

# CERULEAN DREAM

an Island-Survival Adventure

by Cyrus Yumeron

Crystal waters... vivid, green palms...

Toasty, soft sands... cool caressing winds in summer sun.

It must be a dream. One that few may consistently indulge, let alone truly experience.

It's strange. You're aware you're dreaming, but you're too engrossed in bliss to care.

It's enough just to lay in your chair, with the nonsense of the real world left behind.

"In every realm, in every time, there are those who dream."

... Who is that?

"Some have big dreams, some have little."

A woman's voice. But who? Where? The sound of it echoes softly around you.

"Whether it be fame, or fortune, or *deliverance*...

there is no temptation taken you, but that which is common to Man."

...

"What a lovely dream." says the voice, its origin now seemingly much closer.

You see no one. Yet, you can feel it, and the hairs on your back tingle.

"Is this your desire?"

The image of the beach gets whiter, as if the colors were slowly being pulled away.

You feel a sudden sense of urgency, a need to answer in truth.

"I can take you there.

But you must leave this world behind. Are you sure that is what you want?"

The memories of home flash through your mind.

Is it worth the risk? Throwing an undesirable life on Earth away, for something new?

... Yes.

...

Very well~

You are suddenly plunged underwater. There's a dimness to it, as though you were deep beneath the sea. Oddly enough, you have no problem breathing. In fact, as soon as you surmount the initial shock, you feel no threat to your life whatsoever.

Before you're able to adjust to the seemingly calm, weightless, watery void, a bright light suddenly appears, growing and shining, revealing the visage of a young woman. Such a display is startling, towering before you.

**"Hi."**

That voice...

Her brilliant blue eyes and flowing white hair contrast against the darkness. Despite her familiar human-like features, this is clearly not an earthly encounter.

"What's the matter? Never seen an *ancient spirit*, before?" she asks with a grin.

"Hm? Ah, my appearance. Well don't be fooled. I am much older than I look.

I just prefer it this way. Don't you?"

"Anyway, let's get down to business." she says, as she snaps her fingers.

In a flash, the giant floating head disappears, and a petite, normal-sized woman takes its place. Her body glows with a subtle inner light.

"There. Now you're taller than me. Better?"

Definitely. She is within head-patting range.

She laughs. "Silly human."

The waters around you become more visible. There is no sense of direction here, save for a gentle current pulling you backward. Though, some external force is also preventing you from being moved.

"My name is **Zuuru**." she says, shaking your hand. "You're coming with me, to an **island**. Not just any island... *an island of my own creation!*"

"Oh don't worry. You won't be alone. You're hardly the first **dreamer**, you know. There's plenty of them in every generation. These ones, in particular, had similar desires. And I, in my benevolence, was all too happy to oblige them~"

"Yes, yes, of course I'll show you around. I did that for everybody else...

But be warned! If you think you're going on some eternal beach vacation, think again. Even for us spirits, there's always something to do."

"No, I know just what you need. Excitement! Adventure! A swift kick in the undercarriage! You'll get your rest and relaxation, when you've earned it~"

The thought crosses your mind, that you might have just made a big mistake.

This is the text-only version of the “Choose Your Own Adventure” game by Cyrus the Acceptable.  
 Some textual details have been added in lieu of illustration. The unofficial image version can be found [here](#)<sup>1</sup>...  
 Feel free to post reviews, questions, builds, and other such, all anonymously on 8chan.

# TABLE OF CONTENTS

Prologue .....	pg. 1-2
A Fresh Start .....	pg. 4-6
An Interruption, and an Explanation .....	pg. 7-8
Island Introduction, and The Map .....	pg. 8-10
A Tour .....	pg. 11-14
Leadership .....	pg. 15
Dwelling .....	pg. 16-17
Jobs .....	pg. 18
Books .....	pg. 19
Armour .....	pg. 20-21
Companions .....	pg. 22-27
Quests .....	pg. 28-31
The Threats .....	pg. 32-35
The Rescued .....	pg. 36-37
The Law .....	pg. 38
Edicts .....	pg. 39-40
Epilogue .....	pg. 41-42

---

1. Note: URL for hardcopies - <https://8chan.moe/cyoa/res/716.html>

# A FRESH START

“Let’s get the obvious out of the way, first.” says Zuuru.

“Everyone that comes to my island gets a *fresh, improved vessel*. On the house.

**Tell me at what age you want your body to look, between 13 and 33, and I'll make it so.”**

“Of course your mind, as it exists now, will be preserved. I'll also heal your flesh, whatever the problem is. Brain included. Another benefit you get with your newer, better body, is **your new life expectancy, which is about a thousand (1000) years.”**

She snaps her fingers, and a tall mirror appears.

“Here, look at this mirror. See anything you don’t like?

**Show me what you want your face and body to be, and I'll alter your appearance.**

It'll be within reasonable human limits.

And no, I am neither inclined nor capable of changing your genitals. So I won't!”

Now that's done-with, **I will grant you three of these blessings:**

## FACTORIZED HEALING

You gain a healing aura. At rest, your body naturally heals 3x faster than it did before.

With concentration, you can force this effect by many factors, and regrow lost body parts.

(Part regrowth is not automatic.)

3x Faster (Natural) = Factor 1

6x Faster (Light Focus) = Factor 2

At Factor 2, a lost arm can regrow in one hour.

Factor 4 doubles this rate, regrowing the arm in 30 minutes.

Factor 10 regrows the arm in under 4 minutes.

### Arbitrage

Critical parts of the body naturally heal faster than others.

The Brain is prioritized above all, if damaged.

Factorized Healing consumes energy.

1 regrown arm requires at least 3000 calories.

The greater/faster the heal, the more painful it is.

Painful sensations vary depending on the factor and location of the heal.

Epidermal skin-healing at Factor 8 (24x faster) feels like a chemical burn.

Internal organ-healing at Factor 5 feels like mild cramps, etc.

It is possible to mitigate the pain with practice and experience.

At will, the aura can be used to heal others, in a 1-yard radius.

All usage rules and effects apply. The speed of healing someone may cause you pain, and you may need to eat afterwards.

Healing yourself and others is intuitive, but can be improved/made more efficient with medical knowledge.

## PSIONIC AWAKENING

The powers of your mind and spirit awaken. Extrasensory Perception, Telekinesis, Telepathy

**ESP:** Detect spiritual and/or paranormal activity.

**Telekinesis:** Levitate and control objects remotely.

**Telepathy:** Communicate remotely. Includes Empathy.

Weak Start: Training takes a long time.

Initial Range for Telepathy/kinesis is limited to 1 yard.

Theoretical Limit: 1000 yards.

Initial ESP Detection is limited to Level III spirits.

Theoretical Limit: Level I spirits and average humans.

Freely set ESP as active or passive, improves with experience.

Initial Range for ESP is 50 yards, Theoretical Limit: 1 Mile

Initial Telekinetic Lift Maximum is limited to your body strength.

Theoretical Limit: 10-times your body strength.

Pushing limits is necessary for training, but will cause headaches. (Small Gains = Brief, Small Headaches)

All theoretical limits can be pushed, but with much greater difficulty.

Psionics attract spirits.

The greater/more oft your abilities are used, you may attract curious spirits (good, neutral, evil).

Objects/people must be visible and in-range to first be acted upon, and strength/accuracy falls off after range limits.

## LIFE PACKAGE

Assorted blessings to the body.

### Immunity

You are immune to all natural diseases.

Your body strongly resists poisons, chemical and biological weapons.

Even caustic chemicals, and fleshly demonic corruption.

### Stamina Boost

You can easily hold your breath for 5 minutes minimum.

You only need 1 standard meal per day.

You only need 4 hours of sleep for a full rest.

### Fortification

Your flesh and organs are slightly more elastic and harder to rend, or pierce. Your bones are as tough as steel.

Your body is overall more resilient to stress, that you may withstand injuries whose shock alone would kill most people.

### Weaponization

Your frame and musculature become denser and stronger, making you naturally heavier, without adding to size.

Achieve peak human performance with smaller frames, or marginally superhuman performance with bigger frames.

### • Combined with Factorized Healing (pg4):

Body pain is minimized by half. Factor 10 feels like mild cramps, etc.

Energy consumption is more efficient, regrowing 1 arm with 1500Ca

# MENTAL PACKAGE

Assorted blessings to the mind.

## **Mind Music**

Access all the music ever made with your mind.

Visual Directory/UI, summonable at will. Optimal filtering.

All the music you ever heard is naturally easier to find.

Adjust EQ/settings and make playlists at will.

MMusic can never hurt your ears, but could be distracting.

## **Notational Memory**

Deliberately store notes in your mind that can never be lost.

Only "delete" them when you no longer need them.

Time notes to trigger in your mind, or wake you from sleep.

Theoretically limitless storage.

## **Super-Lucidity**

As soon as you enter sleep, you may access lucid dreams.

Dreams have a 2:1 Time Dilation effect.

Regardless of what happens, you can much more easily control how calm, focused, and sober you are.

As a result, learning anything is also easier.

- **Combined with Psionic Awakening (pg5):**

Headaches are minimized, allowing for longer and more intense training sessions and shorter recovery times.

As you finalize your choices, Zuuru places her hand over your head, and your vision turns blank, as you feel your body changing. It is unlike any sensation you've ever had. Any chronic illness or pain is washed away, and you detect a vigor in your flesh reminiscent of your youth. An oddly nostalgic euphoria ensues as she releases you.

"There. How do you feel?" asks Zuuru. "Surely, better than you did on Earth. Humans are such fascinating creatures. Even in a position such as yours, there are those that would complain. But you're not quite like them, are you? You know how to be content. Unlike *some...*"

*"Oh, yess, do tell about the others, zZuuru..."*

The voice of an unknown woman whispers from the darkness. From your peripheral vision, the image of a pale blonde female emerges. Stains of what appear to be blood mark her hair and frilly dress.

"Tell this one what happened, the last time you tried." she says, with a smile.

Zuuru turns to her. "You were not invited, Ayamur. How dare you interrupt us."

"Don't you think your new friend deserves to know?

Or have your motives changed... Have you decided to join uss?"

"Absolutely not. You and your kin are destined for Hell.

You've rejected the Truth, and the Truth has rejected you. It's only a matter of time."

*"Awful big talk, comin' from a loser!"* a man's voice booms, suddenly.

"Oh, here we go..." Zuuru briefly closes her eyes, visibly annoyed.

A life-sized cowboy doll appears, with an uncanny grin reaching ear to ear.

"Aw, what's wrong, Zuuru, baybee? Too good to introduce us?"

"Yes. But I was going to, anyway."

Both of these uninvited guests seem... familiar.

"I'm so sorry about this. I hoped they'd be off doing whatever, long enough for me to show you around the island. But I guess I have no choice. This is **Eedoo** and **Ayamur**. They might *look* familiar to you, but these are not cuddly fictional characters. They are **demons**."

"This one looks *de-licious*, Aya." says Eedoo.

Ayamur hums, licking her lips. "Don't they all?"

"Hey, there, lil' fella. You gotta real purdy mouth. I wonder how many snakes'll fit innit?"

"あなたの血は私によく役立ちます"

"Aw, yeah. I love it when you talk moon, baybee."

"Will you two go make 'love' someplace else? I can remove you by force."

"Listen, kid." says Eedoo. "You got no chance. Zuuru's a terrible **Sunderer**, even with all the power the Big Guy gave her. That's what happens when you put women in charge."

In a *\*snap\**, Eedoo and Ayamur dissolve away, with the impression that it won't be the last time you see them.

Zuuru sighs. "I was going to explain this later, but I suppose I can do it now.

I am a Sunderer.

It's a title given to the most powerful wandering spirits, whose specialty is battling demons: evil spirits who sold out to Satan. Only, spirits can't be destroyed. Not normally. They're only truly defeated by casting into Hell, by the will of God.

And it just so happens, now, that the will of God is for humans to carry out this task, with the help of a Sunderer. There's a few others like me, out there, doing the same thing. But there's millions of demons. Even if we could get them all, it would take a long, long time.

It's a nice change of pace for me, anyway. Sure, God could just annihilate all Evil at once. But then, it'd get very boring. Just my opinion, from what I've seen. Nobody knows all of God's intentions. But I can tell you this: A story without any conflict is plebeian, at best.

In any case, I don't like being bored. Part of the reason I'm a wanderer. Heaven is indeed perfect. But almost nobody's there twenty-four seven. Trust me.

There's a lot more to talk about. But... well, humans don't usually appreciate 'info-dumps', do they?

