disaster could destroy your home utterly with predictable results. Be careful, lest you find yourself picking through the wreckage of your eternity.

## CURIOSITY

Knowledge is power. Fortunately humans are incapable of accumulating much of it. This does not stop it from being a major driver in your society. You hunger for answers and the unknown is one of your greatest fears. The best of you ask questions continuously, and once they have an answer they use it to posit more questions. The knowledge gained is turned into tools to fulfill every other end you can imagine. Even when you're not seeking knowledge for its own sake your mind still roils with the need to alleviate the dread of boredom, which cannot be solved by the familiar for long. Even you now, faced with eternity, are asking how you will keep yourself entertained. This aspect serves to provide your mind with all the stimulation it requires.

Unlocking this aspect will provide you with the means to learn almost anything. Even questions that would normally be impossible to learn may have answers for you to find. "Why are you here? Is there life after death? Would they have said yes?" To help, you will be given a view into any universe you wish including your own. Spy on friends and family, titillate yourself with voyeuristic indulgences, or witness the birth of stars. You will be able to see any event at any time that you wish, from the comfort of your living room and all in glorious ultra-high definition and surround sound. As for how this will help answer the eternal questions; that is up to you, get searching.

Forgoing this aspect will save you from the horror of the unknown. Without this aspect every other choice you make will be dependent on what you already know and think. New and creative ideas will not appear outside of what you, yourself come up with. You may summon all the facsimiles you wish, but they will put on only plays you script. You may create as many universes as you can and they will all act and end the way you have decided. Expect to never laugh at another joke, learn a new fact, or feel surprise ever again. Predestination is never as dull as for the author.

## CURIOSITY MODIFIERS

### A Posteriori Pedagogy

Any effort made to learn skills will be helped by providing you with reference materials to help teach you. A great library of educational materials on all subjects will be provided. You will still need the appropriate upgrades from other aspects such as **Companionship** to get actual teachers, or **Property** to get the tools necessary to practice however. These materials will tend to be pretty basic and of limited scope. A file on blacksmithing will have the necessary diagrams and instructions to forge a sword for example; but it will contain no historical context, explanation of different techniques, or information on why things are done the way described. You could easily get reference materials on these questions afterwards, but you must think to. While this will help you learn more quickly this will not make it any easier. Most skills will still require many hours of effort to perfect but the study materials provided will be easy to follow and as detailed as you want.

### Think by Wire (Requires [A Posteriori Pedagogy](#))

Already cringing in fear at the mere thought of education? For a favour we can save you from the terror of reading and practice. Any terrestrial skill or knowledge can be yours at any time simply by willing it. Fly planes, dance, draw, understand advanced mathematics, or please a sexual partner; everything you could never do before will have their mysteries revealed. This does not include fantastic skills that would normally be impossible such as the how to navigate during interstellar flight or the mysteries of magic.

### Laplace's Demon – (Requires [Think by wire](#))

Enlightenment is not something one can just demand, but you may pay for it. For one single favour you will have almost all the greatest secrets of creation simply given to you. The only things you will not know pertain to your situation, same as ever, but otherwise you will not merely know all the answers to life and death, but the future and the past, from the very large to the tiniest detail. With this much knowledge the world will appear completely predetermined to you. A much wiser creature will be left after you take this upgrade to wonder if it was a good purchase. After all, you have eternity to learn everything, what is your rush?

### Bow-Wow, Pooh-Pooh, Ding-Dong – (Requires [Élan Vital](#) Incompatible with [Asteroid B-612](#)/ [Think by Wire](#))

Most visions of other worlds in either fantasy or science fiction often have the people from foreign lands speaking the language of the hero, often in a comical and broken manner or with an inexplicably even accent. As you are creating your world in only follows that the creatures and civilizations you create will speak and write in languages you yourself know. This flaw will instead push them to have a plethora of competing languages, making communication between cultures far more interesting and realistic. You may create these cultures to speak your language, but only the civilization you live in will retain it. Every other culture may rapidly evolve new speech patterns, mannerisms, and eventually a whole new, entirely foreign languages. These people can of course be taught your old language again, but it will be as foreign to them as theirs is to you. Which of course, you could spend time learning yourself. But if you had an infinite universe that could mean an infinite number of languages to learn.

### I Veth't Lan Mon – (Requires [Bow-Wow, Pooh-Pooh, Ding-Dong](#))

Very few languages from fiction have any real meaning, they are just strings of random sounds used for effect. This flaw will make the languages developed and used in your world be basically the same thing. You will never be able to determine a pattern to other civilization's languages and they will never make heads nor tails of yours. You will still be able to keep your home region speaking your language, provided you remain there to maintain its predominance, but everywhere else the language barrier will become unsurpassable. This will certainly make exploring far more entertaining, if frustrating.

### The Golden Dawn – (Requires [Silver Hatchet on the Moon](#)/ [Bow-Wow, Pooh-Pooh, Ding-Dong](#))

By taking [Silver Hatchet on the Moon](#) you have unlocked the Pandora's box of magic and impossible science, and you may naturally assume that since you designed it you would know how to wield it. Normally this may be true, but this flaw will make any and all such control just another skill you will have to learn, if you can at all. This will make you just like any other would-be magician and if you want to work with the magic of your world in any real way you will need to learn how they are used. Just because your universe allows faster than light travel and cloaking devices does not mean you know how they work, how to build and repair them, or even how to use them properly. On top of this every culture may have different methods of using the magic of your world or entirely different technologies that you will want to explore, study, and practice. Perhaps spending centuries locked in your tower's laboratory studying the mysteries of the universe holds some appeal for you. Depending on your other aspect and upgrade choices you may wield power far in advance of the magics you have allowed in your world, and this flaw does not affect your skill with these.

### Bink's Not a Muggle – (Requires [The Golden Dawn](#))

Magic and the secrets of high technology will be forever lost to you with this flaw. You will keep whatever powers your other aspect and upgrade choices give you, but you will never be able to wield or use the weirdness you have infused your universe with. You will need a crew to pilot your spaceship for you, and be unable to make even the most rudimentary of magic potions, even after being shown how a million times. You can still be affected by the fantastic you have allowed in your world, so be careful of magic curses and laser rifles, but they will simply malfunction in your hands.

### [Mnemosyne and Lethe](#)

If the idea of eternity terrifies you, part of the reason may involve the idea of forgetting. How much do you really think you will remember of your old life, or even the first couple of centuries of your new one after a hundred million years? This upgrade will help, not by preventing you from forgetting, but by making remembering much easier. It may have been trillions of years, but the smells of your old life will bring back memories of your friends and family as readily as they do today. No matter how many centuries since you last picked up a skill it will only take a few tries for you to get back into the swing of things. Never forget anyone's name ever again.

### [Montag's Duty](#) – (Requires [Mnemosyne and Lethe](#))

Maybe you can't handle forgetting anything, even temporarily. This upgrade will help as it will give you perfect recall of everything you now know and will experience. Perfect, eternal eidetic memory. You will remember every day in your new plane perfectly, second by second, even after your original universe is cold and dark. Forgetting is a natural part of life. What unseen consequences will you have to deal with as a result?

### [We Can Remember It for You](#)

You have eternity in your new home, what use will the memories of a few measly decades beforehand be to you? If you let us, we can take them from you and drop you into your new world. You will still be you but with no knowledge of who you were or how you got there. All memories from before you enter your plane will be gone. You will have to make your way through a world of your own design with no prior knowledge. Perhaps that is for the best? Create a world of excitement and delights, then forget everything about it and experience everything new and know nothing else.

### Dr. Scoville Plays Ultra Cricket (Incompatible with [Mnemosyne and Lethe](#))

Losing your mind is much easier than preserving it. It might even be inevitable in the face of eternity. Why not just speed up the process? This flaw will make every day a new experience for you by eliminating your memory. You will never really remember anything past an hour or so and can thus live eternally in the moment. Perhaps this is not the worst way to spend forever. Set up a proper universe and you can enjoy the same eternal delights for the first time again and again and again. Ignorance truly is bliss.

### [Springs of Helicon](#)

This upgrade will help to light the creative spark inside you. Rather than providing you with the skills necessary to express yourself it will help in providing the inspirations necessary to create great art, music, writing, or whatever it is you wish to make. Your mind will much more naturally mull over and deconstruct the symbolism of the world and new projects and ideas will spring to mind easily. Whatever your creative endeavor your struggle to come up with your next great work is over.

