



By MojaveCourier

Introduction

Where have you found yourself now Jumper? This seems to be quite an interesting place. I see. It seems that you've found yourself in Lore, Jumper. Lore is a world of magic and science with quite the assortment of heroes, some of them great and powerful while others are rather weak and yet still brimming with potential.

Of course, when there are heroes, there will always be villains. The villains are much like the heroes they fight so much. The ones you'll meet and fight here range from weaklings that would barely be worth the effort to kill to true villains capable of ravaging and reshaping the world in their anger.

For now, however, the world is rather peaceful and it has been for quite some time. That will soon be subject to change however. There are stirrings about and a great prophecy will be set upon the world. Soon the two dragon eggs inside the White and Black Dragon Boxes will hatch and bring forth the dragons that will either save or destroy the world.

What shall you do in this world, I wonder? Will you be a righteous hero that brings justice to all evildoers or will you be a wicked villain that would destroy the world to achieve your dreams? Perhaps, a black or white choice is too simple for you and you would rather be someone who lies in between? Whatever you do, I'm sure it will be quite entertaining.

You arrive in this world just as the prophecy is about to come to pass and the eggs are mere days away from hatching. I believe this will prove useful.

+1000 CP

Roll 1d8+15 in order to determine your age or pay 50 CP to decide your age and your gender.

Location

You know what to do here. Roll 1d15 in order to decide your location or pay 50 CP to choose.



1. **Oaklore Keep** – Welcome to the home of the Honorable Knights of the Pactagonal Table, Oaklore as it is now is a military outpost under the command of King Alteon, the current king of Swordhaven. In the keep, you'll be able to meet Commander Rolith who might just have a few things he can teach you and other up and coming adventurers.
2. **Falconreach** – The biggest and liveliest town in Lore, Falconreach is a town with plenty of things to find. The people here are nice and there's plenty of things to do around here. You could visit the Guardian Tower, home of the Guardians or perhaps you can hang around with Cysero, the Mad Weaponsmith himself.
3. **Duat** – Located in the Sandsea, a cruel desert underneath the scorching sun, the Duat is one of the few locations where people can actually thrive. Unfortunately, the Sandsea is ruled by the tyrannical Sek-Duat XV and the people who live in the desert sands live in fear.
4. **Popsprocket** – Floating in the skies above, Popsprocket, the home of the gnomes, is truly a sight to behold. Not just that, the gnomes who call this city home are some of the finest craftsmen you will ever meet, incorporating

the sciences into their creations to a degree unmatched by any other in this world except for those of a certain scientist.

5. **Swordhaven** – The grand capital of the world of Lore. It is here where the grand King Alteon resides. Not much is going around here, especially in this time of peace, however there is something rather ominous about the burnt-down house near the wall of the city. Perhaps it won't be so boring here after all.
6. **Sunbreeze Grove** – The home of Lady Celestia, Princess Elysia and a rather sizable population of dragons. The Sunbreeze Grove is found in the Fairglade, one of the most mysterious regions in Lore. What you shall you do here, I wonder?
7. **Necropolis** – Located in the deepest and darkest parts of Doomwood, the Necropolis is Doomwood's greatest secret. If you start off here, you'll end up in front of the giant green eyed skull with Artix, one of the greatest paladins of this world, standing guard right beside it. Who knows what horrors and abominations will be unleashed when those gates are opened.
8. **Amityvale** – Found in the outskirts of Doomwood, Amityvale is a city trapped underneath an eternal full moon and plagued by monsters on the outside. No one knows why but perhaps that girl, Thursday, holds the answers.
9. **Osprey Cove/Shadow of The Wind Village** – Sho Nuff is swarming with ninjas and monsters. The only place where a man can feel safe is Osprey Cove, the home of pirates everywhere, including pirates such as the great Captain Rhubarb. This town is absolutely filled with pirates and so you can find only the roughest and toughest adventurers. If you want, you can go to the Shadow of the Wind Village instead which is hidden deep within the jungles of Sho Nuff where ninjas lurk in every shadow.
10. **Dragesvard** – Built onto the side of a glacier, Dragesvard is the last human settlement in the north. There is only one way to reach this village and that is through flight. Luckily enough, there is a gryphon stationed here which shall bring you back to Falconreach or any other settlement. Within this village, you can find one of the most famous Dragonslayers in this world, Galanoth, and he's willing to teach.
11. **Ravenloss** – Hidden deep underground, far below Falconreach, Ravenloss isn't truly a settlement yet. The story of Ravenloss remains unknown up to this day but perhaps you might uncover its secrets once more. Within this cavernous city, you can find a man named Tomix, one of the few Soulweavers at this age.
12. **The Locker** – Far beneath the waters of Lore, the Locker is a settlement made from the wrecks of the ships that have sunk into the depths of the ocean. Surprisingly, the town has a rather large population of both humans

and undead. You could even buy a house here. Just watch for the child Aquella. There's something strange about her.