Come on. The Island awaits."

Zuuru grabs your hand, and a light shines through the watery darkness. At a rapid pace, the atmosphere of a new world envelops you.

As you both move through the air, you feel the wind gently passing you over, and the warmth of a new sun kissing your skin.

The speed at which you appear to be flying across the sea is startling, at first. Zuuru, however, simply stands as she moves, smiling, pulling you along, holding you steady.

Then, a large body of land comes into view: The Island. As you fly over, you notice a tall mountain, deep forests, fields and hills of grass and flowers. Smaller, tertiary islands are scattered about. You also see various kinds of wild and domestic animals, the latter of which congregated around manmade structures.

As your pace begins to slow, you hear Zuuru humming softly to herself.

♪ Hmmm hm hmm hmm... ♪

♪ You arrive... in the rising sun. ♪

♪ The hidden passenger, that I've been taking... ♪

With your feet, you land gently on the sand.

Though clearly not Earth, it seems meticulously worked to resemble earthly conditions.

Pleased with your reaction, Zuuru makes her grand introduction.

"Welcome, to **Cerulea**! Very clever, I know.

There's plenty to do, here. You also get all four earthly seasons, especially as you go higher in elevation.

Before I show you around, I want you to have this..."

Zuuru hands you a **map** - the map to the whole island.<sup>2</sup>

Though like parchment, the material has a subtle crystalline appearance to it, and you discover it has some interactive functions, responding like a flexible touchscreen.

"What do you think?

What? Well of course, shapes like this don't appear in nature... I made it that way!

Spirits such as myself have a lot of creative freedom, you know. We can create many things. We can't create Life, though. Only matter, and only in our own realms. In order to populate our worlds with life, we have to take it from somewhere else, like Earth. Then, we can mold and shape it into whatever we want. It's not as easy as it sounds, though. Especially if you have a conscience. Unlike demons. More on that, later..."

---

2. The Map is accessible from the project's Sta.sh archive - <https://sta.sh/22cil6evier0>



“Right now, let me show you some things on this map...”

Zuuru taps the parchment in your hands.

The image of the "overworld" dissipates in a ripple effect, as new images emerge.

“Have you heard of 'Choose Your Own Adventures'?”

Well, they're like writing prompts and game brochures, but for nerds.

I like nerds. Some of them, anyway. Are you a nerd? Perhaps this will be familiar to you, then.”

Zuuru taps the first image and points with her other hand toward the northwest, at a lighthouse situated atop a small island.

“See that? On the map, it's called a **Tower**. Alpha Tower, to be precise.

Towers are an essential part of my setup. Aside from the mountain, they are the tallest things around.

They are heavily fortified, and they can be used for dwelling, but their primary role is detecting and warning against demonic attacks. Specifically, the more powerful and dangerous kind, with more significant auras.

The bigger the aura, the easier it is to spot from a tower. Minion hordes are also easily detected.

Nobody - except me, or anyone invited - can approach Cerulea without first coming from the sea. That's how my world is set up, for your benefit. If any significant enemy force arrives in the world, one of these towers will go alight and sound its alarm, showing from which direction the threat is coming.

Right now, we're on **The Beach**.

As you can see from the Map, it stretches across the western side of the island, up to the Northern and Southern Tips. Over there is a **Pavilion**. They're mainly for utility and recreation. They come in a few different shapes and sizes, but they're all marked as 'tents' on the map.

There's lots of seafood around here.

Many fish gather outside the bounds of the island, but I figured out how to lure them into **The Shallows**, where you can catch them. They're fairly small, though. If you want big game, you'll have to take a boat further out.

The only big seafood that comes to shore are the Giant Crab from the south, and they only come to **Crab Atoll** once a year for mating, so they'll be particularly upset if you disturb them. Each adult is about the length of a skateboard. Some even bigger, so... beware!

Speaking of food, there's plenty of domestic plants and animals on land to choose from.

You should conserve what you have. But, if you're a good human, I might just bring something fresh from Earth now and then. Don't ask how I got it, though. Classified.

Now, if by some grave misfortune - or grave incompetence - you find yourself running out of food, behold!:

**The Grapes of Subsistence.**

Specially tailored by yours truly, each grape provides complete nutrition for one day, but they regrow monthly, and their special vines are fixed. They cannot reproduce. Only a handful of grapes grow on each vine, and there are only six places in the world that they grow. You could freeze or dry them, if you want. I'm not against that. You could also squeeze them into a special drink. Be careful, though. You can poison yourself by over-nourishing! By the way, each vine has a different-flavored grape. Bon appetit!

I have a feeling you'll appreciate these, particularly.

They are called **Life-Fruit**. Aren't I the best with names?

Each of these fruit, eaten whole, reverses aging by one year. Yes, you heard correctly. Just one of these mango-like fruit can add a whole year to your 'natural' life! But here's the catch: Only one fruit is produced by a **Life-Tree**, once per year. On *December Twenty-Fifth*. That's right. Christmas Day. There are only seven life-trees in the world. Six on the island proper, one on Crab Atoll. They are very strong trees, but they can be destroyed. They cannot be moved, or reproduced. Of course, you can store the fruit, dear human! Like the Grapes, they can be frozen, dried, or juiced, but I can't guarantee any specific results. You could also cut them into halves, or fourths. They will reverse aging by half a year, or three months, respectively.

Here's another island essential: **Hot Springs!**

Not only are these springs active and at ideal temps year-round, but they have healing and soothing properties. In the springs, your flesh will heal up to twice as fast as normal. And yes, if you took Factorized Healing, that means your wounds will normally heal up to six times as fast as you would before, without pain!

There are only two sites on the island where you can find Hot Springs. Their marks on the map look like craters. Both sites are tucked away, behind trees and rock columns. For privacy, of course.  
*But just so you know, you don't need to be naked for the healing to work. Why do I say? No reason..!"*

Zuuru's finger lands on "Wilson's Peace". Her countenance slips, ever so slightly.

"I... well, I mustn't lie. So. You aren't the first group to come to my island. I may have been a bit hasty in picking certain people. Some people may have died. Okay, most of them died. There. I said it. I tried to steer them in the right direction, but. They... they just wouldn't listen.

These are **Ruins**. They are the remains of a time that has since passed. Mistakes that were made. After the debacle, I cleaned up almost everything. But I left these as a reminder. A reminder against *Pride*. You can salvage and use their materials, if you want. But leave at least one.

I promise, I will do what I can within my bounds to keep you safe. But while you're living on my island, it is *your* island. Mi isla, tu isla. Capiche?

What do you mean, 'What do I mean'?

I'm not showing you around, just to leave you in a little baby crib and let you live it up for eternity. Even if I wanted to, I couldn't. Orders from above.

My friend, what you have here is an opportunity most humans will never have. A chance to start your life over, with new goals, new challenges, and big payoffs. But it's not for the weak. I've handpicked you all for a reason. I see potential in you, that you may learn, and grow, into something greater than you ever were before.

Yes, I have a vested interest in your success. It makes me look good, in front of the Almighty Himself. Well, maybe other reasons, too, but that's the main reason!"

# A TOUR

Zuuru takes you in the direction of the forest to the east.

You see cows and other familiar, domestic animals of various sorts.

Then, a long white fence comes into view, and certain structures - presumably for farming.

"Very good." says Zuuru. "Our resident farmer is hard-working as ever. I see the-

"Ay, Zuuru!" shouts another feminine voice.

Leaning against a lamp post is a woman of above-average height. Possibly, six foot.

"**Helen!** Oh, so good to see you again. The Farm looks as good as ever. Your father would be proud."

"Thanks... I couldn't do it without the others.

Oi, who is this?"

"This, my dear, is our *seventh dreamer*."

"You mean, the group is all set?"

"Indeed."

"Wow! Welcome! I'm Helen... This is the farm! Uh,-"

"We're on the tour. The quick one."

"Oh, okay! Well, it's great to have you aboard. Let's chat sometime, 'kay?"

You head south.

"As you can see, there's a Dock here. And there's the motorboat. Catamaran. It's electric, but the good kind.

You get about thirty knots out of this thing. The battery - which you'll never need to replace - can run you ten hours at top speed until you need a recharge. You get a full recharge from the dock's solar panels in five hours.

You can unfurl the sails, if you really get stuck at sea. I doubt you're that stupid, though.

Anyway-

"Hey, it's Zuuru! And someone new! Alloo! Bonjour~"

Two people arrive at the dock. One is an absolute gargantuan of a man, at least seven foot tall. The other, a blonde woman, is about a foot shorter.

"These two are **Gary** and **Celeste**. Gary, Sellie, this is our seventh member."

"Nice ta meetcha, friend!" Gary's handshake and shoulder-slap combo is intense. "Ey, I take it you're on da tour?"

"That's right."

"Ohh, what a wonderful day. Welcome!" Celeste's handshake is ladylike, despite her muscular physique.

"What were you two doing?" asks Zuuru.

"Eh, we was just lookin' for crabs. I'm in da mood for crab."

"I see..." Zuuru looks upon them doubtful, with a grin. "Well, are Luke and Shreya here?"

"Yes, ma'am. They were with Claudius at the Chapel, last I checked."

"Splendid. We were just headed there. Good luck with those crabs."

"Alrighty! Catch ya layta!"

"Au revoir ♥"

You and Zuuru make it to the uphill clearing between two forests. The mountain begins to come into focus.

"Let's speed things up a bit. Daylight's burning.

Yes. I know, it's not a real sun. You don't have a real moon or stars, either. But they're modeled after the real ones.

Do you know how long it takes to make a solar system? We're not gods, you know."

Suddenly, you hear a rustling from nearby bushes. Then, small bipedal creatures burst forth. The creatures make muffled, whiny chirps. They appear to be upset.  
 “Augh! Of course.” says Zuuru. “How could I forget? I'm sorry, little ones.

These are **Bittlins**. They live here, in the **Forest of Hope**.

Luke and I picked them up on one of our... *excursions*. He had *another name* in mind for these things, but I had this strange feeling that we probably shouldn't use it.”

The bittlins pull on Zuuru's robes and your feet. Eventually, you are brought to a cool, refreshing waterfall. From the trees, several more of various colors emerge, and gather around you, cooing for attention.  
 “They love treats. Here...” Zuuru snaps her fingers, and little kernels of corn-like food appear in their tiny hands. The bittlins rejoice, and do a little dance.

“They reproduce very slowly, thank God. Generally harmless, if a bit rascally. Normally they're off doing their own thing, but if you give a whistle from a mile away, they'll come running. If you ever lose something on the island, chances are they have it saved for you. Unless it's food. Just expect food to be lost for good. *Heheh~*”

The hike up the island's mountain was faster than expected, thanks to Zuuru seemingly causing your body to move faster than normal, keeping up with her.

In short order, you pass through the terrain, and reach The Peak.

“I could've just snapped us here, but it wouldn't be much of a tour that way, would it?  
 There are worldsculptors better than me, of course... but hey, it doesn't look too bad from up here, does it?  
 The *others* like it, at least. I come here sometimes, myself. To think.  
 Anyway, I suppose we should finish up. Come on.”

Soon enough, you reach The Chapel.

It is picturesque, with modest-sized yet well-designed architecture, standing ahead a wall of trees and mountainous rock. The sun shines well against its whitened bricks.

An articulated mass of rock begins to move, away from the building's entrance and towards you.

“Ah, yes. Claudius's work. This is a Golem. Silent, robot-like guardians and servants, made by friend and foe alike. It might look a bit crude, but the boy's been working pretty hard at making them. Mine are superior, of course, but that's mainly because I am thousands of years old. You learn a thing or two, in that amount of time! I'll show you these things, and a lot more. But first, there's three more people you should meet.”

Zuuru opens the door for you, and you go inside, to the sound of people arguing.

“You don't have to.”

“I know I don't. But... if you never take it off, it will be harder for me to do this.”

“I don't have to explain why I wear it, or why I won't take it off.”

“What are you ashamed of?”

“I'm not ashamed of *anything*! Thank you... thank you for the heal. I'm going.”

A man veiled in blue, dressed in armour, barges into you.

“Hello, **Luke**.” says Zuuru, visibly concerned.

The man stiffens up at the sound of her voice. “Uh, hi, Zuuru.” he says, with a quick nod. “Good to see ya.”

“This is our newbuddy, \_\_\_\_\_[you]\_\_\_\_\_.”

“Hey, welcome aboard. Yeah... hey, I'm in a hurry. Seeya later. \*ach\* \*ow\*...”

Zuuru peers after him, suspiciously. “Sorry. He probably went questing on his own, again.