### [The Zeerust Counterfactual](#)

You may find being able to see home again a great comfort, but curiosity demands more, it demands experimentation, statistical rigor; it demands science. With this upgrade when using this aspect's base ability you will be able to see what would happen if things changed in the universe you are watching. See what would happen if the other side won the war, if the moon was never created, if you had asked them out. Change whatever you want and see how events would play out. The only caveats being that these visions are just images, you cannot affect your home dimension in any real way ever again. And two; you cannot see what would have happened if you had been left there.

### [A Golden Mountain, a Virtuous Horse, and a Blind Man](#)

Knowledge is both the life of this aspect, and its death. What point curiosity when you already know everything? This flaw removes your ability to scry as you see fit over your prison. You will be able to see earth and your old friends and family fine, but not anywhere in your created world. So you cannot see what the peasants are planning, find your enemies before you go searching, or see what is waiting around that next dungeon corner. You will have to go exploring and experience your world yourself. This is not to say that you cannot record and rewatch events via normal means but you will need to get a camera in place.

### [Thus Spoke Alhazred](#)

As it is built your plane is a very stable place. All of your decisions are set forever and immutable. This stability will express itself as a lack of randomness in the world. Water is clean, orbits are stable, life predictable. This flaw will undermine this stability by adding randomness back into your world. Much like your original world space, water, and life will be messier. Some rivers clean, others cloudy with silt, small rocks in space will shine beautifully as they plummet to earth, mountains will erode and grow over centuries, and life will generally be less predictable. On top of this randomness this flaw will add some larger random anomalies. Mysteries to explore and research, from odd creatures you never designed that have evolved from some of your others, to mysterious signals in the night sky. These unknowns will vary from the interesting, to the revolutionary, to the apocalyptic. This randomness will really be no greater than that of your original dimension, but there will always be something new and exciting to learn and the chance of something going terribly wrong. Ultimately this flaw will remove some of your control over the shaping of your world and leave it in the hands of statistics, plot, or fate. Pick your religion. How it will manifest, none can say, by design.

### Childe Byron – (Requires [Thus Spoke Alhazred](#))

This upgrade will help to focus the unknown parts of your world created by [Thus Spoke Alhazred](#) into things you will find exciting or enjoyable. Your world will still have a tremendous amount of randomness in it but you will be incredibly fortunate in how it expresses yourself. This will normally manifest in your extreme good fortune and anomalies will prove to be beautiful or fascinating rather than dangerous. Endeavors where chance affects the outcome will turn out in your favour more often than can be considered even remotely reasonable.

### Roquentin's Ennui – (Incompatible with [Thus Spoke Alhazred](#))

This flaw is arguably the worst one on our list as it will make boredom your eternal enemy. Things in your world will quickly fall into routines, simple solutions will abound, and it will feel as if everything will take the path of least resistance. You will constantly find events repeating rather than varying even a little. Throw a rock into a pond and it will always have the same arc and release the same ripples. Expect to have the same sex with every partner and the same fights with every enemy. Indeed, you'll be quite good at everything you can do because you will eventually be able to predict it easily.

### Bread and Circuses

This upgrade will provide all the entertainment your original world could provide. All literature, video, music, and games from modern to historical, educational to crass, erudite to pornographic that exists or will exist in your plane of origin as well as any created by any civilizations that exist in your world will be provided to you in a compact digital form. If you have the [Comfort](#) aspect, you will be able to bring up any content in any room of your home; and if you have [Luxury Goods](#) you can experience it on top end equipment under pristine conditions. If your home has room for it you could watch films in your own personal theatre, play games on optimized machines, look at art in a personal gallery, and listen to music in perfect fidelity. The only failing of this upgrade is that every piece of content must otherwise exist already and will be provided in the form it exists in. Games that are buggy in your world will be buggy, media that has never been translated will still be in the original language, and promised movie sequels that were never made are still unavailable.

### Plato's Shadows – (Requires [Bread and Circuses](#))

All limitations on your entertainment are removed with this upgrade. You will have access to a functionally infinite amount of content, all skewed to your tastes. All of this content is still created on the general bell curve that all content is created: some will be terrible, some of it will look promising but disappoint, some of it will look uninteresting but prove fantastic; but the bell curve has a long tail in your favor and you will find a large amount of content made to your personal tastes. You will also be able to overcome the limitations on your entertainment options. You may play bug free versions of your games, find sequels to deserving favourite films, and additional seasons to shows cruelly cancelled too early. All of it translated as required. You will even be provided with well edited movies of every public performance in history, from ancient political speeches, gladiatorial contests, music concerts, to small vaudeville shows. Everything delivered, forever.



### Analogue Tragedy – (Requires [Bread and Circuses](#))

For some the crack of a virgin spine, the smell of old paper, and the pop and hiss of vinyl are the only ways to enjoy their favourite media. By taking this flaw you can give up the ease of access and storage of perfect digital copies for all of your entertainments and receive physical copies of everything in whatever format they are available. Records, books, DVDs, cassette and VHS tapes, even cuneiform tablets. However, you will need somewhere to store it all, especially if you have [Plato's Shadows](#) and a nearly infinite amount of content. And unless you have chosen an upgrade that will organize your life for you, it will be up to you to organize and maintain it all. If a copy of a treasured classic is damaged or lost it will also be up to you to replace it somehow. But worse than that, from now on whenever you want to enjoy something, you will have to go and find it. Even with everything well organized it will be a chore to enter your massive library and find your copy. And if that wasn't bad enough, without a readymade index you will have to go shelf by shelf to discover the new titles in your collection that you have never heard of. Expect to spend many, many hours perusing your shelves.

### Peace of Mind

Social creature that you are, you may find great discomfort at the idea of leaving your world behind. Perhaps you have children or other dependents you will be leaving without support; maybe you have responsibilities to fulfill or loved ones you wish to console; or maybe you just wished to have more impact than you did. This upgrade is your last and only chance to have any effect in their lives again by deciding on the nature of how you will leave your world. Specifically you will be deciding on the nature of your death. Without this upgrade no provisions will be made for you in your original life, you will simply vanish leaving children, spouses, parents, friends, and employers to search for you in vain. This upgrade will allow you instead to shape a suitable death for them to believe you suffered and a body for them to mourn over. You may take great latitude in deciding how you died; you may decide to have passed suddenly and peacefully in the night, or to have gone out in a blaze of heroic glory. You may also decide some of the impact your death has. You may see after children and loved ones by suddenly having a large life insurance policy for on yourself that you never actually had, or decide that your loved ones heal from your loss quickly, or never at all. You may also make it so that your death has social implications depending on the death you narrate for yourself. A man who dies heroically defending something or killing someone else may become a powerful symbol for good or ill. To be clear you will not actually experience this death, an empty copy will already have done so by the time you enter your new world. Also the narrative you write can have no obvious supernatural elements, though perhaps it may be highly surprising. You may not battle dragons as that is blatantly "impossible" in your world, but it is only deeply troubling for you or your opponents to have gotten your hands on a chemical or even nuclear weapon, depending on whether you are hero or villain. Lastly you may not use this opportunity to reveal the true nature of what is happening to you as this is simply to provide you one last chance to make everything right, or to make them all pay. We'll even delete your browser history for you. You are deciding how you will be remembered, make certain of your choices.

### Objective Impermanence – (Incompatible with [Peace of Mind](#))

Some would rather simply be forgotten, and it would be of benefit to us to eliminate any trace of what you might have done. Take this flaw and you will not be fondly remembered by friends and family, in fact you won't be remembered at all. You will not simply cease to exist in their eyes but will never have existed. This is not to say that we will merely remove their memories of you and eliminate any evidence, but instead we will retroactively unmake you. You will never have been conceived, born, or lived and none will have ever heard of you. Your memories of your life before will be literally the only record of that existence.

## VIOLENCE

If it were not for this aspect we would not be here now. Go ahead. Deny it. Defend yourself. Tell us that this aspect is not central to your barbaric species. Conflict arises in every part of your world. Your kind embraces it, revels in it, thrives on it, and celebrates it. You rain glory upon those successful in war, put your greatest minds to work developing new ways to kill, and even your games and sports are almost all abstracted simulations of violence. Watch your children. Your earliest forms of play are mock combat. No story written lacks a struggle and the ultimate story starts when blood flows. All previous aspects are about what you want to have, this is about what you wish to take from others. To be victorious you must have battle, the more powerful the enemy, the more dire the conflict, the greater the glory. But without enemies, what do you have? So go ahead. Feel the rush as you crush those who oppose you. You monster.