13. **Moonridge** – A small and friendly town that is quite friendly to merchants especially. The settlement is surprisingly peaceful, despite the fact that it is located near the edge of the Doomwood Forest. There's not much to do here although there are the odd jobs around, most of them having to do with hunting.
14. **The 100 Room Dungeon** – Bad luck for you my friend. You're in the middle a dungeon called the 100 Rooms of Fiery Doom! There is a reason for that. Many adventurers have lost their lives here, hoping to lay claim to the treasure within. Perhaps you'll be the exception?
15. **Free Choice** – I guess your luck hasn't failed you yet. You can choose to start off in any location in Lore. You can even choose places that aren't on the dice roll.

Background

In this world, dimensional travellers are actually quite common so your personal history isn't truly important. You can easily implement yourself as a Drop-In in any background you choose. Instead, your discounts shall be decided based upon your base class.

Mage – Unlike others, you were fascinated by the magic in this world and so you've devoted your life to learning about it. Now you've proven yourself worthy of being called a mage in your own right. You're not on the level of legendary mages such as Xan or Warlic but you could still hold your own against hordes of monsters. But perhaps, you might be able to reach their level someday.

Warrior – You've fought your whole life and you've learned from the best teacher there is, experience. Whether it be a sword and an axe or even a scythe, you know how to use it as if it was an extension of your own body. Much like the mage, you are capable of fighting against hordes of monsters with ease, your strength far surpassing that of ordinary men, and perhaps you might even become strong enough to be on the level of Artix and Rolith.

Rogue – Much like a warrior, you've learned from experience. Unlike the warrior, however, you did not focus on your strength. No, you improved upon your speed and stealth to the point that even the ninja might be impressed with you. Compared to the warrior, you might be physically weaker but even then, you are still quite capable of fighting off a horde of monsters. You might even stand alongside great Rogues such as Thyton, the legendary ninja.



Classes

If you buy the classes here, you will be treated as if you had trained as that class for ten years. Multiple classes may be bought.

Dragonslayer (200 CP) – Dragonslayers are exactly what you imagine them to be. They have trained themselves for one single purpose, for one single goal. A Dragonslayer is one who has trained in order to bring down the mightiest of magical beasts, the legendary dragons! With this, you now know the weaknesses of the dragons you face and you'll find yourself even stronger whenever you're fighting against anything that could be considered a dragon.

Guardian (200 CP) – Guardians are the elite protectors of this world. They are the ones who have proven themselves to be the ones worthy of becoming the defenders of Lore. As a Guardian, you shall have access to the Guardian Tower along with access to their wonderfully crafted weapons and armor.

Necromancer (200 CP) – Despite what you might think, necromancy is quite the common art in this world. There's even a school for it, although few know where that is. But perhaps you do. After all, it's clear that you're no slouch when it comes to necromancy. Perhaps you'll find yourself standing equal to Necromancers such as Noxus one day.

Ninja (200 CP) – Now you see me. Now you don't. You're a Ninja and quite a good one at that. You've learned from the Ninja found in the Shadow of the Wind Village and you'll find that your stealth and speed have all been boosted.

Paladin (200 CP) – You are a Paladin, a warrior of Light and destroyer of the Dark. You have trained under the great Paladin Artix himself and it shows. You know how to use the power of Light to fight against all you call your foe, capable of unleashing the Light as blasts of energy or infusing your weapons with the holiness of Light itself.

Pirate (200 CP) – Yo ho, yo ho, a pirate's life for me. We pillage plunder, we rifle and loot. Drink up me 'earties, yo ho. We kidnap and ravage and don't give a hoot. Drink up me 'earties, yo ho. You're a pirate and a damn good one at that. Guns, rum and swords are all you need but you wouldn't say no to a parrot, poisons, bombs or a ship of your own.

Ranger (200 CP) – To survive in the harsh sands of the Duat, one must prove themselves capable of traversing past the scorching heat and the strong desert winds. You have proven yourself capable of doing so and shown yourself to be a Ranger at heart. You know how to survive anywhere in the land, capable of living

even in the harshest deserts. Plus, your skills with the bow and the sword are superhuman, far beyond the skills of the average resident of this world.