I told him not to do that.”

"ZUURU!" cries the voice of another man, approaching. He is tall and broad like the others, but wears a short beard.

"**Claudius!** My big, beautiful Italian boy, good to see you again!"

The two have a friendly hug.

"How long has it been? A month?"

"Three weeks and five days. Five hours-"

"Hahaha!" Claudius nudges her. "I've missed you, my friend."

"Of course, you as well. But now, we have our seventh member. Say 'hello!'"

Claudius gives you a firm, albeit gentler handshake than Gary's. "Welcome, newbuddy! Welcome, to Cerulea. Come, let's see the others."

"Claudius, Luke just left." said Zuuru, pointing toward the shambling armour in the distance.

"Ahh... so he has. I'd *hoped* he would have stayed a bit longer."

"How many times?"

"Just two."

"Well, one alone is enough to get killed. You should know."

"Yes. But he is... how you say... *estubborn?*" says Claudius, his accent eking out.

Zuuru huffs. "I'll talk to him later. Come. We've wasted enough time..."

As you enter the Chapel foyer, you find branching hallways to different parts of the building. Zuuru leads you both to what appears to be one of the guest bedchambers, with a few furnishings stained with blood.

"Ah... hello..." calls the voice of a dark-skinned woman in a white dress, also stained red.

"This is **Shreya**, one of our newer members." says Zuuru.

"Hello. I'm sorry... Zuuru, it's good to see you..." says Shreya, bowing her head.

Zuuru, in a flash of annoyance, snaps her fingers, causing the bloodstains to disappear, and Shreya's garments to be perfectly clean again.

"Thank you! Oh, thank you." says Shreya, embracing her with a tear in the eye.

"You're welcome, girl. There, there. Come on, say 'hi' to our new friend. Our *final member.*"

Shreya shakes your hand, holding back her emotions. "H-hello. Welcome! I'm glad you're here."

Night finally falls on the island.

Zuuru decides to hold a feast on the beach. Everyone is accounted for, save for Luke. "I'll be back." says Zuuru, grinding her teeth. She snaps her fingers, and disappears. Gary and Claudius trade expectant looks, with eyebrows raised.

After a brief silence, Gary breaks the ice. "So, where ya from?"

Everyone seems to get along fairly well. You pull a few drinks out of a nearby cooler, and just talk.

A short time passes by, and in the middle of an increasingly interesting conversation, both Zuuru and Luke appear.

"Hey, guys." says Luke, still covered, with a tinge of nervousness in his voice. Everyone greets him warmly.

Zuuru, with a smile on her face, snaps her fingers, and a great round table appears around the fire, decked with food. "Claudius, will you bless the food?"

"Of course, mi angela." says Claudius.

The feast is a great cornucopia of food from around the world (Earth, that is).

Whatever food you hold dearest is there, in just the amount you desire for one sitting.

Everyone, even Luke, is able to relax, and catch up on current events.

It feels, almost, like a new family has just come together. There is a sincerity in the air, amidst the laughing and camaraderie, that brings you a sense of peace. And as the evening dies down, everyone sprawls on their own beach towels, lulled to sleep with cozy blankets, joy in their hearts and food in their stomachs.

You watch as Zuuru places a blanket over Luke, who had none. Then, she walks over to you.

"Fear not. Tonight, you are safe. It's a special day, after all. We'll discuss particulars, tomorrow."

You awaken to the sounds of the beach.

When you look around, you see that everyone had left. Even the elaborate setup from the night before is gone.

“Rise and shine~” says Zuuru, behind you. Her voice is startling.

“Haha! I hope your reflexes are better than that, for the *challenges* that lie ahead.

But before I throw you to the wolves, let's discuss your **choices**. Wouldn't be a CYOA without them, would it?”

# LEADERSHIP

“First thing's first.

While I'm here, I will watch over you. This is my world. No evil escapes my sight in this place.

However... I won't be here all the time. I have my own things to do, and like I said before... I am obligated to leave you alone, for certain lengths. Therefore, the humans need a **leader**. Someone who can get things done, keep the team together, and make tough decisions.

You are the seventh and final member of the group. So, per the rules given to me, I must give you the option:

**Which will you be?**

## CAPTAIN

The Captain is the leader of the humans of Cerulea.

He has certain powers and privileges above the crew, but with this come more responsibilities. *Yes, you can have the hat.*

- + Absolute rights to live anywhere on the island, regardless of current occupants (except the Chapel)
- + Lead and command the Crew, declare Edicts (within the bounds of The Law). *See page 3 for details*
- + More optional time with Zuuru than anyone else when she visits
- + 1 Additional Armour Point
- +/- Mandatory Sunday Chapel Service Attendance
- +/- Mandatory Log or Journal (Minimum Entries - 1 Per Week)
- Prime target of demonic forces

## CREW

Crewmembers are the backbone of the group.

They have fewer options, but enjoy more free time and have fewer responsibilities than the Captain.

- + Mandatory Free Time (except during emergencies, invasions, etc.)
- All members of the Crew have 112 hours of free time per week (e.g. 56 hours for sleep, 56 hours for any purpose)\*3*
- +/- Optional Chapel Attendance
- +/- Secondary target of demonic forces
- Set number of possible Dwellings (choose from Dwelling section)
- No cool hat

“There is no right or wrong choice, here. But as the Captain, it would be your duty to protect the People.

If I find out you have abused or gravely neglected your office, I may decide to strip you of your rank, or worse.

And don't test me. Time may be eternal, but my patience is not.”

# DWELLING

“Everyone needs a place to live, right? Pick one.”

“If you are the Captain, you can open up the map I gave you and point to wherever you want. That particular piece of land will be yours (*except the Chapel*).”

“If there is no shelter where you want to live, tell me what you want and I'll make it for you. But before you get any silly ideas, it must conform to the physics of the world, and it can't be too big for the land. Oh, and try not to be too picky. I might just give you a wood shack if you get on my nerves.”

“If you are not the Captain, you may only choose a vacant home out of this list.”

“Once you make your choice, regardless of rank, it will be yours as long as you live. *You could trade dwellings with someone else, if they agree to it.* (You may request the same comforts and technologies that would fit in your average 21st century home, or from any time before.)

“In time, you may wish to build more. But these particular dwellings come with a very special benefit: **Strongrooms**. Depending on the size, each dwelling in this section has a number of indestructible bedrooms, which repel demons with 100% efficacy, regardless of level. Even the glass for the windows is invincible. The buildings themselves could be destroyed, but the bedrooms cannot. And in such a case, strongrooms can be relocated. However, they still depend on the Island's infrastructure for things like electricity.”

“As Captain, your custom dwelling may have as many as five (5) strongrooms, at the maximum size of an average master bedroom. *You may be tempted to hide in one, all day. I can't stop you. Though, you'd eventually have a hard time staying alive without food and water, and I don't care for freeloaders. 'If any would not work, neither should he eat.' so saith the Lord.*”

## TOWER

(Three out of four vacant. Gary lives in Crab Tower.)

- + The tallest and strongest structures on the island, made of the densest stone and composite materials. Able to withstand kiloton explosions and Level V demonic attacks.
- + Provides Directional Early Warning System for Demonic Invasions Level III+ and Minion hordes/threats for the entire island. Psionics spirit-detection is enhanced while near towers.
- +/- Small but cozy living space, with ample fishing spots, and enough amenities/infrastructure for a small family. Energy is provided by ultra-efficient enigma-level solar panels and battery systems.
- Immutable: Unable to be changed. Only furniture can be added or removed. You may build around a tower, but building too tall will obstruct the lookout view from its hardened windows.
- Inconvenient: Furthest structures from the mainland, and only enough space for small farm animals and micro-gardens. They are situated on their own tiny islands, requiring one to swim, fly, or travel by watercraft to the island proper. Strongrooms: 2 (1 guest bedroom near the top, 1 master bedroom at the bottom)

## HELEN'S HOUSE

(Helen's personal residence, specially crafted as a gift from Zuuru, following the destruction of her previous home. Only selectable by the Captain.)

- + Large, partially subterranean monolith. High durability, easily withstands hurricanes and other natural terrors. Fireproof. Surrounded by stone walls and vantage points for sharpshooting.
- + Permacultured Design: All produce grows in a "food forest" surrounding the complex in an expertly-designed ecosystem. Requires little maintenance. Grapes of Subsistence grow on-site, hedged.
- + Large living space with many comfortable rooms of varying sizes, natural lighting provided by a complex mirror setup, and several small wind-turbines/batteries that provide all electricity.
- Attractive to common house pests. Requires special care and maintenance to prevent infestations.
- Difficult to change without damaging crops or hurting the monolith's structural integrity. Strongrooms: 4 (Helen's "inner sanctum" master bedroom, 2 master bedrooms, 1 guest bedroom)



## WEST BEACHFRONT HOUSE

+ Convenient: Very close to the beach, easy access to wall and fence-protected Grapes of Subsistence and Life Fruit, as well as small Shore Fish.

+ Large and spacious, with enough room and utility for two families.

+ Beautiful Victorian construction, plenty of sunlight, no need for A/C if the windows are open.

+/- Stone Foundation, Wood and Steel Composite Structure: Modifiable, good against reasonably strong hurricanes. Needs periodic structural/preventive maintenance.

- Heat Hog: If windows are kept closed, A/C will consume most of its onboard solar/battery power.

Strongrooms: 3 ( 2 master bedrooms, 1 guest bedroom)

## NORTH MOUNTAIN HOUSE

+ Fortified: Can withstand virtually any weather condition and is easy to defend against demonic forces. Fireproof.

+ Medieval Castle Keep construction design with modern materials and furnishings, overlooking the mountain. Only ceiling fans needed. A/C available but not necessary.

+ Wild Game, Wild Fruit: Meaty animals available for hunting, plenty of wild winter-hardy, nutritious fruit-bearing plants.

+/- Difficult to subtract, easy to add to structure. Ample land and plenty of natural rock to build more.

- Gets very cold in winter. Heating limited to firewood and what little the battery/electrical system can supplement in ventilation.

Strongrooms: 3 (3 master bedrooms)

## EAST MOUNTAIN HOUSE

+ Semi-Fortified Standing Log Cabin-themed design.

Weather-proof, stone-stilt structures safe from wild animals and weak demonic attacks.

+ Wide and Spacious. Several detached cabins on the land, enough room for several families or other purposes.

Only ceiling fans needed. A/C available but not necessary.

+ Wild Game available and plenty of land for small-scale farming. Adequate solar, wind, and backup batteries.

+/- Stone Foundation, Wood and Steel Composite Structure: Easy to modify, susceptible to termites and other wood-eating pests.

- Very cold in winter. Heating limited to firewood and what little the battery/electrical system can supplement in ventilation.

Strongrooms: 5 (2 master bedrooms in main structure, 1 guest bedroom per each of three separate smaller cabins)

## CHAPEL HOUSE

(Shreya's current residence. Only selectable by the Captain.)

+ Warded: Land repels bad weather and Level I demons due to proximity to Chapel. As a bonus, it is impervious to house pests.

+ Adjacent to Hot Springs, Fireproof. Only ceiling fans needed. A/C available, but not necessary.

+/- Small but cozy, with enough furnishings and electricity for a small family.

- Shall not be modified, by law. Land only offers enough room for a small garden.

- Very cold in winter. Heating limited to firewood and what little the battery/electrical system can supplement in ventilation.

Strongrooms: 2 (Shreya's master bedroom, 1 guest bedroom)

# JOBS

“As a member of the team, what will you do? **Pick up to two.**”

“Some of these **jobs** are more generalized than others.

You're welcome to infer the precise nature of your work in your 'build', as nerds call it.

As long as you're helpful and productive, that's all we care about.”

## CHAPEL STEWARD

Prayer is necessary when contending with the forces of evil.

As a Chapel Steward, you will assist **Claudius the Fervent** in performing his solemn duties, as well as maintain the chapel grounds.

Chapel Work Hours: Sunday, Wednesday (09:00-16:00)

+ Repel 1 Major Demon and their minions from your list of Threats (see page 3)

## VITTLER

Vittles (Food) are an absolute necessity. As a Vittler, you will assist **Helen the Hopeful** on The Farm, as well as provide food and drink via other methods of your choice, e.g. Hunting, Foraging, Fishing, etc.

Farm Helper Work Hours: Any 2 Days of the Week, except Sunday. (08:00-17:00)

+ Take "Vittling" Book for free. Gain priority access to all Farm food. Receive exclusive horticultural mentoring from Helen.