Unlocking this aspect will help you become at least passable in all sorts of combat. Who wants to spend time learning to swing a blade when there are trolls to kill, or learn to pilot a fighter when there are capital ships in orbit now? Placed in any form of combat you will find yourself rapidly picking up the basics if you don't already know them until you are at least a decent combatant. If you want to become a master you will have to practice and train as normal, but at least you can skip your fumbling first steps with any new weapon. This applies to any form of direct physical confrontation from martial arts, marksmanship, to piloting vehicles of war as well as to mental or social conflicts such as games, politics, seduction, or debates. The base of this aspect will help you to at least be able to play the game, it's up to you to master it.

If you choose to forgo this aspect you will find yourself utterly incapable of any kind of confrontation. You will be utterly helpless in the face of even the slightest opposition; lacking the strength to swing back at an attacker or agreeing to anything the moment someone else does so much raises their voice or asks please. Even natural conflicts will instantly defeat you. Get trapped in a cave-in and you'll be unable to extract yourself. Get lost in the wilderness and you will be unable to formulate a plan and will simply wander aimlessly. Your strength will fail or your confused mind will be unable to come up with solutions to any problem you face. Hope you have someone to take care of you.

## VIOLENCE MODIFIERS

### Rite of Ashk'Ente – (Requires [Élan Vital](#)/ [Alighieri Allegory](#))

Combat ultimately has one final conclusion: death. Normally when one of the creatures of your world is killed, it will simply cease. Some find the cessation of consciousness too horrible to contemplate and create often elaborate caveats for the mind to survive the death of the body in some form. If you want to spend a favour we could allow you to decide what happens to the dead. You could create a heaven and a hell, put them through a cycle of reincarnation, or make them one with the universe in some fashion. You could even make new rules of your choosing such as having the recent killed simply "respawn" after a few seconds, or rise as the undead, or come and serve you in your dread tower. You could even have them simply cease at your whim. You can also decide that only certain people meet certain fates. Those that serve you loyally could enter your heaven and your enemies could face hell; or maybe one culture experiences a cycle of reincarnation and another becomes ancestor spirits. Whatever you wish.

### **Astarte's Bediamonded Crescent** – (Requires [Rite of Ashk'Ente](#))

If you wish, you can place the realms of the dead beyond even your power. You can design your heavens, your hells, your reincarnation cycles as you want; but once designed they are set forever. Your people will go where you have fated them and once gone they will be beyond your reach. You may have deeply loved the spouse you have taken, but once dead you will never see them again. You cannot travel to or see into the realms of the dead by any means nor identify reincarnated souls. Tragedy will once again hold a powerful sway over your eternity. Horrendous, but fundamental to the human condition.

### **Quincey's Fine Art**

Is real life just not “real” enough for you? Hoping for something a little more violent? This upgrade will allow you to directly affect the level of violence in your world. You could increase its power dramatically. Meaning death will come quickly and suddenly for many people, flesh wounds will be the exception rather than the rule, and many more people will meet tragic ends. Monsters will be more savage, attackers often better armed and accidents all too common. Or you could weaken it to the point that few fights result in serious injury and accidental death is extremely rare. Not only can you change the raw impact violence will have in your world you can also change its flavour. Violence in your world could be quick and brutal, but ultimately pretty realistic, or it could be incredibly gory with every person filled with four hundred liters of blood under high pressure; or it could result in people being simply knocked unconscious by sword blows and gunshots. You may also choose to set the rules that combat follows in your world. You could make violence follow cinematic rules for example, with people who have more personality, or impact to a story be untouchable and wade through waves of less interesting enemies only to be able to die dramatically at a pivotal moment; you could force all combat to follow rules of war, with combatants required to carry themselves with distinction and those that fail to show a duly honorable nature easily cut down by noble warrior-poets; the righteous could always triumph over the heretical under strict rules of good versus evil; or you could make all combat sexual rather than grisly, with true injury being impossible and the battles fought with finger and tongue rather than tooth and claw. The rules you set will shape the nature of all conflict from war between nations to bar fights to the most basic of battles between predator and prey. You may change the level and rules of violence at any time.

### **Pouches, Blood, and the Extreme** – (Requires [Quincey's Fine Art](#))

This flaw will lock in a level of violence for your world, removing your ability to change it. You may select any level and flavor of violence and choose the rules it will follow, but once set you will never be able to change it. You will also be beholden to the rules you set as everyone else. If in a million lifetimes you no longer feel as committed to your personal code of honor as you were in your youthful few millennia you will suddenly find combat a much more difficult or even impossible proposition if you made it central to combat outcomes. If you have [Alighieri Allegory](#) you may still select different levels, flavours, and rules of violence for each plane you create.

### **Clampet and Freleng** – (Requires [Pouches, Blood, and the Extreme](#))

Violence in your world will be a very temporary condition. Injuries will heal quickly and death by violence is nonexistent. Do not expect to be able to permanently defeat any foe, no matter how dangerous. In turn a monster or attacker not be able to seriously injure you, but it can destroy or steal possessions, or kidnap and violate you. At most an opponent can be knocked unconscious. It is up to you how this ineffectual violence manifests. Wounds could heal with remarkable alacrity, or skin could never break, or people could just deform in a humorous fashion. Life is safer in some ways, and more dangerous in others. Death can still occur, either through old age, starvation, or disease, but not through violence.

### Guan Yu Directed By John Woo

Violence becomes you. Forget training and discipline, with this upgrade you will be the master of any form of violence you care to be. Pick up a weapon you have never seen before and within a few swings you will be wielding it like a master. Martial arts styles, vehicles of war, and weapons of all types are covered under this upgrade. While you will have all of the necessary skill to wield a chosen weapon, it is still up to you as to whether you even can. The **Self** aspect is where you will determine your physical capabilities. You may know exactly how to wield a sword larger than yourself, but if you are not strong enough to do so this upgrade will not simply let you.

### Dialectical Ōllamalitzli

There are many different kinds of conflict other than combat and this upgrade will make you the undisputed master of all of them. From debate, subterfuge, and seduction to even the most obscure games; in any contest that pits two people against one another outside of combat you will have peerless skill. With such ability you likely won't ever even have to resort to distasteful savagery.

### Nûḥ ibn Lamech – (Requires **Thus Spoke Alhazred**)

The **Violence** aspect is not simply the rush of adrenaline that comes with danger and the thrill of victory. In destruction is a chance for renewal. A chance to clear away the stagnation that hinders growth. After reigning for ten thousand years from your castle on the hill the destruction of everything you have built will allow you to reinvent yourself from bored monarch to a bandit king, vagabond, or adventurer and through it find new purpose in your eternity. This flaw will destabilize your predictable universe causing great disasters to occasionally come and wipe away your comfortable stagnation. These disasters can come in many interesting varieties from earthquakes and super volcanos, to revolution and war, to asteroid strikes, to a sudden shift if the magical energies that keep your floating city in the sky. Whatever form these events take they will be enormous in scope, covering hundreds of kilometers of territory. With great effort perhaps these can be defended against, or you can rebuild from them, or you can try another path in the wreckage.

### Heaven... Heaven Never Changes – (Requires **Nûḥ ibn Lamech**)

Are you so cowardly that you cannot bear the thought of losing what comes easily? Are you so in love with the creatures you have created that you cannot bear to see them hurt even in the face of stagnation? Then we can further destabilize your world, but this time it will have the opposite effect of **Nûḥ ibn Lamech** and undo its effects. Things will instead become unnaturally stable. Even should disaster hit, things will tend to regress back to how they were before. Also, things will have an eerie tendency to remain as they are. Two warring civilizations will find the men and resources to war constantly through the centuries; people may continue to be born but not seem to die, yet populations will never seem to rise; art, science, and culture will all advance in time, yet the civilizations that create them will seem to never change. Should you desire large alterations to your world you will need to provide the impetus yourself. Ironically this may well make you the villain you so hoped to not be as you may be called to destroy parts of your world so that others can flourish. We shall see what the centuries make of you.

### [Elijah's Torpor](#)

[Violence](#) begets renewal, and it is here that this aspect may help you overcome your greatest enemy in your new home, yourself. After many eons you may find yourself tiring of your endless life. This upgrade will allow you some respite. Should you choose to you may seal yourself away and enter a long, death like trance. In this trance you may dream, or you may not, but you can while away the centuries, separate from the stimulation that has worn you down. In time, you will awaken feeling deeply refreshed, in a possibly vastly changed world depending on your other choices. You will also only remember your old life dimly. The important events will be there, but the details will have faded with the centuries. With a fresher outlook you may be able to start again, or try and pick up where you left off.