Technomancer (200 CP) – Technology is your friend and it has been for as long as you could remember. Now you've taken the final step and incorporated your technology into your fighting style. Never again will you be separated from your technology and all your foes shall know its power.

Archivist (400 CP) – Every story needs a storyteller and that storyteller is now you. Within your hands now lies the Book of Lore, a one-of-a-kind artifact that contains all of the stories of Lore, past, present and future. Unleash the legends of this world upon your foes and prove yourself worthy of wielding the powers of an Archivist!

Ascendant (400 CP) – Training with Atealans has proved quite useful. No longer will you be any ordinary mage. Instead, your magic has grown and as an Ascendant, have gained the power to bend the cosmos to your will. Let your enemies come and face you. Let them face the power of an Ascendant.

Chronomancer (400 CP) – Chronomancers are an absolute rarity in this land and you're one of them. Within the palm of your hands lies the ability to manipulate time itself. It's up to you how you use it. Will you become one who corrupts time itself, a gunslinging time-traveler, one who walks through the shadows of time or one who embodies time itself?

Cryptic (400 CP) – You're quite a cryptic, aren't you? The Atealans were quite helpful, training you to hone your mind until it became as deadly as any weapon and as sturdy as any shield. Your enemies will be broken before you as you show them the true power of a Cryptic.

Death Knight (400 CP) – A dread warrior of darkness, a Death Knight is one who has strayed from the path of a Paladin and embraced the powers of necromancy and darkness. Any enemy should fear the might of a Death Knight. A single Death Knight could kill an entire group of Paladins who were once his equals.

DragonLord (400 CP) – Dragons are majestic creatures. Majestic and terrifying all the same. It only makes sense that only those who are powerful are capable of taming and befriending them. As a DragonLord, you are now one of those people, capable of fighting against armies of monsters with the might of your Dragon by your side.

Kathool Adept (400 CP) – From a time before man was a being known by the name of Kathool, a Lovecraftian being whose mere presence alone was enough to drive an entire race to madness and corruption. Your body has been affected by that

same corruption and you now wield the powers of Kathool itself. Just be careful your mind isn't next.

Soulweaver (400 CP) – The soul is truly a powerful thing. Now you have learned just how powerful a soul can be, the fine arts of weaving with Elemental Spirits ingrained into your very being. Soulweaving might be a very complicated art but there are few who would say that the path is not worth it.

Pyromancer (400 CP) – Fire. Beautiful, ethereal fire. Fire is the most comforting tool to any Pyromancer. With fire, one can reshape the whole world, create an everlasting inferno to turn everything to ashes and cinders. Be careful with the fire. You might just get burned.

Riftwalker (400 CP) – The Atealans were truly powerful. With their training, you've reached a level very few have done so. With a slash of your blade, reality is cut. With a single fist, dimensions are shattered. With a single step, a Riftwalker can be anywhere he wishes to be. Show your foes that you will always be one step above them.

Doom Knight (1000 CP) – There are few in this world who could match the power of a Doom Knight, let alone surpass one. In this world, there is only one other Doom Knight, going by the name of Sepulchre. You are not yet on his level but with time you will be. As a Doom Knight, you hold within you the powers of the darkness taken to a whole new level. Perhaps you will twist, manipulate and lead your enemies to your demise or will you take on a more direct approach and obliterate your foes with complete and overwhelming power? The choice is yours, Doom Knight.

Perks

Mage

Remember the Basics [100 CP] – Any mage would do well to remember the basics. With this perk, you'll have the knowledge of the very important basics of any mage. You'll know how to cast basic spells, from fireballs to healing. Every mage has their humble beginnings after all.

Power is Power [200 CP] – There are those would call certain branches of magic dark or evil, capable of corrupting those who use it. Those people are fools and you would be happy to prove them wrong. No matter the magic you use, you'll find yourself to be in complete control of it. Never again will a spell fail in your hands and never again will you be changed by the spells you use, be it good, evil or something else.

The Authority of Magic [400 CP] – Let the warriors stick by their swords and let the thieves lie with their daggers. A true mage knows the greatest weapon of all is the magic one wields. There are few that embody this lesson as much as you. You have brought your magic to heights that few have ever reached. You are still quite weaker than the likes of Warlic, Nythera, Cysero or Xan but it is no exaggeration to say that you could stand alongside them.

To Be One With The Elements [600 CP] – Much like Xan, you have become an embodiment of an element. Unlike Xan, however, you are not afflicted with the eternal pain he suffers from. Pick one from any of the nine primary elements to be the element you embody. The elements are Fire, Nature, Light, Electricity, Darkness, Wind, Water, Ice and Bacon. With this, you might be called an equal to an Elemental Avatar itself.