## GUARDIAN

Everyone on the Island has some fighting power, but Guardians are professional warriors.

As such, you will assist **Gary the Gainful**, sharpen your abilities, and stand watch when the island sleeps.

Gary or **Celeste the Pugulous** will sometimes work with you, spar with you, and work nights you have off.

Night Patrol Work Hours: Any 2 Nights of the Week. (21:00-06:00)

+ Add 1 Major Quest (or 2 Minor Quests) to your total available quest pool.

## ARTIFICER

Technical skills are critical to the group's survival. Artificers specialize in building and engineering.

You will monitor and upkeep the infrastructure of the island. **Claudius** will assist you when able.

Maintenance Work Hours: Any 2 Days of the Week. (06:00-18:00)

+ Take "Artificing" Book for free. Receive exclusive instruction from Zuuru on the island's special infrastructure and defenses.

## PHYSICIAN

Being good at First-Aid is one thing. Being a doctor and apothecary is another.

As a Physician, you will be a caregiver to all the island's human inhabitants. You can also create medicines and potions.

**Shreya the Tender** will assist you when able.

Medical Station Work Hours: None, but you are always On Call for emergencies.

+ Take "Medicine" Book for free.

# BOOKS

"The Chapel is more than a place of worship.

On the same complex, we have a Library. There are many books, of nonfiction only. If you want any fiction from Earth, just tell me what you want and I'll snap it here for you. But the most important books are right here..."

Zuuru snaps her fingers, and a small table with **5 Books** appear before you.

She gives you "Medicine" for inspection.

It feels light, with only 300 visible pages, yet the Table of Contents indicates thousands upon thousands of pages.

Intuitively, the pages of the book end up matching with the subject matter you were seeking, with very little effort.

Many things written therein are unknown to you, but something about the book gives you a subtle confidence in grasping them, as you read line upon line.

"As you can see, these books are special.

I guarantee you'll learn something; there is even lost and secret knowledge in them.

But, from this section, I can only let you **keep one**.

There's at least one copy of each book in somebody's hand, so if you ask nicely they might lend you theirs, but only the owner of a book can reap its Perk."

*Reminder: Certain jobs offer free books for your ownership, in addition to the one chosen in this section.*

## "SPIRITUAL WARFARE"

A book containing scriptural references and guides to angelic and demonic behaviour, as well as a few detailed histories of their activity on Earth never recorded by man.

**+ Repel 1 Minor Threat (including any servant of Major Demons) from your list of Threats (see page 3)**

## "VITTLING"

A highly detailed book featuring the proven histories and myriad ways of obtaining, developing, processing, and storing food, as well as complete knowledge of earthly plant and animal life.

**+ A minor and intangible spirit named Yelsain, with likeness and mannerisms similar to a famous Celebrity Chef, will guide you in matters of Food. Everything you make will be delicious. Probably.**

**+ With Psionic Awakening, you will be able to use the zoological knowledge of this book to directly influence the minds of animals. This is a learned skill, with techniques specific to different animal kinds.**

## "ARMOUR"

A highly detailed book containing the histories, designs, construction, maintenance, and techniques concerning all earthly weapons and armour ever made up to the 21st Century.

**+ Add 1 Armour Point**

## "MEDICINE"

A highly detailed book containing the histories, developments and methodologies of all proven earthly forms of medicine, as well as complete knowledge of the human body.

**+ A minor and intangible spirit, calling himself "The EMA (Emergency Medical Angel)", will guide you and increase your personal natural (at rest) healing rate by 1.5x.**

## "ARTIFICING"

A highly detailed book containing the histories, designs, construction, and maintenance of all forms of human tools, machines, and dwellings ever devised to the time you departed from Earth.

**+ A minor and intangible spirit named Mit, with likeness and mannerisms similar to a popular fictional Tool Man, will guide you. Golems will be easier to craft and maintain.**

**+ With the Mental Package, a directory to all the designs contained in the book will be available in your Lucid Dreams, to explore, manifest, and manipulate at will. Any of your own designs and iterations can be "saved" while dreaming to new pages in the book, for your reference and editing while awake.**

# ARMOUR

"Now I'm sure you'll enjoy this part."

"Everyone on the island gets **a free set of armour, and a weapon of their choice.**  
You tell me how it should look, or what style it should be."

"But regardless of how it looks, I'm going to give it special material and spiritual properties, using my own essence, to toughen it up. Yes, I'm literally giving you a piece of me to wear. So you better take care of it. Imbuing arms like this will give you the edge you need against demons. This also means that it will be lighter, more durable, and more effective than anything made on Earth.

All your armour, by default, will be able to take at least ten kilos (10kg) of explosive force (TNT) before breaking. With my essence, it will repair itself in about a day, depending on the damage. You won't be invincible, but it'll make a big difference against Demons, and Minion hordes. More about those, later." (page 3)

"Now that you're armed and armored, I'm going to give you **five Armour Points.**"

Each Armour Point makes one piece of your kit **Soulbound**. You can summon it with a thought, and it shall never break.

The armour imbued with Zuuru's Essence (a renewable, supernatural, meta-material substance of the self) is able to absorb certain degrees of destructive energy (measured in TNT, for simplicity), harmlessly transferring it away from the wearer before affecting the body. If soulbound, it becomes a hidden part of your being, summonable with a thought. While indestructible, the upper limit of Energy Absorption (away from the body) is as a 100kg explosion, unless otherwise stated. Forces above this degree will affect the body as trauma.

"If you want, you can apply one more point to a soulbound piece to give it a **Soulbound Element.**

You'll find these options in the list below.

In order to do this, though, I'll need to take you to the Chapel. There's a private room, there, where I will perform the blessing upon your soul. The blessing takes some time... at least a week. But I'll have you in "stasis", for lack of a better term, so it'll be more like a long night's sleep to you.

The same goes for the others. They've already decided what they want, and while I'm working on someone, I must not be bothered.

So, somebody needs to watch the island. Be prepared."

## HELMET, BEVOR (HELMET)

Protection for the head and neck. Prevents all but the greatest concussions and neck injuries.

Soulbound Perk: You will be able to see clearly and breathe optimally regardless of the style, material, or shape of your helmet. It will also be much lighter, and not restrict head movement.

### **SOULBOUND ELEMENT: HUD**

Provides you with a personal Heads-Up Display, which you can turn on and off, and use without wearing the helmet itself. It is able to measure visible distances, tag allies and enemies, create custom lists/tags, and give you detailed information on every aspect of your health and armour. Psionics: Provides visual aid for spiritual detection (spirits, humans, minions). Limited to your psionic ability.

## CUIRASS, FAULDS (CUIRASS)

Protection for the torso and groin. Keep your privy parts safe in times of trouble.

Soulbound Perk: Your cuirass will become light as a feather, shall never break, and no longer restrict your movement or chafe, as though you were wearing nothing at all.

### **SOULBOUND ELEMENT: Wings of the Cherub**

Provides you with four wings of your design, which allow you to fly at any subsonic speed.

You can alter their opacity/transparency, and use without the armour.

They will not get in the way, as they are able to safely pass through solid objects when necessary.

## CUISSES, GREAVES, SABATONS (CGS)

Protection for the legs and feet. Kick hostile grenades with confidence.

Soulbound Perk: The CGS will become super-light, shall never break, and will not restrict movement, allowing for natural stretching of the thighs and ankles.

### **SOULBOUND ELEMENT: Legs of the Ox**

Gives your body superhuman endurance. Work days at a time. Run marathons with ease.

Available for use without wearing the armour, but the power must still be summoned.

Combined with Arms of the Mantis Shrimp, your legs will be stronger, kicks will be far more lethal. Kick your enemies straight to Hell.

## SHIELD

Portable protection. Choose any size, as long as it is proportionate to your body.

Soulbound Perk: Your shield can never break, and absorbs the destructive force of up to 500kg TNT before transferring physical trauma to the body.

### **SOULBOUND ELEMENT: Shell of the Tortoise**

Makes your shield optionally hands-free (floating), scalable, shapable, omnidirectional, and controlled by your thoughts, within a range of 30ft. It is able to move as fast as your eyes. The larger/broader it is, the weaker (more porous) and more difficult it is to control.

Concentrated into the proportions of a Roman Scutum, it is able to completely absorb the explosive force of up to 1 tonne of TNT, protecting you from the shock.

## WEAPON

Both melee and ranged weapons can be soulbound. However, only the weapons and mechanisms themselves will be soulbound. Ammunition and/or fuel must still be supplied.

Soulbound Perk: Your weapon shall never break. Melee or ranged, it will never need maintenance, and will always function optimally. Blades and ammo receive additional potency against demons.

### **SOULBOUND ELEMENT: Smiting Forms**

Whatever you choose to bless, this element shall enable it to transform: A melee weapon can transform into any other melee weapon OR non-chemical/energetic ranged weapon (e.g. Throwing Knives, Javelin, or Bow (arrows not included))\*

A gun can transform into any other (handheld/carried) firearm. Energetic weapons (such as LASER) still need a fuel/energy source. Transformation takes between 10-60 seconds, depending on size and complexity.

\*All soulbound armour and weapons (including thrown weapons) will be drawn back to the user as quickly as 1 m/s.

*“Every improvement with a Soulbound Element has great potential, but must be trained.*

*You should expect to be really bad controlling your abilities until you've adapted, learned, and grown into them.*

*Transforming weapons, for instance, requires a mental image, and will take time to perfect.*

*You may take anything you want to battle. But **against a demon, your hand must be upon them to deal the finishing blow.***

*In other words, a human must be in physical contact with the demon in order to truly defeat them.*

*A blade, or bare hands... whatever suits you.*

*Confrontations between us eventually get up close and personal. Like a wrestling match, or duel. Always been that way...”*

# COMPANIONS

"Speaking of 'personal'..."

"While the group is rather small, and we're all friends here, there is *a friend that sticks closer than a brother*, as the Good Book says. Last night, you probably learned a thing or two about the *others*. But I will give you the inside scoop on each of them.

Sure, there are some things I've sworn never to tell, particularly about their past lives, but there's a lot I'm at liberty to say.

Perhaps by getting close with them, you'll learn a lot more. Maybe, they'll even let you ponder their orb..."

## Choose 1 Battle Buddy, and 1 Spouse.

"Really, you don't *have* to get married, especially since you just met everyone.

But I encourage you to consider your options. Spend time with them, and make a decision.

Why? Because while you may be seven, now, all of you have the distinct honour of - potentially - being the first of many."

Consider this: The world in which you now live is roughly half the size of Earth, and this is the only dry land, currently, that exists on it. BUT... I can make more.

We... can make more. If you survive the dangers this life will throw at you, you could very well become the founding fathers of an entire nation. Here! In your new world.

Now of course, under normal, earthly circumstances, this would be impossible. And, probably, illegal. But how do you think Mankind on Earth started? One man, one woman. It can happen again, my friend. This is the great game, set before you. Your bodies have been remade into peak Genesis-grade specimens. And with the Fruit of Life, who knows how old you can get?

Beyond that, though, every soldier needs a Battle Buddy. Someone to watch your back, and you watch theirs, particularly when fighting demons. Your battle buddy can be your spouse, if you want, but I've found that many prefer what they call a "work-life balance", which may be hard to get if you see the same face 24/7/365.

Just my two cents.

## HELEN THE HOPEFUL

Helen is one of the surviving members of the last group.

She has seen horrible things, but refuses to let the past discourage her.

Helen is the daughter of an Afrikaner farmer and businessman. Most of her young life was spent with her father, learning the trades and skills to succeed him. This was during a time when the South African government was just beginning to oppress the former Dutch Settler population, fomenting hatred toward their perceived menace. A few months after her 17th birthday, in the middle of the night, Helen's family farm was raided, and she was forced to watch as her parents were butchered to death. She was then bound and gagged, for some kind of obscene torture. But before her captors could have their way with her, Zuuru appeared, and took her away.

Helen's faith enabled her to overcome the grief of her loss, but another would follow. Among the ill-fated group Zuuru had assembled was a man named Pedro, whose swordplay was excellent, and whose charm won her heart. But before they could marry, disaster struck the Island. A demon impersonating her lured him away, brought his guard down, and viciously murdered him.

Helen quietly works the Farm, still sorting out her feelings.

One of her great joys is solitude at the Hot Springs, after a lively mountain hike.

**Leadership:** Helen has no desire to lead. She prefers to take a supportive role, and live as simple a life as possible.