### [Cuthulhu Fhtagn](#) – (Requires [Elijah's Torpor](#)/ [Élan Vital](#))

Why should you not be an active participant in your world just because you have been dead for a millennia? With this upgrade while you are in [Elijah's Torpor](#) you will dream and your dreams will reach out and affect the people you have created. People and events will be influenced by the kinds of things you dream about. Many will seek out your body to worship and cults will rise and fall. The types of dreams you have will affect their real outcomes. Nightmares will lead to insanity or blood and violence on the streets, erotic dreams will lead to more carnal activities in those self-same streets, and romantic dreams may see a succession of hopefuls attempting to awaken you with the kiss of true love. You will not exactly have direct control over these effects, but you will see them in your dreams.

### [Forgetful Phoenix](#) – (Requires [Elijah's Torpor](#)/ [Connecticut Yankee](#))

Rather than trying to sleep off your ennui this flaw will merely allow you to start again. When the weight of eternity becomes too much you can reset your world to the moment you entered. Everything will be returned to exactly how it was the moment you first stepped into your prison, including your memories of that time. You will have no recollection of the life you lead up until you reverted to the beginning, nor any understanding of how many times you have done so. In fact you will never know if this is your first eternity or not. The memories of the lives you have given up are all lost forever, making this basically a form of recurring death.

### [New Game Plus](#) – (Requires [Forgetful Phoenix](#))

If you're willing to spend another favour on securing your eternity than we can help immensely. By taking this upgrade you can remake your world when you activate [Forgetful Phoenix](#). You can decide to keep your memories or lose them as normal, but you will also be given the opportunity to peruse this list again and decide on new aspects, upgrades, and flaws. In this way you can have an entirely different world waiting for you afterwards. The only caveat being that when you do this you will have only one starting favour the next time rather than seven. This means you will have to take more flaws to rebuild your world. And there will never be any way to go back to your previous world once you have recreated it, it will be unmade in the truest sense of the word. It will be as if it never existed. If you wish to be able to activate this ability again you will need to purchase it again when building the next world.

### [L'appel du Vide](#) – (Requires [Elijah's torpor](#)      Incompatible with [Forgetful Phoenix](#))

If you cannot stand reruns then perhaps it is best to simply be done. With this flaw, rather than restarting your time in forever when you want you instead will simply cease. Your consciousness will stop and from there eternity will simply pass you by. This is as true a death as exists, but you only need fear yourself, as only you can trigger it.

### Love in a Troubadour Court – (Incompatible with [We Can Remember It for You/ Roquentin's Ennui](#))

This upgrade will help you cope with the centuries directly. You will lose some of your sense of time and become forgetful in very specific ways with the end result being that you'll never really get used to all of this. Your memories of your previous life will always seem like just yesterday. Your adventures will each somehow always seem more exciting than the last and you will blush just as deeply with your lovers the millionth time they sneak into your bedchamber as the first. You will still be able to grow tired of things and bored but these feelings will pass completely in time leaving you excited to get back to the things you once enjoyed. This may stunt your personal growth as you may forget details about your adventures or the things you've done and may find yourself unable to recall how that book you read a couple of years ago ended. But you will never fully collapse into despair and boredom.

### L'ennui, le Vice, et le Besoin – (Requires [Love in a Troubadour Court](#))

Where [Love in a Troubadour Court](#) focuses and intensifies your natural forgetfulness to help you deal with eternity, this upgrade simply removes the need. You won't ever truly get bored ever again. Some things will get dull and repetitive to you certainly so you need not worry that you will get trapped in a loop of the same entertainment forever. But you'll never get truly sick of any activity or event. You will still seek out novelty but be content to enjoy the same things over and over. With this, depending on your other choices, your mental health is mostly secure for your eternity.

### The Best at What I Do

[Violence](#) revels in power. This upgrade will provide you with the power you need to decide who lives and who dies. Choose some theme of injury inflicting power and you now have it. Hurl fire or ice, manipulate diseases to infect others, or hurl foes around with telekinesis; choose a theme of toys used to murder others and then go... play.

### So Many Ways to Die – (Requires [The Best at What I Do](#))

Why limit yourself to only being able to transform living tissue into molten rock to kill, or the power to consume the life force of sexual partners when you could have it all. You no longer have to worry about keeping to some theme in your aggressive powers, if you can imagine a way to hurt some person or object, you can do it.

### The Best Offense

This upgrade is the logical opposite of [The Best at What I Do](#). Pick a theme for any set of supernatural defensive abilities. You could create force fields of light, blind foes with ghostly mists and illusions, turn invisible and slip easily into the shadows, or turn immaterial allowing blows to pass through you harmlessly. If you have an aggressive theme there is no requirement that the two themes at all resemble each other. Hurl fire while protecting yourself with walls of ice or wield a laser like a sword while magical wards deflect your enemies' blows.

### Achilles Armoured Boot – (Requires [The Best Offense](#))

Now you can defend yourself in any way you see fit. Point-defense lasers can keep random projectiles from hurting you as you slip invisibly through a battlefield while floating shields protect your artillery. You won't even need to be paying attention for your powers to leap to your defense making you even immune to surprise ambushes. You can now chose at any time to have any power you wish that is designed to protect you. Rare will be the enemy that can land a blow.

### Why Walk When You Can Fly

Most humans dream of flying through the sky or the black of space, or of swimming through the deep ocean. Decide on a new mode of unnatural transportation to use to get around and you can. Fly, swim, or disobey gravity and walk straight up walls; decide to move at supersonic or even light speed. You could simply decide to teleport everywhere you go. But choose carefully. Faster than light flight may be very bad for you and the environment if done in an atmosphere and won't help much getting just around the block anyway; and the ability to swim the deep oceans will not help in a desert. You know what kind of world you have made, what would be best?

### All the Paths A Man Can Walk – (Requires [Why Walk When You Can Fly](#))

Rather than being confined to one new form of personal transportation you can now do any you wish at any time, you can even bring passengers in your trips through the cosmos or under the sea.

### A Reason for Living – (Requires [Élan Vital](#)/ [Quincey's Fine Art](#))

The aspect of [Violence](#) is about conflict and the battles humans face, but until now you have had no one to fight. You have been left on your own to create foes and defeat them. This upgrade will give you this aspect's most important gift, an opponent. You can design this opponent however you wish; an ancient evil bent on dominating your world with their vast army hewn whole from the black earth, or the head of a grand holy order eager to see your heresy purged; a super villain seeking to destroy the world or a hero eager to put you behind bars; or even a less personal malignant force such as a wasteland that constantly spawns new monstrosities for you to build and defend against or an unthinking, planet devouring mass of seething entropic destruction only kept sleeping at the center of the universe by the desperate playing of vile drums and accursed flutes. You may also have many rivals if you choose, all fighting under the same banner, and may design each as an individual. Ultimately your rival's driving desire will be to unmake your works and destroy your life, but not strictly to kill you. Generally speaking this rival is remarkably intelligent, incredibly creative, and powerful enough to be threatening. It is up to you to decide on the nature of their powers and abilities but as a general rule their abilities can be broad but weaker, or focused and powerful. The nature of your battles and the level of violence you have selected will determine what will happen when you defeat your foe. Perhaps they always escape to try again, or perhaps your dead foes are always replaced by new fresh faces.

### The Black Spot – (Requires [A Reason for Living](#))

This upgrade will focus your rival's mind. Normally your rival is after something that you have, such as domination of your world, or merely to drive out your evil. Now, it is purely destroying you that is their obsession. They will not be distracted by other concerns and will direct every bit of effort and spare no resource in achieving that end. They will sacrifice anything to see their goal accomplished and will throw everything they can at you until you are forever imprisoned, or destroyed. Your eternal conflict will see you both sacrificing pawns until you are both reduced to being locked together in a room with one dirty knife between you with only one of you walking out. Isn't it nice to feel wanted?

### Arresting Jean Valjean – (Requires [A Reason for Living](#) Incompatible with [The Black Spot](#))

If your opponent isn't willing to put their all into it what is even the point? This flaw will weaken the motivation of your opponent to something more resembling a rivalry. Their desires are still focused on you, but more limited in scope. Perhaps it is one of your possessions they crave; or they wish to prove that they are the best in a particular sport, game, or on the field of battle; or they are a rival for a romantic partner; or maybe they are simply a malign or mischievous type, playing pranks and disrupting your life for the sake their own entertainment. However you make them they are now more nuisance than worthy foe.

### Ahab's Innuendo – (Requires [Arresting Jean Valjean](#))

Many rivalries in literature and myth have overtly sexual undertones, this flaw will cement them. You could hardly call what you have with your opponent a “rivalry” anymore with this flaw. At least it refocuses their mind on you. Your rival will be rather obsessed with you sexually and romantically, leading to them being a very disruptive influence in your life. It is up to you to decide how this manifests. For example: they could seek to isolate you by killing those they see as competition or kidnapping and keeping you hostage, they could be completely emotionally and sexually unavailable yet attacking you every time you get too intimate with anyone through word and deed, even beating or berating any others that try to get close to you; they could seek to arrange or force dates or other romantic trysts between you and every passably attractive person they meet; or perhaps they could simply seek to either tempt or force you into some sexual activity, an activity they have no intention of ever stopping. As nice as it may sound now you have much easier ways to make lovers who won't be as demanding or disruptive, and you'll never be free of them. How interested will you be in your psychosexual creation after a century with this person? Because they'll never change.

### [The Grass That Suffers](#) – (Requires [A Reason for Living](#))

Normally your rival is a fairly powerful creature in their own right. But depending on what you choose who could hope to compare to you? You could control the hearts, minds and bodies of every living thing in an infinite number of planes. You could control the very earth and sky or even time itself. Of what threat could a mere god be to you? This upgrade will make your rival truly your equal. All powers you yourself possess they will as well. Your opposing armies could ravage entire worlds in their eternal struggle while you and your rival hurl entire suns at one another until one is forced to retreat to their impregnable fortress to recuperate, train, and plan their next move. No skald could ever hope to pen an epic worthy of explaining your battles. If you have chosen not to taint your eternity with omniscience then your rival will still be just as powerful as you have decided to make yourself. Enjoy the thrill that only a suitable threat can offer, after an infinite millennia it may truly be all you have.

### [Elevating Musashi's Spirits](#) – (Requires [A Reason for Living](#) Incompatible with [The Grass that Suffers](#))

Can't stomach a real fight? This flaw will help to ensure your future is dull by weakening your rival. They'll be about as strong as any other exceptional human, but their great powers or abilities will be vastly weakened. They may instead have only vary narrow abilities, or only have great power in their home for example; either way the threat they represent will be greatly reduced, and depending on your other decisions this could easily render them an occasional momentary distraction at best. You may come to deeply regret this choice in time. Coward.

### [Elementary, Moriarty](#) – (Requires [A Reason for Living](#))

Not every great battle is one of blood, claw, and steel. The greatest of victories are often fought in the mind, and your opponent will be a devastating foe. Your rival's intellect will easily surpass “genius” on any scale you care to measure, carefully moving their pawns into place like pieces on a go board; chess is so cliché. Your political battles will take centuries as the two of you hatch schemes and plans; move and countermove, plot and counterplot; all in an effort to outwit the other. One mistake is all the other needs. Or perhaps your ancient foe prefers the battlefield. Their troops trained to perfection, their maneuvers perfectly timed, but it is always the enemy you can't see that you must worry about. Even should your conflict come to personal combat expect them to know everything about you and to press every advantage, you can trust and truly rely on nothing. Your victory will take millennia and will be the single greatest thrill of your eternity.



**Point, Narf, Egad** - (Requires [A Reason for Living](#) Incompatible with [Elementary, Moriarty](#))

If you are worried that you're not ready to play in the big leagues we can offer you a game for children instead. Take this flaw and your precious rival will be rendered... simple. The plans that they hatch may still be remarkably creative, but their execution will need work, or they will be rushed, or some other character flaw such as arrogance will often undo them. It is up to you how this ignorance manifests; your enemy could be much like a children's cartoon villain, undoing themselves with flashy displays and overly eager to explain their genius plan; or perhaps they are flighty and eventually grow bored or distracted by something in the middle of a conflict; or they could just be an unreasonable animal. Surely such a creature cannot keep you interest forever.

**A Farewell to Barkley** – (Requires [A Reason for Living](#))

You are likely an immortal being of immense power in your universe. Your rival is most likely only going to be able to damage or ruin the world around you: destroy your home, or the city you rule over; or a romantic rival could win the heart of a betrothed; or they could tear down your legacy. But you they will likely have difficulty hurting directly. The **Self** aspect will likely make you immortal and your other choices may give you immense power. Even if your rival were able to entrap you it is almost certain that you would eventually free yourself. This flaw will remove that protection. You will still not be killable but there are many other ways to make an immortal suffer. This flaw will let your opponent seal away your power if they defeat you, leaving you entirely at their mercy. What they will do with you depends entirely on the kind of rival you have decided on: an eternity of torture; enslavement; or helplessly trapped in a marriage with an obsessed, isolating deity. It is possible for you to eventually escape and reclaim your powers, but only theoretically. A rival is a fantastic way to keep eternity interesting, this flaw may make your rival a short cut to the opposite.

**Kallisti** – (Requires [A Reason for Living](#))

Rather than getting the rivalry to equal those of myth as you deserve you will instead be but one actor in a group of enemy powers. You may have as many rivals as you wish and may design them each individually, but they are all of similar ability so your other choices that affect your rival will affect them all. This means you will be part of a web of great political intrigue with [Elementary, Moriarty](#) or one of a pantheon of dueling gods with [The Grass that Suffers](#). Alternatively you and your rivals can all bumble your way to eternity with **Point, Narf, Egad**. Your rivals will still seek to destroy you, but they are also just as opposed to each other, meaning that many battles may be fought without your even being present. Indeed it could be that you are occasionally left alone for centuries while your opponents entertain themselves. Or they could gang up on you, wittingly or otherwise.

## AMBITION

Creatures with a linear grasp of time such as yourself tend to organize your lives into narratives. You use these narratives to make sense of the world and seek to craft the story of your own lives to your chosen ends. It is one thing to simply have whatever you want, quite another to earn it. Few interesting stories begin at the end and stay there, why should your eternity be different? For some it is the journey that is the most important. It would be very easy to make the right choices and be able to do any action at a whim or get anyone to do anything you desire, how long would that continue to interest you before you long for a challenge, for a story of your own. With the **Companionship** Aspect you could just create your dream lover already deeply in love with you and eager to prove it, but with this aspect you could craft yourself a romance only seen in story books. You could create a civilization and simply rule it, or you could use **Ambition** to take it over through military force or political intrigue. Most other aspects answer the question, "What do you want to have?" This aspect will help answer, "What do you want to do?"

**Ambition** is all about finding your place in the great narrative of history and so will create history for your world. As you have been building your prison you have been deciding how things are, you may now decide how things were. Create the grand sweeping cultures that you have planned as they were then allow them to grow and develop so that they have a richer culture than you could make. Arrange for a prophecy to foretell your coming so that you are met with even more open arms, allow the world to naturally fill with mysteries to be solved and ruins to explore rather than making them yourself. Most importantly is that you can insert yourself into your world where you want rather than simply appearing out of thin air. Choose whatever entrance you want from the dramatic to the stealthy. You could make yourself a king, or just incredibly wealthy; you could come from the sky on a chariot of fire or simply quietly appear outside a small settlement; you could wake up in bed next to a spouse that you have decided you wed years ago; be newly born to a loving family and grow into the body you built over a couple decades; or be summoned by your eager mortal servants in a dark arcane ritual, your first sacrifice awaiting you upon your altar. The base of this aspect provides you with both the opportunity to fine tune your world by deciding its entire history as well as shaping your introduction into it.

If you forgo this aspect then you will find your impact on your world shockingly limited. Things you change or actions you take will naturally revert to the mean of how they were at the moment of your world's creation. People and lovers will not easily remember you, things you build will crumble into dust in only a few short days, you could even tear the sun from the sky only to have it rise again inexplicably the next morning. Create all your friends and enjoy your home, because you will never accomplish anything else ever again.

## Connecticut Yankee

Having a world with history is fantastic, but it is another thing entirely to be able to travel there. With this upgrade you can travel to the past of your world whenever you want to see the sights, spot a criminal in the act, or to learn. You may travel only to the past and back up until your "present" which will remain stagnant until your return and you may do whatever you wish while in the past, the same when you are in your own time. The only two caveats being that you cannot travel to the future and that your actions will have no effects on the present. To resolve the paradox of competing timelines your original timeline is dominant and as soon as you return to your present, or live up until it if you stay in the past, your world will "forget" that timeline and resume the original as if nothing had happened. If you ever travel back to a time where you already existed then you will simply overwrite yourself, meaning that the you of then will vanish while you are there.