**Residence:** Helen is the owner of Helen's House. She will relinquish the deed to her future husband.

**Role:** Helen has only one job: Vittling.

As the chief vittler, her farming expertise has thusfar kept everyone healthy and well-fed through every season.

She sometimes overwhelms herself with work, prompting nearly everyone to pitch in. But it pays off handsomely.

**Book:** Helen owns a copy of "Vittling".

She sometimes argues with Yelsain, but her meals are always excellent.

### Combat Attributes:

Helen prefers to remain on the Island as much as possible.

She is reluctant to fight, but ferociously protective, skillful with an array of firearms, field medicine, and home-defense tactics.

Helen possesses Factorized Healing, Life Package, Mental Package, HUD, Soulbound Cuirass, and Soulbound Gun with Smiting Forms.

In lieu of ranged weapons, she will use spears. She keeps a knife and multi-tool on her person at all times.

## GARY THE GAINFUL

Gary is a soldier, through and through.

His confidence, sense of humour and can-do attitude are a light unto the group, but it was not always so.

Born and raised in New York, Gary was a US Army 1st Lieutenant at the start of the Iraq War in 2003. He was young, and eager to make a difference. What he was not prepared for, however, was the wanton bloodshed that followed. When at the time he believed that he was, his experience overseeing his station for several years brought him to a psychologically unstable position, and he was honorably discharged.

When the realization of what had actually occurred in the Middle East - and what his role truly was in the grand scheme - came to light, he struggled with suicidal ideation. During his lowest point, at the age of 40, many demons tormented him with memories and visions of friends that died, the innocent that were destroyed, and the unholy barbarism behind the scenes that he unwittingly worked to enable.

Before Gary could endure no more, Zuuru appeared, and convinced him to leave with her. For many months, he dwelt on the Island, with a fresh mind, and encouragement from Claudius's preaching that he desperately needed. Over time, his love for life returned, and he overcame his past.

He keeps himself busy with work on the Island, preparing for whatever challenges await. He likes Celeste, but hasn't yet made a move.

**Leadership:** Gary is a natural leader. Be it as a husband, father, soldier, or Captain, he will maximize his station.

**Residence:** Gary occupies Crab Tower. He won't leave unless ordered by the Captain, or if his family gets too big.

**Role:** Gary's mission is to protect.

He entertains himself with small diversions, but few days go by where he isn't improving his fighting abilities.

He is currently trying to talk Luke into sticking with the team. He hopes, if nothing else, the Captain will sort it out.

**Book:** Gary owns "Spiritual Warfare". He and Claudius often exchange ideas to improve their combat readiness.

### **Combat Attributes:**

Gary is more eager to fight than Helen, but not foolishly so.

He possesses Factorized Healing, Life Package, Mental Package, Soulbound Cuirass, and Soulbound Sword with Smiting Forms.

Undecided remaining Armour Points (2).

Though proficient in firearms, Gary likes getting close to his enemies, and enjoys weapons that don't need ammunition, relying more on his strength and wits in combat.

## CELESTE THE PUGULOUS

Celeste is the only female Guardian of the group, and the only one whose primary weapons are her fists: a testament to her previous life.

Celeste is a French kickboxer who won several tournaments in her campaign for the title of Number 1. Her rapid rise, seemingly out of nowhere, was a sensation in the world of prizefighting, and she began to garner a cult following on various internet social spaces with her "tomboyish" beauty and graceful, dance-like technique. But her rise to fame caught the attention of certain ne'er-do-wells in the underground gambling scene.

One day, she was confronted by a man who promised her money in exchange for purposely losing a match. She declined. This decision sparked a series of "misfortunes" in her family, which she was convinced were the doing of these crooks. But a month after the death of her brother, she was abducted, and watched with horror as the news media falsely announced that she had died of a drug overdose.

Beaten, molested, and forced to endure starvation, it was on her 28th birthday that Zuuru appeared, and rescued her from that hell. Now, she has new goals, and new interests. As the daughter of a retired soldier, she and Gary get along well, though they tend to have disagreements when dividing up work, or deciding what to do on a day off. Her ego occasionally gets in the way.

**Leadership:** Celeste will not usurp the authority of the men, but she can be rather assertive. She will lead if they won't.

**Residence:** Celeste does not yet have a permanent domicile. She's decided to wait and see which location the Seventh will pick.

**Role:** Though raised to be a lady, Celeste has an indomitable fighting spirit, which she exercises as a Guardian. When not helping others with their labour, she is often seen working out or testing her special abilities. She is eager to join raids and explore the realms beyond the Island with friends.

**Book:** Celeste has a copy of "Armour". Though curious enough of the history of War, she mainly wanted it for the Armour Point bonus.

### **Combat Attributes:**

Celeste burns for battle, so much that she frequently pesters Gary for sparring matches. *It's not like she's interested in him for anything else, baka.*

She possesses Factorized Healing, Life Package, Mental Package, and Wings of the Cherub.

In the queue, she waits for Arms of the Mantis Shrimp and Legs of the Ox.

Since arriving on the island, Helen and Gary have taught her to wield firearms.

She keeps a pistol while she waits in line for her soulbound upgrades.



## LUKE THE ABYSSAL

Luke is a powerful man with a good heart, but is embroiled in a personal struggle.

Luke is the son of an American mother, and a Japanese father. For many years, the three lived in urban Japan, through the turn of the century, until 2008, when the family decided to move to Hawaii, as a business opportunity for his father arose. Despite the fresh start and new opportunities, Luke didn't make new friends, and instead embraced the life of a shut-in, after many years of struggling with depression. His father, unwilling to correct the path his son had taken, went on to make more children with his wife, and chose to avoid him almost entirely. At the age of 26, after hearing a particularly powerful speech from a shared MP4, Luke realized that he had wasted his life, gotten obese, and had only his achievements in video games to be proud of. He reasoned to overcome this shame, but before he could, he suffered multiple ailments from obesity, and was hospitalized. Realizing he was dying, Luke appealed to God for a second chance. Zuuru appeared at his bedside, and whisked him away.

After receiving months upon months of instruction from the likes of Claudius and Helen, Luke decided to make due on his promise to change. He has a long road to walk, and many (figurative) demons to put to rest.

**Leadership:** Though headstrong, Luke will usually submit to authority. He is withdrawn, but does help the team in some ways.

**Residence:** Luke has no permanent residence. He may yet decide, but is currently content moving around the Island.

**Role:** Luke is a Guardian, but his main concern is questing and exploring. Alone, when not on the nightwatch. He seems to be searching for something, be it some hidden reward, or paths through otherworldly vistas. He mostly keeps to himself, but he does confide certain things to Claudius, and may open up to others in time.

**Book:** Luke has a copy of "Armour". It may be obvious as to why.

### **Combat Attributes:**

Luke has the most experience questing and exploring than anyone in the group, much to Zuuru's chagrin. He chose not to wait for the arrival of the Seventh.

He possesses Psionic Awakening, Life Package, Mental Package, Soulbound Helmet, Soulbound Cuirass, Soulbound PBG, Soulbound CGS, and Soulbound Sword with Smiting Forms.

Much of what Luke does seems selfish and idiotic on the surface, but certain lesser enemies have ceased to appear on the Island, suggesting he has vanquished them.

## SHREYA THE TENDER

Shreya is the newest member of the group, besides you. She is gentle and kind, but needs help getting over a grievous past.

Shreya was a young teenage girl in Delhi, with a promising future, when she was abducted into the international sex slave trade. Many cannot fathom the depths of darkness. But she endured for months, which turned into years, until she was all but broken.

She was being smuggled on a cargo ship in March of 2021, at age 22, when Zuuru appeared in her container. Though at first unable to believe her fortune, she agreed to leave, marking the beginning of her new life, with a refreshed mind and untainted body. But the scars of the past yet have a strong hold on her. In the beginning, Zuuru gave her special attention, but eventually had to leave her in Claudius's care. With gentle diligence, he was able to help her unpack many baggages, and "programs" which plagued her thoughts, and give her nightmares to this day.

Shreya still fights certain mental hangups, but she believes she can overcome them, with time. She desires to live in the Chapel, convinced that being there helps with her nightmares. But Claudius insists that she have her own place to live, and instead prays with her every night before bed, which seems to work - most of the time.

**Leadership:** Shreya is timid, and much prefers to follow, helping around the Island and sorting herself out in peace.

**Residence:** Shreya lives at the Chapel House. She desires a husband, & seems to have a crush on Claudius, but won't admit it.

**Role:** Shreya strongly desires to be useful to the group, and so has picked up the field of Medicine (a fulfillment of her past life's academic pursuits). She spends a lot of time studying various beneficial materials, making good friends with Helen in the process. The humour of the cliché'd Indian Doctor is not lost on her.

**Book:** Shreya has "Vittling" and "Medicine". She gets help from both spirits, but most often from "Eemay".

### **Combat Attributes:**

Shreya is cripplingly terrified of combat and must force herself even to stand with the others when the island is threatened. She possesses Factorized Healing, Life Package, Mental Package. She has HUD, Soulbound Cuirass, and Shell of the Tortoise queued. When she first began life on the island, she wouldn't even come out during the day. But with help from the others, she is steadily growing in bravery and confidence.

## CLAUDIUS THE FERVENT

Claudius is the first man to ever live on Zuuru's Island.  
He has seen many things, and he looks forward to seeing more.

Claudius was a 24-year-old Christian man from northern Italy, when he heard the call to India by a pastor who desired to start a church there. Confident in his skills with Middle-Eastern and Asiatic languages, he decided to take on the mission and drive to Delhi. Little did he know that his carelessness in choosing hotels in Azerbaijan would have him captured by a splinter Islamic sect. They first brought him to a friendly location further south, and thought to hold him for ransom. But one thing led to another, and they decided to kill him instead.

Unwilling to go down without a word, Claudius sang hymns and preached from his memory of the Holy Scriptures, in Arabic. Curious and impressed, his captors confronted him with the passage in Leviticus about "destroying the shadh", and challenged him to deal the capital punishment for sodomy. He gladly joined them kicking convicted homosexuals off the top of a building, and as a result, he was released with merriment, and sent away in peace. But before he could get far, he was caught in a territorial skirmish, and took a grenade to the chest. As he laid dying in shreds of himself, Zuuru appeared with "great tidings from the Lord", and took him away.

Now, Claudius serves to build a new life for himself and his new friends.  
Ironically, a piece of India was brought to him, to minister, in the end.

**Leadership:** Claudius's duties to God supercede any authorities on the Island, but outside of this he is very committed to serve.

**Residence:** Claudius lives at the Chapel. One day, he hopes a wife will occupy the living section with him.

**Role:** Claudius is the Chaplain of Cerulea. As an ordained minister of God, his primary role is to teach and encourage the people of the island from the Bible, and pray daily for their protection. Without this special service, the island would be overrun in no time. In practical terms, it acts as repellent against myriad smaller demonic invasions.

**Book:** Claudius owns a copy of "Artificing." He builds, fixes, and tinkers when not working about the chapel.

**Combat Attributes:** Claudius is not afraid of combat, and welcomes it upon himself over others. Suffice to say, his office demands that he remain in Zuuru's World: he cannot partake in quests.

He possesses Psionic Awakening, Life Package, Mental Package, Soulbound Helmet, Wings of the Cherub, Soulbound PBG, Soulbound CGS.

He struck a deal with Helen some time ago, that she would teach him how to wield firearms if he made the various ammunitions for her soulbound weapon.

---

"Bear in mind a few things...

For every new human, I will plant one Life Tree on their behalf.

Life Trees, as I said earlier, provide Life Fruit, which can reverse aging.

The trees are strong, and they can regrow from damage, but they aren't invulnerable. The enemy will target them, make no mistake.

Furthermore, you seven are the only ones with superpowers, special books, and soulbound equipment, and it will stay that way. That means only you can protect the people who follow after you. A typical standing army could feasibly handle Minions... but you mustn't underestimate Demons. They are powerful, swift, and dangerously cunning for mortal men, even with the homefield advantage.

One of you alone could keep the island safe... but it's a lot of work, even for tryhards like Luke. Now imagine another island, with whole families on it. And another one, and another one...

I understand Parenthood is something humans fondly desire, but things will get more and more complicated, if you don't organize, and lead your people by example.

Any children you have will obviously be superior to Earth-humans in every practical way, but that edge will only go so far against an ancient, determined, supernatural foe. My warning to you."

# QUESTS

“People are complex, and challenging. But I know what you want. More challenges! Did I guess correctly? No? Well, too bad! But seriously, a good game needs some good quests. And I promise, there's great rewards for those who seek them.”

“At this time,  
**choose three Major Quests and three Minor Quests.**  
**You can trade two Minors for one Major, or vice versa, if you want.”**

“Major Quests exclusively pertain to battling Major Demons.  
 During a Minor Quest, you may encounter a Minor Demon, but I will only join you on Major Quests.  
 Why? Well, you should be able to handle a minor demon by yourselves, if you have an effective team.  
 Don't even think about running majors without me, though.”

“Often a great deal of expense, and time, goes into quests. The realms beyond mine are varied in scope, and complexity.  
 We major spirits - good and evil - have had a lot of time to exercise our... 'creative' powers.  
 In your travels, you will find many opportunities, but also heaps of discarded ideas, and lurking dangers.  
 Venturing too far from the Island could attract a major demon, if you're not careful.

There is a way that, even without me, you'll have a chance to escape a deadly encounter, and speedily return home. I'll show you, later.”

Good or evil, all spirits have a "world" associated with their being. Some are private, and some are public<sup>3</sup>. These worlds will dissolve if their creators are slain to Hell, and if all things from without are looted (e.g. animals, stolen goods). The potential scale of a world is determined by the level of the spirit. As rule of thumb, Level I spirits' worlds are no bigger than a typical bedroom, but Level V spirits can make small moons.

It is the Seventh's choice to pick which quests of these to take, whether he is Captain or not. However, the captain still *leads* the effort, and will decide *how* such missions are to be undertaken.

## MAJOR QUESTS

### AYAMUR'S LAIR

Ayamur's world is a veritable dungeon of darkness and danger, not to mention the demon herself. Much of her world is obscured in darkness and maze-like, full of fleshy abominations, of which wayward spirits are corrupted, and her blackheart minions are birthed.

#### Reward: Elicia

Slaying Ayamur will naturally put an end to her periodic attacks on the Island, but it will also release a Minor Wandering Spirit whom she captured, named Elicia. This spirit, though defiled countless times in Ayamur's clutches, never turned completely to evil. She may desire residence, for recovery, and may become a valuable ally.

### ODLAW'S OBODE

Odlaw is a silent killer, whose speed outmatches the rest. He is one of a few Major Demons with the boldness to attack the Island on his own. But in his world, he enjoys watching his victims succumb to despair trying to find him. It is a colorful landscape of earthly geographies, and "people", many of whom are dressed like him.

#### Reward: Cane of Unturning

Odlaw is never seen without his cane. Though spirits are able to manifest weapons from their own bodies, it is actually an independent implement, stolen long ago. The Cane of Unturning allows Odlaw to "jump" instantly, from great distances, even with enough Time Dilation to decide how he would be oriented at destination. This can only be done so many times, however, before it needs "recharging".

---

3. Worlds pertaining to spirits may be private or public depending on certain conditions. Privacy is a privilege for spirits. All demon worlds are public. Any non-demonic spirit's world may be set to private (utterly inaccessible to anyone except guests), unless that spirit has committed a sin worthy of such privilege being revoked, or such a sin has been committed by anyone within that world, or if such a world has any humans in it.

## INKA'S ABYSS

Inka is an unholy being of the sea, whose misdeeds are even catalogued in great mythical tales of Earth concerning sea monsters. Her world is a seemingly endless, dark, watery sepulchre, in which she rests and spawns more creatures of great strength and malice.

### Reward: A Pearl of Great Price

Inka's world possesses few treasures from the outside, but one of these is a massive, mystical pearl, which she keeps hidden in her world when absent. This heavy pearl is highly compressed essential matter that allows the user to "duplicate" nonliving things. Over some millions of uses, it will erode to nothing.

Note: Cannot duplicate special items, living creatures, or rewards. 1 Metric Ton of matter ~ 1/10 Million uses.

## TRUNQ TOWER

Trunq styles himself as the "bizarro-world" version of a certain controversial political figure. He has inspired many on Earth to embrace female genitals and give inordinate sums of money to the Synagogue of Satan. His lair is colossal tower-like fortress, where he mass-produces military weapons-grade golems and explosives.

### Reward: Weapons Cache

Trunq has amassed mountains upon mountains of stolen military hardware, stacked in shipping containers and crates on several floors of his tower. From old (but functional) WWII tanks to modern-day cruise missiles, this stash of weapons is significant enough to arm every man, woman, and child of Tampa, Florida.

## POLE OF CLAWS

Claws is but one of many impersonators of a popular holiday mascot, but he is by far the most ruthless and vile of them. Under his influence, many people of all ages have been abused and murdered at the hands of his servants. His world is where many lesser demons flock, to bring prisoners and partake in massive sugar-fueled orgies.

### Reward: Kuudi

Kuudi is another wayward spirit imprisoned by a Major Demon. Though exposed to the most twisted abominations for an extreme amount of time, she held onto her memories of Heaven, and never succumbed to the cold and rapacious nature of Claws's world.

## SANDS OF EEDOO

Though unable to fly, and gangly in appearance, Eedoo is among the most difficult to kill. He excels at illusions and mirages, able to fool just about anyone, even psionics. He manifests "toy soldier" minions to periodically harrass the Island. His world is a practically endless desert, with few oases, giant monsters, and various toy-themed minions.

### Reward: Enigmatic Core

The Enigmatic Core is a stolen artifact of unearthly origin. About a baseball's size, it can be placed into the body of any machine and give it 100% clean power. It seems to draw ambient essence from the space between worlds, running almost indefinitely. But it can only supply enough power at once to run a town of about 5,000.

## MINOR QUESTS

### LITTLEBIG WORLD

LittleBig is a neutral world, created by an anonymous spirit. It is where Zuuru and Luke found the Bittlins. You may bring them here if their population on the Island gets out of hand. This world is rather large, consisting of several different habitats, biomes, and chimera-like creatures. Though neutral, it is unsafe for outsiders, especially at night.

#### Reward: Diamond Shield

Lightweight, translucent, and transformable in shape, this shield has many characteristics of the Shell of the Tortoise. It is able to block about the same amount of explosive force at the size of the Scutum, but it is slower to change shape, and cannot be summoned. It must also be carried.

### MACHINE MAZE

Machine Maze is a labyrinth of discarded mechanical ideas, where hundreds of failed inventions from the minds of earthly scientists lurk, in a zombie-like fashion. Beyond this, the maze is rather dull, dark and depressing, with virtually no indication as to where the end or beginning are.

#### Reward: Enigmatic Batteries

All the power-providing technology Zuuru created on the Island is 100% safe, clean, and never needs replacing. But they are enigmatic: they cannot be reverse-engineered, and she won't be making more. These batteries, like the ones you already have, can contain enough electrical energy to power a car going 60mph nonstop for one month. There are at least 25, though the exact amount is unknown.

### SEA OF LOST FORTUNE

Not unlike Cerulea, this world is primarily oceanic, consisting of archipelago, sunny skies, and calm waters. However, many sea creatures created by Inka live here, and have formed an unnatural ecosystem of tentacular hatred. It is possible to find various sunken historical trinkets and precious metals from Earth here.

#### Reward: Betty & Jeffy

Compared to Elicia and Kuudi, these cartoonish lesser spirits are significantly weaker, much younger, and - by default - about half as tall. They would, however, be eternally grateful for their rescue from Inka's minions, and would be willing to help around the island like the rest.

### MOUNTAIN OF FLIES

This is a world which consists mainly of a single, gigantic mountain which is several miles high. It was once a quiet and peaceful one, now beset by uncharacteristically large insects of various sorts, molded by Ayamur for the purpose of defiling other worlds. They congregate and multiply here, ready to feast.

#### Reward: Climatic Sphere

Hidden somewhere on the mountain is a special portable tool which allows the user to adjust the ambient temperature around him within a maximum 8-ft radius at will. It can also be independently used to maintain your body temperature at optimal levels, regardless of the environment, providing a unique way to kill small insects which die at certain temperatures.

### JUNKYARD JAPES

The size of a small moon, this world is filled with towering hills of rusted metal. From the beginning of the 20th century, old things have gotten lost and were taken here by various curious spirits. Some were amalgamized into odd, giant mechanical golems, whose sole motivation is endless war.

#### Reward: Treasure from Trash

Unlike Machine Maze, Junkyard Japes consists of several thousand metric tons of valuable machinery, and massive amounts more of building material, even in stable elemental forms. For a growing population, this heap can serve as a resource of useful materials and tools for ages to come. After the hateful colossi are destroyed, of course.

## FROZEN TERRA

An almost 1:1 scale representation of Earth, but plunged into a never-ending winter, of which few things survive. This world is used by certain unscrupulous spirits as a dumping ground for abducted humans. Their mutilated bodies can be seen scattered about the wastes.

### Reward: Frozen Foundling

Through a series of unlikely events, a human girl of about 14 years was left on Frozen Terra, kept in stasis by a complex container reminiscent of science-fiction. She has no name, and no skills, seemingly grown from birth in the aging pod, which is likely to crumble soon. Her fate rests on the whims of her rescuers.

---

“I can only provide certain opportunities at certain times, particularly dealing with Major Demons. They're tricky bastards. That's why I can only offer this many quests right now. Like I said before, there's millions of demons out there. However, majors are much fewer and farther between. Taking them out should make your lives much easier.. relatively speaking.

Next up, I will educate you on the demons, themselves, and a few other important tidbits..”

“Hope you're not too tired after all that reading. Some from the last group chose not to read. Now they're dead. I will introduce you to the faces of those responsible. Maybe a few more.”

“Just take it from me, dear. Reading is good for you. But I promise, it won't be much longer now.”

# THE THREATS

*A great door and effectual is open unto me, and there are many adversaries...*

“For the sake of simplicity, a Spirit's power is measured in Levels, from One (I) to Seven (VII). Level I is peak Earth-human performance. Major Spirits are classed starting at Level Five (V). Seven is the theoretical limit, which no one but the Archangels of Heaven and Lucifer himself seem to have.”

“Once we spirits were made, our abilities were fixed. The only thing we can gain is knowledge and wisdom, the only thing we can change is our appearance. But Mankind was created with a higher purpose: to become the children of God, and, one day, be our masters.”

“Naturally, some angels rejected this future, and rebelled. These creatures, whom God Himself created, dared to challenge their Creator, and were cursed thenceforth. Now, they await their doom, with a mission to spread misery and corrupt as many beings as possible, human and spirit alike, to keep them company in the end, in the Lake of Fire which shall never be quenched.”

“The result of this reckless hate is as you saw on Earth. Evil men, driven with lust for the paltry things, foolishly strive to become gods themselves, even as them that followed Satan fell from Heaven to achieve - to no avail. Nevertheless, these two kinds of fiend are relentless, implacable, and unmerciful. They have conspired to abuse the innocent, and defile that which is good, holy, and true.”

“Therefore God has given me a Great Work: Find humans with potential, give them a new life, and prepare them for War. Yes, the Island is indeed lovely. You have everything you need for a long, happy, and joyful life. Especially with the Life Fruit, which *may* keep you forever young. But there is a price for this new life. It is a price paid in **sweat**, and **blood**, and **gumption**. Whether you choose to fight the enemy or not, the fight will come. But if you see what I have seen, and feel as I have felt, then I ask you to join me, and embrace the fight. Make it the air you breathe... the water, in which you swim. As the Captain, or a Crewman, it makes no difference. Your value to me is in your willingness to love that which is good, and face the evil with courage.”

“In time, I will come to you with opportunities - **Quests** - to bring the war to these demons, on their own turf. With my wings, we can crush them. Together.”

*They that wait upon the LORD shall renew their strength; they shall mount up with wings as eagles; they shall run, and not be weary; and they shall walk, and not faint.*

“Then we will have times of peace, and if you play your cards right, peacetime may be stretched. The more effort you show in doing that which is right, as a people, and a *nation*, the more often I am allowed to visit, and protect this world from harm.

But make no mistake: **The ride never ends**. There are but peaks and troughs, and stillness between. God puts challenges in our way, to build us up, and keep us humble.”



## MAJOR THREATS

### AYAMUR LEVEL V

Ayamur was once a wanderer, like Zuuru. But unlike Zuuru, her faith was never settled, and it only took a few hundred years after The Fall of Man to turn away from God's plan, and her destiny to serve these wretched beings whom she looks upon with disdain.

Now, she stalks the worlds, in search of whom she may devour, or molest, or pervert into her own device.

She will send minions of the night your way, on the Island or elsewhere. Big or small, singleminded on the goal to ambush you and bring you to her lair, where she may defile you. After a time, she may then feast on your flesh, or use it to make more minions. Individually, her minions are of little consequence, but they generally attack in groups of around 10 at a time.