### Skynet's Rewrite – (Requires [Connecticut Yankee](#)/ [Thus Spoke Alhazred](#))

Now when you travel back in time you may decide that your changes will all become permanent by making the new timeline the one that becomes dominant. Be careful as this means that your slightest action could now have drastic consequences for the future as you know it. Even the most benign actions may reverberate through time and kill loved ones, or make them never to have existed, forcing you to recreate them. It could change civilization as you have designed it irreparably, forcing you to keep going back to try and fix the damage you have done. You truly must have no regard for the people you have created if you are willing to throw away their world so casually and start again at a whim. You must pick which timeline is dominant before each jump back.

### Tegmark's Suicide – (Requires [Skynet's Rewrite](#)/ [Alighieri Allegory](#))

With this upgrade you may make any changes you wish to your universe without fear as each timeline will be separated into their own mini universe. Your original timeline will still be waiting for you to return after you are done experiencing your altered world and then vice versa. You may have as many simultaneous alternate timelines as you wish but their timelines will not progress until you return to them. They will hang quiet, cold, and still, until your return.

### Go Fold Yourself – (Requires [Connecticut Yankee](#)/ [The Iron Dream](#))

The rule that requires there to only ever be one single version of yourself as you time travel will be lifted. You can meet earlier versions of yourself and do whatever you wish to them, or have them do whatever they wish to you. They are you after all, complete with all powers and benefits. Think carefully before you go and mess up a timeline you remember enjoying. How aggressively would you defend it against yourself?

### Azimov's Feghoot – (Requires [Thus Spoke Alhazred](#)/ [Connecticut Yankee](#))

Travelling into the past is the primary use people have for time travel, but some want to hurl themselves into an unknown future. This upgrade will let you travel as far into the future as you wish whether it be an hour or a trillion years. The events that fill the intervening time will follow the normal randomness of your world and so are fairly predictable, but not entirely. Meaning that the longer into the future you go the less likely events are to take that path when you return, if only because you yourself can change them. You could travel into the far future to see your world a utopia and then do so again immediately afterwards to find it destroyed. When you return to your original time all the events in the future will vanish unless you have [Tegmark's Suicide](#), which will let you store an infinite number of alternate futures as well as pasts.

### Trapped on the Holodeck – (Requires [Skynet Rewrite](#) Incompatible with [Tegmark's Suicide](#))

Your time travel is now one-way. If you travel back to the past you have no way of getting back. Every trip will be the last time you see "your" timeline again. You can simply pass time until you catch up but it is very unlikely things will turn out exactly the same as they were. If you have it you could use [Azimov's Feghoot](#) to travel forward again, but this is even less likely to return you to your original timeline. It's hard for your friends and family to remember you when you haven't actually existed to them for the past ten thousand years as you jump from pre-history to modern day.

### Oh Boy Ziggy – (Requires [Trapped on the Holodeck](#))

You now can no longer control your trips through time. At any time you could wind up at any time without warning or build up. This will make maintaining relationships or keeping events straight very difficult and will likely disrupt most projects you have. The amount of time between sudden jumps is fairly random and several could come in rapid succession or you could have years or centuries in a timeline. There's no way of knowing and no way to control it. At least this will keep things interesting for you.

### [A Moment to Myself](#)

If you've ever found yourself watching the clock, waiting for the day to end or wishing you could live forever in a moment then this upgrade will help you. With it you will be able to control the passage of time and leave yourself moving normally. Speed it up to get through dull periods or slow it until you can avoid bullets. You could even stop time completely for everything but yourself to get a moment to think, plan, or commit the perfect crime. Only you are affected by this ability so you can't extend it to take a quiet moment alone with a lover or use it to sneak an accomplice out of prison.

### [I Think We're Alone Now](#) – (Requires [A Moment to Myself](#))

Now your ability to change the speed of the passage of time can extend to other people and places. With [Alighieri Allegory](#) you could speed up time in an entire plane so that you could watch the birth of a universe, with the [Comfort](#) aspect you could freeze all time outside your home so you don't miss anything and have time to plot your next move, or you and a lover could indulge your exhibitionist streaks without fear.

### [Because It's There](#) – (Requires [Thus Spoke Alhazred](#))

Have you ever wanted to do something but didn't even know where to begin? Either you don't have the necessary skills, don't know the right people, or don't even know the right questions to ask? This upgrade won't fulfill your ambition for you, but it will smooth most of the hard edges in subtle ways; by giving you an easier time planning your first or next steps, or increasing the likelihood you'll have chance encounters with people or things that may help you along. When working toward a stated goal things will just run more smoothly from beginning to end. Ultimately this upgrade will only help you in subtle, marginal ways leaving it to you to still do most of the heavy lifting in completing your goal, but it will help to open the way forward for even the most outlandish or impossible of ambitions. This upgrade will also take into consideration any limitations you may have placed upon yourself. If you want to conquer a city without using mind control it will not somehow help encourage you to use [Hypnopaedia and Soma](#) if you have it for instance; or if you want to carve a magnificent statue it will help you to do just that, not help you to use [Behold My Works](#) to simply create one.

### [Disciplining Distraction](#) - (Incompatible with [Because It's There](#))

In quite the opposite way from [Because It's There](#) you will find your efforts to fulfill any goal hindered by distractions of all sorts. Whenever you try to work on anything friends and lovers will suddenly appear with no intention of leaving you alone, or a spate of accidents will ruin your manuscripts after you have spent an afternoon working on them, or maybe you will just find your mind wandering far more than you expect or even occasionally waking up at your desk having gotten nothing done. Your life will be a long series of wasted or repeated efforts with little to show for it.

### Cyrenaic Frustrations – (Requires [Himeros' Diversion](#) / [Prompt Service](#) / [Disciplining Distraction](#))

Now the distractions that plague your life will have a much more hedonistic tinge to them. Lovers and delicious food will constantly appear to tempt or force you from your appointed tasks. With this flaw even so much as looking at pen and paper may be enough to activate a [Fantasy](#). These distractions will also no longer will just happen when working on your large ambitions, even your leisure activities may be affected. Efforts to read, watch a show, or play a game will be constantly interrupted by others who have something much better in mind. You may even have trouble sleeping.

### [Paint By Numbers](#) – (Requires [Because It's There](#))

This upgrade will drastically improve the help you will receive from [Because It's There](#). Once you decide on an ambition things will simply fall into place to help you along your way. You'll practically stumble towards your eventual goal. Enemies will make more drastic mistakes with greater frequency and never seem to be able to capitalize on yours, construction will go smoother and easier than it has any right to, and romantic targets will practically start chasing you rather than the other way around. This upgrade almost will almost completely contravene the nature of this aspect by making any ambition you set far too easy.

### [The Gods Must Be Lazy](#) – (Requires [Paint By Numbers](#)/ [Ta Erôtikê](#))

If you truly have no ambition of your own but still want to change the world then for a favour we can treat you like the child you are. This upgrade will remove any effort on your part for almost any endeavor. Functionally it will allow you to declare your ambition and grant the abilities of [Because It's There](#) and [Paint By Numbers](#) to your minions to see it through. At the same time, any who would oppose your ambitions will find their lives filled with [Disciplining Distractions](#). This will make doing any possible thing almost laughably easy and many impossible things relatively simple.

### [Adventure](#) – (Requires [Élan Vital](#)/ [Quincey's Fine Art](#))

Here is where you can give this all something at least resembling meaning. This upgrade will let you write your own stories, then live them. You need not write every line, but can create the basic narrative and then experience its resolution. You will need [Silver Hatchet on the Moon](#) if you want to have a dragon to ravage a countryside and go on a quest to find the sword that can slay it, travel to new and exciting worlds in your own spaceship, or live through other fantastic stories. Otherwise you will have to settle for more mundane fair like leading a ragtag band of brigands against a corrupt lord, desperately searching for a cure for a growing epidemic, hunting through rain slick streets for a serial killer before he strikes again, or meeting cute classmates on your first day at a new school. Design the basic narrative and assign a feeling or theme; do you want your story to be dark and gritty, light and heartwarming, or an erotically charged carnal romp? Or any combination thereof? Once you have done all of this your adventure will soon begin with all the details filled in for you. You will truly have no idea what awaits you on that alien world, or around that dungeon corner but it will all fit into your vision of what you want the story to be. As for the ending, that is up to you. It will be up to you to succeed at your adventure using your own skills, grit and abilities. You could use the power of other upgrades to simply win of course, but that would defeat the whole purpose. It is also up to you how long the adventure lasts and whether you wish to enjoy the happily ever after, or ride into the sunset to another adventure. Should you decide to leave than everything will be quietly cleaned up for you; a new king crowned and the capital rebuilt, or the killer you have caught will be tried in a court of justice without your involvement, etc. Everything will be quietly cleaned up and prepared for your sequel, should you wish one.