Ayamur's final form is the Onyx-Gold Dragon. Ever laughing, ever moving, and at least 2 football fields in length. She doesn't breathe fire, but she can fly, and her constriction is more than enough to shatter bones, her teeth enough to cleave rock in twain.

You can expect Ayamur's minions to range from Level I-II in power\*, attack from the darkness, and invade the Island the most during periods of hot weather.

*\*Minions are not spirits. "Threat Level" is merely for raw power comparison. Towers will always detect Minion Invasions, regardless of threat-level.*

### ODLAW LEVEL V

Odlaw is an odd one. Few may recall the day he turned, as he was always quiet, and said very little. But they could see the sadism in his eyes.

Odlaw scours the universe in search of whom he may torment. As a poltergeist on Earth, he may frighten and prod people, or slowly, steadily, drive them to madness. Foregoing minions, he takes a direct approach in humiliating and terrorizing the innocent, appearing in one place, and another in the blink of an eye. At times, he will hold lesser spirits captive, and force them to seek his appearance in various children's books, purposely expunging himself from the last page, without telling them, to drive them insane.

Odlaw's final form is the Pearl-Red Dragon. He is weaker than Ayamur in raw strength, but makes up for it in supernatural speed and endurance. With his cane, he is able to "flash-step" several times at once, crossing miles in seconds, even in his massive dragon-form. Psionics are highly recommended to contend with him, even when Zuuru's aura and world are enough to slow him down.

*Odlaw will not send minions, but he may occasionally harass you or the others on their journeys. He will invade the Island once or twice a year, knowing full well he will set off the Towers. Still, he is opportunistic, and will not risk capture, instead relishing the thrill of tormenting the non-psionic members of your company.*

### INKA LEVEL V

Inka was one of the original followers of Lucifer. In fact, she and him were once two peas in a pod.

But one day, he abandoned her for another. Already driven by hate, Inka now uses her "talents" to harass friend and foe alike. "Friendly Fire" is not unique to demons. Many enjoy causing each other pain. Inka, however, seems to enjoy hurting, and being hurt.

Inka has a long history of assailing ships of the sea, be it on Earth, or other worlds. She delights in toying with them, until flaying them with thousands of tentacles. She will send aquatic and amphibious abominations to the Island, hoping to capture you or the others for her pleasure. Unlike Ayamur, Inka prefers to keep her prey alive, for exceedingly painful, sordid forms of gratification.

Inka's final form is the Hylah Leviathan, an ancient sea monster, akin to dragons. She is strongly psionic, able to self-levitate, and envelop her victims with water, using the pressure to crush them into dust. Against the weak-minded, she can invade their thoughts, and liquefy their brains. Zuuru's gaze is able to cancel most of her psionic might, but she can still deceive and torment human combatants, when not ripping them apart with tentacles, or crushing them with her girthy body.

*Inka's minions tend to be very large, range from Level III-IV in power, attack in small groups or alone, and invade Zuuru's world 2-3 times a year, sporadically.*

## **TRUNQ LEVEL V**

Trunq is, in fact, a member of the ill-esteemed Right Hand of Satan, an elite core of demons dispensed to sow discord on Earth, and prepare for the arrival of the Antichrist. As such, he possesses the means and influence to gather many lesser demons to himself, to do his bidding. While he does have his own motivations and interests, his highest calling is to serve his master.

Trunq has several lesser demons under his command, who engage the angels of God, and protect him with their lives. He will send small contingents of humanoid minions against you and the others, followed by missiles of various size and destructive power. The attacks are strangely few in number, except during the first month of every major Israeli election cycle (1-4 years apart).

*(1-2 times per non-election year, 3-4 times per first Knesset election cycle month)*

Trunq's final form is the Solid Gold Dragon. In this form, he is able to partially turn his enemies to gold, if his bare skin touches theirs. At home, his entourage of Level II concubines and meth-fueled zombies are his fleshly shield. If that isn't enough, he may call various armored forces to his aid. Ironically, Trunq is of the smallest great dragons, about 1 little league baseball field in length.

*Against the Island, Trunq will send small teams of Mechanized Golems ranging from Level II-III in power, and Missiles. These will primarily target the Chapel. The minions will seek to distract and cause chaos, while no more than 2 submarines prepare their weapons, which takes about 2 minutes upon entering the field.*

## **CLAWS LEVEL V**

Claws is originally of the higher echelon of fallen angels under Satan, but he turned to his own nasty business some time around the fall of the Roman Empire, so he could independently terrorize Europe.

In the 20th century, he adopted a new image, following the invention of a holiday figure whose main purpose was to encourage the purchase of cheap goods and consumption of harmful, cocaine-laden, sugary drinks. Not satisfied with the destruction of humanity's dental health, he went on to invade the homes of millions of children, indoctrinating them on the benefits of fascist corporatism, whilst robbing their parents of the credit they deserve for sustaining their fragile, tiny bodies.

From the 1st to the 20th of December, Claws will send "elf" squads of as many as 10 to the Island, with various armaments and mounts, including armored reindeer, and chainsaw-wielding teddy bears. They will target any children on the island for abduction.

Claws's final form is the Burning Red Dragon. His flame can scorch the densest pine. He can fly, and is protected by goblin-elves, abominable snowmen, gingerbread skeletons, zombified human children, and a Level III demon calling himself "Mr. McClane".

*Elf troops range from Level II-III in power, and were made with obnoxious, nasally voices, to mindlessly repeat soft-drink commercials, and lines from the Talmud.*

## **EEDOO LEVEL V**

Eedoo turned from the Lord at a late period in human history. Unsatisfied with the rate at which Mankind was spiritually progressing, and bitter with God for making him unable to fly, he finally threw his hands up and sold for the Devil.

Masquerading as a children's toy, one of Eedoo's favourite pastimes is infiltrating a human home, and corrupting it from the inside. He finds ways to tempt children into various evil and lewd activities, with a stink-eating grin on his face.

Eedoo will send armies of Toy Soldiers, armed with weapons and vehicles inspired from the war in Vietnam.

They are made of dense yet flexible plastic, and will target the Life Trees with extreme prejudice.

Toy soldiers will attack the Island sporadically - but not more than 5 times - from the beginning to the end of Spring.

Eedoo's final form is the Spindly Sand Dragon. He is able to indefinitely hide beneath the soil while legions of macro-scaled toys defend him. He is psionic, and will toy with your mind if you are not careful. He can project empty duplicates of himself to confuse his opponents. Even with Zuuru's psi-canceling gaze, every other aspect of Eedoo's world is enough to overwhelm the unprepared.

*Eedoo's Toy Soldier attacks consist of mainly 50-minion platoons and aerial crews consisting of at least 4 amphibious helicopters (individuals Level I-II in power).*

*The Towers' Early Warning System will alert you of attacking minion forces (and III+ demons) before they arrive, giving you at least 10 minutes to prepare, but can only define the scale - and not the identity - of the attack.)*

## MINOR THREATS

### NEGROTO LEVEL I

Negroto are opportunistic, more given to indirect harm than direct confrontation.

These lesser spirits come alone, or in small groups, and in height no taller than the tallest basketball player. They mainly steal things of little but cumulative consequence. Congregating at LittleBig World, they are strangely averse to cats, and Bittlins.

Negroto pass through Cerulea up to 5 times per year, and are attracted to fried poultry.

### NGORDATA LEVEL I

Gordata are servants of Ayamur, whom primarily leave behind an evil substance that eats flesh and propagates in darkness. While Ayamur lives, these lesser spirits will periodically leave their calling cards in various parts of the Island, hoping the infestation will cause trauma to living things and damage the infrastructure with their acids. They are hard to track, but seem to pass through about once a month.

### PISCITA LEVEL II

Deceptively quiet and somber, Piscita are exclusively female fish-like servants of Inka who only appear on the Island about four times a year, irregularly. They seemingly enjoy the Hot Springs, but will also hang around other watery ways. Their goal is to collect information, and, given the opportunity, seduce witless men, to drown or smother them, with surprisingly sturdy bodies. They will disperse if Inka is slain.

### PAJORRE LEVEL IV

Winged devils, the Pajorre are wanderers without a Major leader. They abide in packs of three or four, raiding worlds for amusement, and tasty flesh. Their level shall set off the global alarm system, but they are swift, nimble, coordinated, and vicious.

If slain, more will come, albeit after several months. But if humiliated in battle, and at least one is left alive, they might leave Cerulea alone for a much longer time.

### DESTINA LEVEL II

Destina is another wanderer who specializes in shapeshifting, and psionics. She will follow anyone who is alone, even on quests, with intent to learn about them, gain their trust, and eventually take their flesh for her own. She seems to have an affinity for Frozen Terra, and might target the unnamed girl to replace her, if rescued. It is possible to slay her, if a trained psionic or spirit-ally finds and holds her down.

### MORDITA LEVEL II-?

Mordita are servants of Claws. They are cold, calculating creatures that spread a temporary psychological and transformative disease by biting through the skull, causing human victims to lose their minds, and seek to spread the disease to others. They will only attack on the coldest winter nights while Zuuru is away, and will avoid the Chapel. They will disperse if Claws is slain.

*“As I said before, spirits are primarily ethereal beings. We may have flesh, but for us this is more a utility, allowing us to interact with the physical.”*

*“That is why I strongly advise you don't go questing on your own.*

Spirits cannot enter here (my world, including the Island) without taking on flesh. *Only the Book-Spirits are exempt.”*

“I can force most demons (V and lower) in my presence to take material form, which limits them in many ways.

*If you encounter Major Demons outside this world, or without me... they can make short work of you.”*

(Spirits cannot directly/physically harm you without being physical themselves.

However, it takes seconds, at most, for spirits to transform. It is near-impossible for humans to react to Majors without Zuuru.)

# THE RESCUED

“So you rescued somebody? Lovely. Remember, if they are human, I will plant a Life Tree for them.”

## ELICIA LEVEL IV

Elicia is an angel of Heaven, who chose the wandering life some time ago. She is 1,446 years old, having spent much of her time observing Earth, and defending humans. She never failed in her faith while in the clutches of Ayamur, but there are scars etched into her that will need healing. She will need time - an unknowable amount of time - to overcome her experience, but she is ever thankful for her salvation.

Elicia is a powerful wanderer - though not technically classed as a Sunderer, able to knock down enemies beneath her level. She will gladly defend the Island, using her supernatural abilities to sense and intercept threats with speed, strength, and precision. But she may be overwhelmed if she fights too many by herself, no matter the level. The Pajorre, for instance, are a scourge to many worlds, and can withstand her if she is alone.

As a newly-rescued victim of many obscene tortures, Elicia will at first be rather skittish as a raider, and will not join any quests. Without threats to deal with, she will seek peace and solitude in the quiet corners of the island, particularly in any vacant shelters.

As a seasoned warrior and explorer, Elicia will not enjoy small-talk, but delights in genuine conversation. She will listen, and share things of herself, and the past.

As she is a spirit, Elicia cannot be married, nor bear children. But she may accompany a single man of the group, if he so desires, as an exclusive life partner.

## KUUDI LEVEL III

Kuudi is a wanderer who was captured by Claws, by as far back as the late 1950s. She is 356 years old, which is fairly young for a spirit.

Kuudi is a unique one, who has seemingly taken on certain demonic characteristics as a result of her excruciatingly long time as a prisoner of Claws, but never fully turned. It seems that her endurance to the end has paid off. Still, she is in a fragile state of mind, tempted to behave lasciviously around the men of the Island. Therefore, she will be shut away for a time, in any building of the Captain's choosing, but preferably close to the Chapel, and away from everyone, save for a single caretaker. Though you may volunteer for this position, she will ask you to keep a minimum distance.

If there is another spirit (besides Zuuru) on the island, Kuudi will seek fellowship with them. Even better, a spirit with the power to contain her. In such event, her recovery time may improve dramatically. Until then, she may temporarily pose a threat to herself and others.

Though currently unwilling to partake in quests, Kuudi will defend the island, but immediately withdraw once her presence is no longer needed. She is able to conjure fire, and control its behaviour with psionic abilities. These she may also use, to manipulate weak-willed opponents.

If all goes well, Kuudi may be confident enough in partnering for life with a single man. Even in the absence thereof, however, she will make a valuable ally.

## **BETTY & JEFFY LEVEL II, LEVEL II**

Betty and Jeffy are two wanderers who fell prey to Inka's lurid beasts, about a year ago. They are 126 and 134 years of age, respectively.