### Searching for an Honest Man – (Requires [Adventure](#))

You may have a great amount of power you can use to easily overcome or simply bypass any challenges that your adventures may send your way. What fun is it if you can just hit the dragon king with the moon if he is being difficult; or if your schoolyard crush has eyes for another, to simply change her mind? This upgrade will let you seal off some or all of your abilities for an adventure, meaning that even if you become tempted to use your vast power to succeed, you cannot. You can decide what powers to keep and even decide how powerful they are: Instead of controlling the earth and heavens perhaps you just retain your lightning bolts; your ability to create any object could be changed to only being able to create an infinite number of small objects, such as throwing knives; or your vast mind control abilities could be reduced to fully functional stage hypnotism, whatever you feel the story calls for or you think would be fun. Your powers will all return upon the end of the adventure.

### Sandbox – (Requires [Searching for an Honest Man](#)/ [Alighieri Allegory](#)/ [The Birds Obeyed Him](#))

With this upgrade, rather than create a specific story to follow on your adventures you can create a plane filled with various adventures and mirth. Decide on the genre, theme, and type of plane you want and this upgrade will populate it with appropriate new foes, creatures, and romantic partners. Quests, goals, and opponents will pop up regularly making the world increasingly more likely to generate drama. When creating these planes you must also select your own power level as with [Searching for an Honest Man](#) and this selection becomes permanent in that universe. In this way you can play at being an all-powerful, evil overlord laying waste to a kingdom in one universe and be a powerless romantic comedy character in another. These planes will remain in existence for as long as you wish them to and you can come and go from them as you wish unless you have [Déjà Vu](#) in which case getting into and out of these planes may be an [Adventure](#) of their own.

### Rules of the Game – (Requires [Sandbox](#)/ [Silver Hatchet on the Moon](#))

Now when creating your planes to adventure in with [Sandbox](#) you can determine all the rules that govern everything in your world. Everything from determining new rules for magic or science to deciding that combat is turn-based. Play out your favourite game's combat systems or go on adventures in your favourite literary worlds by making the world's magic and physics work appropriately. Once again once a world is created and its rules decided you cannot change them.

### In Another Castle – (Requires [Searching for an Honest Man](#))

The funny thing about most adventures is that they're reactive. You can proactively hunt a dragon before it becomes a problem but you are still reacting to the presence of the dragon. You may not feel comfortable calling on a dark lord to ravage the land for you to go on a quest to defeat. This flaw will return you as the adventurer to your proper place as the adventures will start without your input, forcing you to go off seeking another grail. This flaw will decide everything from the possible villains, to the nature of the story, to how much power you may retain. These adventures will be as interesting as the ones you yourself have made and do not suffer in quality but they will certainly disrupt other plans and activities. You'll have no control over when the dark empire attacks forcing you to engage in a yearlong campaign of guerilla warfare; or when a recently escaped supervillain will strike again; or you may even wake up one morning realizing that you are late for your first day of school. The closest thing to control you have is in the kinds of sudden adventures will have. The types of adventures you will have will be determined by the styles and themes of adventure you would most enjoy the moment they are created. If this flaw pops up when you are feeling violent then you could suddenly be thrust into a bloody war to defend your homeland, or if it happens during a time of mirth and levity then comedic moments will abound, if it happens when pining for some romance you may be suddenly overwhelmed by eager suitors. These are just examples and if there are types of adventure you simply

wouldn't be interested in than they'll never appear. In this way you won't have to worry if you do not enjoy fantasy, space opera, or slice of life adventures. You also won't have to worry about having to deal with dark or erotic stories if you would rather keep things suitable for Saturday mornings. But this is not a conscious choice, it is based on your mood and subconscious desires at the time the adventure starts. These stories will invariably affect the "feel" of your world. After all, a world that has a lot of stories involving death and tragedy is going to be far different from one with a lot of more light hearted fare, and one that plays host to both may well feel schizophrenic. These adventures will happen rarely, you might even go years or even centuries between them. But they may also be very long.

#### **Formulae and Recipes** – (Requires **In Another Castle**)

This flaw will give you even more control over the kinds of **Adventures In Another Castle** will create for you. Specifically, rather than these stories being based off of your desires at the time they will be based on a short list of acceptable themes, genres, or styles you must now provide. So you can decide to limit your adventures to only fantasy or science fiction tropes, or you can protect yourself from real tragedy by keeping the mood light. However, it may not take that many adventures before you long for something a little more gripping than trips to grandmother's house, over the river and through the wood. You could also limit these stories to only romantic or the flagrantly erotic, keeping you safe but rendering your future emotionally exhausting and excessively sticky. If you wish you could even put as many themes, genres, and styles as you can come up with on the list to make sure that these adventures are all new and unique, but that just gives a large pool of stories to pull from. Normally **In Another Castle** will base these adventures off of your interests at the time. Now it will just select at random from your chosen list, no matter your interests at the time. Adventures you yourself create will be unaffected.

#### **Malvolio's Thrusting Greatness**– (Requires **Formulae and Recipes**)

The condition that the self-made adventures and planes have that they are made to your tastes will be removed by this flaw. Rather than having a list of acceptable story types these stories will be completely random in type and feeling. You will regularly find yourself in adventures that either don't interest you or you outright hate. Genres and story themes you have no interest in or a fear of participating in will pop up and they will not end until you finish the adventure. Most stories are downright tragic or at least deeply unpleasant for those participating in them and this flaw will drive that fact home. Do try to avoid shell shock.

#### **Priplanus** – (Requires **Sandbox/ In Another Castle**)

Now not only can **Adventures** simply start by themselves but whole planes built by **Sandbox** can suddenly appear and draw you in, trapping you inside. Much like with **In Another Castle** these worlds will be built using the themes and styles that would most interest you at the time. This may lead to issues as you may be very interested in a bloodbath during a particularly frustrating day, only to be trapped in one for months. This flaw will also decide how much of your power you retain inside the plane it creates. Once pulled into a world you will be trapped inside much like with **Déjà Vu** and have to find the way out. Once you do manage to escape however you can come and go as you normally please.

### The Tatters of the King – (Requires Priplanus/ Déjà Vu)

Now whenever you are pulled into a Sandbox world by Priplanus not only will you be trapped but some powerful force or creature will be actively attempting to prevent you from leaving. This could be anything from the great evil wizard keeping the gate home hidden, to an order of holy knights who seek to keep you sealed in with powerful sigils and wards, to the twins next door who fully intend to make you their spouse forever; all depending on the nature of the world. This jailing force will use every weapon in its arsenal to keep you on their plane; from keeping the way out a well-guarded secret, to strength of arms and soldiers, to tears and puppy-dog eyes. Should you manage to escape and then return again at some point in the future they will resume their efforts to try and keep you in their plane.

### Jace vs Garruk – (Requires The Tatters of the King/ Kallisti)

Now escape isn't the end of it. The forces of creatures that try to keep you trapped on the various planes created by Priplanus now can leave their plane themselves to come chasing after you. They will try again and again to recapture or convince you to return. Effectively this will give you a continuous source of new rivals with diametrically opposing aims as they all want you back on their plane of origin, not each other's. This is a very dangerous flaw as the number of rivals chasing after you will only grow larger and larger with time. At least outside of their worlds you will have all of your powers and if you do get captured you can expect frequent rescue and recapture efforts by the others.

### Big Money! Big Prizes! – (Requires Lackland's Loss)

If the journey alone is not reward enough than this upgrade will help to provide additional inducements. Some great reward that has at least some interest for you will always be waiting for you along the way or at the end of every Adventure. This could take the form of traditional gold, jewels, and other treasure; or it could be rare artifacts, scientific knowledge, or yet another rescued royal lover. These rewards will depend entirely on the nature of the adventure and those things you have the most interest in collecting.

### Denying the Call – (Requires Lackland's Loss/ In Another Castle)

Another inducement to Adventure is to threaten something of value rather than offering it. This flaw will cause your adventures to do exactly that. Expect to have to rescue lovers, protect your home, and otherwise defend that which is yours. Failure means the loss of whatever it is that has been threatened. The dragon could eat your spouse, or a rival lover seduce them away; your city could be burned to rubble; or your precious collection could be stolen and scattered. Even your own powers could be threatened, taken, or lost. Best act quickly.