Spirits, by and large, take a form which suits them, molded over time by their fancies and dispositions, except in the case of demonic corruption.

These two, with their happy-go-lucky outlook on life, chose to be together, long ago, and take an amusing, cartoonish, therianthropic appearance. This does not impede their abilities, however. They are perfectly capable of defending themselves... as far as Level IIs are concerned.

Though not as strong or swift as the others, both have a desire to help around the Island, as long as it exists. They seem to have a synergy and cleverness about them, in battle, able to take on single Level III enemies with reasonable efficacy together. Like Elicia and Kuudi, they can fly, and cannot die, only needing rest to recoup themselves.

Outside of battle, Jeffy is a fine Artificer. Though not at the level of a Major, he is able to take existing world materials and fashion them into many useful human tools or structures. He may also build golems, and teach others to do the same. Betty, like Kuudi, is an excellent masseuse, though she will not touch any male in such a way, besides Jeffy. She will, however, gladly assist in island maintenance, and preparing food.

Betty and Jeffy aren't "married", per se, but their relationship is an exclusive one, even if Jeffy may, at times, verbally tease the island's females.

Betty seems to have an intense dislike for French people, but is willing to tolerate Celeste if she keeps her distance.

## **UNNAMED**

Unnamed is a perfectly-grown and perfectly-preserved human specimen, 14 years of age, rescued from Frozen Terra.

In fact, she is so well-made, that Zuuru suspects she was genetically altered by an unknown spirit. Not to the extent that you were, but she seems to have no outstanding risk of human diseases, and may live a hundred or so years longer than an earthly human lifespan. Of course, with Life Fruit, there is no telling how old she could get.

She has no memory of her parents, and barely a concept of language, but she is rather intelligent and inquisitive. Everyone at the Island is willing to protect her, and help her adapt to her new home. Though virtually unskilled, like an infant, she appears to learn rather fast, and has an instinctive desire to be of use. Her greatest difficulty is developing speech, perhaps a result of her prolonged watery imprisonment.

Unnamed is what some may call a "blank slate".

As her rescuer, it will be your responsibility to raise and care for her.

The others might pick up the slack, but abandoning her will displease everyone at best.

Unnamed seems to have a fondness for the ocean. She looks out, beyond the horizon, perhaps wondering who she is, and where.

Zuuru implores you to give her a proper name, or she will give one, herself.

# THE LAW

“In order to do what is right, you must know *what is right, right?*”

“Having rules - and enforcing them - is how civilization can function. It is critical to your survival, though so often overlooked. Lucky for you, the Law of Cerulea is simple. Call it my "house rules". But if you want a blueprint for a prosperous nation, I suggest you talk to Claudius about the Holy Scriptures. Keep a copy with you.”

“It will be up to the Captain to enforce the Law, while I'm gone. But before tragedy can occur, I encourage you to check yourselves, to preserve the peace between you. The Gospel *is* a message of mercy, and there surely is room for grace, depending on the circumstances. But a corrupt judge is worse than the criminal. If an evildoer will not repent, destroy him.”

“A house divided against itself cannot stand, and a country that forgets the LORD is doomed. I can't protect you from yourself, nor the foolish pride of others who may follow you. That is the risk you face from within.”

“Remember History... Men forget the Word of God and pervert themselves, rising against the foundations of their fathers, into ruin. And the once proud nations, with all their bread, and weapons, and multitudes, lay plundered by their inferiors.”

“Only you seven will have the knowledge of Creation. Only you will remember what Earth was like. It is up to you, to judge righteous judgment, and preserve your lineage...

Or it will be swept away.”

I. Thou shalt not murder. He that sheds innocent blood shall be put to death.

II. Thou shalt not rape. He that betrays innocent flesh shall be put to death.

III. Thou shalt not steal.

He that robs shall either return that which is stolen, or pay threefold the cost thereof, and be openly shamed.

IV. Thou shalt keep no idols. Any image of any thing, made for worship or reverence as deity, shall be destroyed.

V. Thou shalt not lend with interest. Any loan on Usury shall be made void. Only a pledge may be taken for a loan.

VI. No man shall lie with men, nor shall a woman lie with women. Neither shall mankind lie with beast. They that do so shall be put to death.

VII. Thou shalt not commit adultery.

Any man or woman that lies with the spouse of another shall be put to death.

VIII. Thou shalt love thy neighbour as thyself, and be excellent one to another.

# EDICTS

“Knowing the Law, the Captain can effectively wield his power.  
Some day, a new title for the supreme ruler of Cerulea may be needed, if and when a nation rises.  
Either way, the leader must rule with honour, goodwill, and integrity, to set an example for all.”

“Edicts can be commands which everyone must follow, programs or activities to be voluntarily filled, or specific commands for specific people. Only the clergy - such as Claudius - is exempt from edicts.”

“Furthermore, no order shall rob any member of the crew of his or her mandatory free time, except in emergencies.  
Crewmembers may volunteer free time to work, at their discretion.”

“It should go without saying, but no edict or command is above the Law.  
No matter your station, it is your duty to refuse an unlawful order.”

“I’ll give you some sample edicts, but the Captain has creative freedom to make his own edicts, to any level of detail.”

## FORTIFY

All crewmembers shall divert their leftover work-time to the creation of barriers, traps, and other defensive structures. Non-artificers shall assist artificers in the gathering of materials and any general labour pertinent to construction tasks.

Edict Duration: 1 Month

## BITTLIN CONSCRIPTION

Among the various creatures invented by nameless spirits, Bittlins are fairly intelligent. While beneficial on their own, these humanoid animals can be trained to work. One or more crewmembers of the Captain's choosing with either Psionic Awakening and/or "Vittling" shall train bittlins to perform helpful tasks under human supervision. Psionic Vittlers (having both Psionic Awakening and "Vittling") will be the most successful.

Edict Duration: Indefinite

## OVERSTOCK

All crewmembers shall divert their leftover work-time to the gathering, preparing, and storage of essential supplies, including food.

Edict Duration: 1 Month

## DELEGATION

The Captain may declare another human as First Mate. The First Mate shall exercise authority on behalf of the Captain, including the event of his absence or incapacitation, and perform any number of clerical or official duties for the Captain's sake.

Edict Duration: Indefinite

## EXERCISE

All crewmembers shall participate in group training sessions, with and without weapons, at least twice per week at 4 hours per session.

Edict Duration: Indefinite

## EDUCATION

One or more crewmembers of the Captain's choosing shall divert their leftover work-time to the studying and practice of a certain field or skill, until the Captain is satisfied with their knowledge or abilities.

Edict Duration: Indefinite

## ADVENTURE

Up to four (4) crewmembers shall scout the uncharted worlds beyond the safety of the Island. They shall actively seek knowledge and materials that may benefit the People. No crewmate shall forsake the party on their own for any reason.

Edict Duration: 5 Days

**VACATION**

Individual crewmembers may request an additional 24 hours per week of free time, to allocate however they wish. Anyone who works extra hours to make up for the vacationer builds a pool of free time independent of their mandatory time off, at 15 minutes per hour worked, usable any time after the vacationer returns.

Edict Duration: 1 Week

**???**

The Captain may devise his own edicts within the constraints of the Law and reasonable worker protections.

Edict Duration: ???



“There's one more thing I need to show you. Come.”

\*snap\*

In a flash, you and Zuuru appear on the beach, standing at the water's edge. She takes your hand, and together you wade into the shallows.

“We're going in, *to the deep*.  
Don't be afraid. I am here.”

As you tread further into the water, you realize that you aren't floating upward, and - somehow - your movement and breathing are unimpeded. Then, as you clear the shallows, your feet find a steeper decline, on a sort of stony ground like a cave's. But unlike any cave, there is plenty of light here.

Various forms of life drift, and swim, and scuttle about, in the light of crystal waters overhead. Tranquil - almost melancholic - nautical ambiance graces your ears.

You pass under rocky arches, and by a landmark pointing your way.

As you move further from the Island, the light gets dimmer.

“Almost there.” says Zuuru.

The blackness of the deep suddenly overcomes you, but you can still feel her hand, holding yours.

A new light emerges. In its wake, you see a very strange and captivating sight: Planets? Or the images of planets, turning slowly in the midst of an open, deep blue ocean, teeming with life. You see several floating spheres, shimmering in the light against the backdrop of the abyss.

Zuuru taps your shoulder, turning your attention to a smaller one nearby. She dips her index finger into it, and the floating mass trembles, creating ripples across its surface. She motions for you to join her, and jumps in.

The air around you quickly changes as her presence leaves you. The dark seems darker, and while you can still breathe in this place, you can sense a lacking of the oxygen abundance you enjoyed moments ago. You even begin to feel pressure all around you, as though your body was under water, fighting a subtle weight from all sides. While not fully inhospitable, it is clearly not a pleasant place.

And then, you feel it. That creeping sensation, that you're being watched. Eyes in the dark are trained on you. A handful of... whatever they are. Most of them seem content to keep a distance, but then one draws nearer, silently. It's still too difficult to make out what it is, but it is larger than any human. The hairs on your back begin to stand, as it becomes clear this thing isn't interested in talking.

Suddenly, a hand grabs you from behind, pulling you into the sphere.

You are pulled and thrown through the water from the bottom of a pool. You fly several feet out of the water, landing ungracefully upon the bricks of a balcony... in the sky?

Zuuru huffs.

“Were you seriously just going to stand there? **IDIOT!** How hard is it to follow simple instructions... Plus, you ruined the moment. It was going to be cool: you putting your hand into the *portal*, like that one movie.”

She sighs. “You might think you can take on the **Gnashers** by yourself. And I'm sure you could, for a little while... But they're endless; *orphaned minions* that plague the space between worlds, roaming in throngs. Fortunate for you, to have an angel of my calibre at your side. But as you should know, that will soon be a luxury.”

"Anyway... did you glean anything from what I showed you?"

"A great **underwater boundary** surrounds the Island. It is your portal to the space between worlds. It is also how 'visitors' enter my realm. The only way to explore (and quest) beyond the Island is to do exactly as we did, wading into the water, and going through the boundary.

"The **Space Between Worlds** (or 'SeaBea') is a practically endless, abyssal plane, where you will find many portals, shaped like spheres. You won't find every world that exists... Many are too elusive, too small, or simply dissolved - because their respective spirits were slain. Mine's far enough out of the way, that random demonic invasions *shouldn't* be an hourly - or even daily - thing. But you should still be vigilant."

"... Hmm? Ah, yes. I almost forgot. This is for you..."

Zuuru hands you a metallic necklace. Its pendant is a metallic cage, shaped like the bud of a flower. Within the cage is a crystalline object, glowing a blue-like hue.

"This is what I call, a **KeyStone**. Every human - you, and all that follow after you - will have one.

The KeyStone has two functions...

One: it allows you to pass through the seas of my world, without harm. Just as with me, before, when you were able to walk, breathe, and remain dry beneath the waves, so shall the bearer of this jewel. *You'll have to take it off if you want to swim...*

Two: by praying to return to the Island, it will transport you there. Once confirmed, the action is instantaneous."

"Go ahead. Try it."

The light of Zuuru's world is blinding. But soon, your eyes adjust, and you realize where you are, standing on warm sand. "Like I said... instantaneous." Says a smiling Zuuru, with her hands at her hips.

"But I must warn you: the KeyStone *cannot* be destroyed by mortal or demonic means, but it *can* be lost, or stolen. Furthermore, aside from the... *effort...* it takes for me to make one, I am not at liberty to make more than one per person. And one more thing: after being used to bring you home, *it must stay here for a week*, in order for the transportation ability to recharge."

"... Wha? '**Girly**'? But of course, it is!"

"Listen, you... I make these gems, myself, by my own essence. You should consider it an honour to receive *the crystallized tear of an angel!* I don't even have to make them, really. It was my *suggestion*. If you don't want my gift, I'll have it back!"

"No? I didn't think so."

"Well, that's it. *For now.*"

"I have things to do. But I'll be back, from time to time. Can't guarantee exactly when."

"You can count on me being here from the twenty-first of December to the third of January, at least. Vacation time."

"In a month or so, we should be able to do the first Major Quest.

Timing is critical in war... and arrangements need to be perfect. Finding one particular demon out in the wild is tedious at best, while attacking them in their own world is more dangerous, but saves us the trouble of finding them. And they will have nowhere to run, for the same reason they won't attack Cerulea while I'm home: Interdiction."

"Assuming you're alive and prepared, I look forward to finally crushing these fiends.

Be a dear, and make yourself ready for that day, will you?~"