### No Toilets in Middle-Earth – (Requires Adventure Incompatible with Akaname Feeder)

In most stories much of the tedium and drudgery that is part and parcel to the narrative is glossed over. Characters never need to wash off after months on the road, the aches and pains of travel only get a passing mention, crews on both naval and space ships idle away weeks between planets with nothing to look at but the blackness of space, and of course, people rarely need to use the restroom. This upgrade will give you those very same narrative benefits. Your travels and travails may still be painful or dangerous, but they'll be far less unpleasant in these mundane, uninteresting ways. Time in space or on the road will seem to pass by much quicker, you'll have less need to spend time in restrooms cleaning yourself or defecating, and the aches and pains of carrying a pack full of loot will vanish instantly the moment combat starts. While you are on an adventure everything will focus on the narrative. Don't take this if you want a "realistic" experience.



### Inevitably Successful In All Circumstances – (Requires [Adventure](#)/ [Connecticut Yankee](#))

No one wants to go on a grand quest to save the day only to fail at a critical moment. This upgrade won't help you win, but it will make it impossible for you to fail. Go on as many side quests as you wish and the dragon will never quite get around to eating its prisoner, the enemy armies will remain massed on the border until you are there to lead your armies in battle, the thief will never actually flee the country until you're right on their heels, and the various people you are romancing may never really notice how close you are getting to the others. On top of this plot protection, should you yourself fail, by falling in battle say, you will still endure consequences, but they will be major setbacks rather than an end to your story. You may find yourself imprisoned, lost, marooned, or enslaved for a few weeks or months before you find a way to escape and return to your adventure; your best equipment or your ship could be stolen resulting in a chase or search to recover it; or you may simply have to endure a gruesome and horrifying death, only to reappear an hour or two before your last fight, ready to try again.

### Happily Ever After – (Requires [Adventure](#))

Most [Adventures](#) end at the same point most novels do, after the climax and some denouement. Few people care what happens after the kingdom is saved, or the two lovers get married, or once the universe is conquered. And normally this would be true for you, allowing you to graciously back out of ruling the kingdom or rebuilding after the war. You just wanted to have some fun after all. This flaw will force you to deal with the aftermath of your adventures. You will have to deal with the reconstruction, testify in court against your captured criminals, or actually plan and have a grand wedding, and then figure out how to introduce your new spouse to all the others.

### Orfeo's Sweet Harp

What boredom godhood? Constant control can be tiresome. You will learn this in time. This upgrade will help by allowing you to seal any or all of your powers away at any time and live as a normal or more normal person. Only powers you actively use can be sealed in this way, such as those granted by [Hypnopaedia and Soma](#), [The Birds Obeyed Him](#), [Atma-Samyama](#), the ability to summon or unsummon people with [Companionship](#), and the ability to see into any universe with [Curiosity](#); and does not include passive abilities such as the immortality and body you have chosen with [Self](#), or the regeneration offered by [Tardigrade](#), or the mental stability offered by [Love in a Troubadour Court](#) for example. You may pick and choose which powers are sealed at any one time or may simply decide to weaken your powers to a lower level rather than completely. This ability will not let you seal away flaws even temporarily, so while you may be able to go without the ability to summon a [Fantasy](#) at any time this will not stop [Self-Starter](#) from doing it for you. If you wish you can arrange some special circumstances necessary to lock and unlock your powers if you are afraid you will be tempted to just activate them again at the first sign of trouble. Examples include only being able to do so in your home, or with the help of a certain person, or only under certain circumstances. Perhaps you can only unlock your full potential when you wear your true face if you have [Atma-Samyama](#).

### **Solomon's Keychain** – (Requires [Orfeo's Sweet Harp](#))

With this flaw you will periodically lose your power to manipulate the universe around you with the active powers given by your aspect and upgrade choices. The more you manipulate your world the longer you will have to go without as your powers will eventually fail and need time to recover. This recovery tends to take years and they will have a nasty habit of failing at the worst times. How much you can use your powers between rests is random and you'll never be sure of exactly how much power you'll have left, but you can seal them whenever you want to start the process early. Each upgrade will have its own "recovery timer" and so you may occasionally find yourself with some powers but not others and you may seal individual upgrades as you wish but keep others. Powers that have been limited by [Orfeo's Sweet Harp](#) will drain much more slowly but will only begin recovering when sealed. Once your powers have recovered you need not immediately reclaim them if you wish, but leave them fallow so that they remain at full power for some later event. Your periods with power will be all the more entertaining for the time you spend without.

### **Idée Fixe** – (Requires [Solomon's Keychain](#))

This flaw will limit the major changes you are able to make with your powers, forcing you to use them sparingly. Whenever you make large, sweeping changes with your powers, such as deeply altering society with [Hypnopaedia and Soma](#), changing the topography of an entire city with [The Birds Obeyed Him](#), or creating a new universe or new timeline with [Alighieri Allegory](#) and [Tegmark's Suicide](#) these changes will become very difficult to reverse or change again later. The bigger the change the more difficult changing it later will be. This difficulty will manifest in efforts to do so being very draining on the amount of power you have left between recovery periods as listed in [Solomon's Keychain](#). Even with all of your powers freshly recovered you would be hard pressed to unmake a change you have recently done. This "stickiness" will degrade with time and after a century or two you will be free to make any major changes you want again. Afterwards these changes will become the "stuck" ones however. If two changes have nothing to do with one another then they will not be affected by this flaw. For example, you can change one city one way and then another in a different fashion and this will not trigger this flaw. But now you have two cities with sticky changes that will take a long time to undo.

### **There's a One-Eyed Yellow Idol** – (Requires [Behold My Works](#)/ [A Reason for Living](#)/ [Orfeo's Sweet Harp](#))

Are you wise enough to recognize the erosive nature of power? If so this flaw may help. By taking it you will have all of your active abilities and powers granted by all aspects and upgrades sealed into an object. From the power to control the weather; the ability to summon or control people; to instantly learn any skill; to your ability to shapeshift, everything will require the use of your new tool. You can design this tool to your specifications, it could be a great grimoire, a universal remote, or a simple ring. The point is that it can be lost or damaged. It will always be returned to you or repaired eventually, but you could be without for a very long time. And, depending on whose hands it is in, you could suffer greatly or see much work undone in the meantime. Almost makes life exciting again, doesn't it?

### You Bugles Blow – (Requires [Solomon's Keychain](#))

To maintain your power you must be almost constantly working on one [Ambition](#) or another. Any period that you cannot justify to yourself as working on your ambitions or a necessary break (you will not be punished for taking meals or sleeping while on campaign for example) will drain your powers away the same as using them does, until they fail and need to be sealed away to recover once again. So long as you are working toward your stated ambition your powers will not degenerate but if you are not, either because you are taking a temporarily rest or because you have abandoned it they will drain away until you resume your quest or start a new one. Your chosen ambition could be large such as a military campaign or grand creation, practical such as working your way through an [Adventure](#), or they could even be small such as reading a long series of books in your library; but they must be constant. Any slack will cost you. Should all of your powers be sealed away than you need not worry about wasting your time with trivialities while you wait.

### Der Soulstealer – (Requires [Ephemera of Auld Lang Ayne](#)/ [Solomon's Keychain](#))

Rather than recovering naturally this flaw will force you to seek out some power source to recover your powers. This could be anything from a rare mineral, to human sacrifice, to proper ritual, to even just rest and relaxation. Though the harder a material is to get the quicker it will help you recover; the heart of an ancient dragon may recover your powers entirely by itself but it may take years of simple rest and recuperation to regain your powers. However, as a benefit you will be able to recover your powers while they are active now, meaning you could theoretically keep your powers active indefinitely. However this will require a large investment of time and effort to get the necessary materials. As a general rule of thumb your chosen power source will recover about a hundredth of the power it takes to create with the relevant power, so just summoning an endless string of human sacrifices or piles of the rare crystal you need is a lossmaking proposition. Your powers will no longer recover naturally when sealed or deactivated but feeding them with a power source when sealed will be three times as effective.

### McGuffin Hunter – (Requires [Der Soulstealer](#)/ [Big Money! Big Prizes!](#))

This flaw will truly fulfill the promise of the entire aspect of [Ambition](#) by now making your power source for all of your active powers found solely as the rewards in [Adventures](#). Most adventures will have enough rewards scattered around to keep what powers you have been allowed running and will have a rather large payoff at the end of your journey. But, if you want to use your active abilities you will now officially have to go and earn them.

Take one final look through your selections, you will have the rest of forever to have regrets so be certain of your choices here. If you are absolutely confident in your selections then we would wish you the best, but you are the architect of your own fate now. Your sufferings and joys are now your own doing. We have much more work to do to clean up this mess and so we are hardly sad to see you leaving us. So do enjoy your prison, because the door is now closing. Forever...