Warrior

The Beginning of a Warrior's Journey [100 CP] – To be a warrior is to know how to fight. You will never meet a warrior who doesn't have some semblance on how to battle and now neither will you. The knowledge on how to fight is forever ingrained into your very being and never will you forget. Be it a sword, spear or any other weapon, you will always know how to fight with it. After all, a warrior should always know to fight with any weapon in hand.

A Warrior's Might [200 CP] – What use is skill if you don't have the strength to apply it? Never again will you be too weak. Never again shall your blows fail you. Even other warriors could barely hope to compare to you, whether it be in strength or speed.

The Rightful King [400 CP] – To be a warrior is to fight. To be a king is to lead. With this perk, you are both. Your skills with weaponry are boosted even further along with your strength. But that is not with where the power of this perk lies. With this, your charisma increases massively. Wherever you go, there will be no shortage of people who will follow you to the ends of the earth. Show the world that you are the rightful king of all there is.

Indomitable Will [600 CP] – What does it take to be a hero? Is it the weapons one wields in their hands? Or is it the power one holds within them? It is none of those. A hero is one who can and will fight against the world with nothing but his indomitable will alone. You are stronger, faster and more durable than you were before. With this, you shall never be broken. Even when your body is nothing but ashes, your soul will still keep on fighting, boosting your strength to greater and greater heights so long as you can keep on fighting. When the battle is over, no matter what is left of your body, so long as a piece of your soul still remains, you will survive. Your soul shall build your body back as it was before and never again will you be beaten as if you were a mere mortal.

Rogue

Tricks of The Trade [100 CP] – There are a lot of things one should learn in order to become a dashing rogue. You wouldn't be a very good rogue if you didn't know any of those tricks. You know how to lie, cheat and steal and you know how to do it well. Let the warriors have their weapons and the mages their spells. You have your knives and wit. That's all you'll need.

A Trickster's Charm [200 CP] – What is a rogue without a dashing smile and quick wit? With a charming smile, the people swoon and with your wit, you'll always find a way to escape. With your charm, people will be more willing to trust you and with your brain, you'll always have a plan to get out when they find out what you've done.

A Friend to Beasts and Monsters [400 CP] – Every beast and monster in this world is unique. There are those rare few capable of speaking to them and taming them. You are one of those people and with time, you might rightfully be able to call yourself a beastmaster.

To Cheat Death [600 CP] – Immortality is truly one of the fondest dreams of mankind. To be able to live forever, is a feat none have achieved. But perhaps you have taken the first step towards it. With this perk, you have obtained eternal youth and freedom from all earthly diseases. Most importantly, however, this perk has given you the ability to cheat Death itself once every ten years, bringing you back to life, fully healed and far enough away from the danger that killed you. There is another option as well. Instead of cheating death, you may ask Death for a single favor, a favor that Death will do its best to deliver.

Items

General

Basic Equipment [FREE] – You could hardly be called an adventurer without equipment. When you start off, you'll find a bag with a simple sword, a wooden staff, a pair of iron daggers and a map of Lore. Every journey has a beginning and these items are a part of that.

Gryphon [100 CP] – A silver whistle that allows you to call in a beast with the body of a lion and the wings and head of an eagle. Take a ride on the gryphon and it will allow you to travel to anywhere in the world, as long it's up above the ground and easily accessible.

Book of Jumper [200 CP] – At a glance, this is a simple book with its cover depicting a stylized image of you, the Jumper. It is only when you open it are its true secrets revealed. Within the book is a record of everything you've ever done and with a mere thought, you may enter that record and see it as if you were actually there. Other features of the book include a map of the current world you're in and a way to call upon your companions at any time.

A Home To Call Your Own [400 CP] – Everyone has a place to go home to after a tiring day. You are no different and one such as you should have a home worthy of your greatness. Choose a single house from the available homes in Dragonfable and that home shall follow you any other world you may go to, either as part of your Warehouse or dumped into the new world.

Doom Weapons/Destiny Weapons [600 CP] – How did you get this? Weapons such as these are quite famous and they have the rarity to match. Few have even seen weapons such as these and even fewer have wielded one. These weapons shall follow you forever and they will grow as you grow, ensuring that you will always find a use for them, no matter what.

Mage

Never Ending Potions [100 CP] – At a glance, this is a simple leather bag. When you open it however, you'll see that it is filled to the brim with potions, both for health and mana. You'll never run out of potions with this in your hands.

A Proper Workshop [200 CP] – Every mage needs somewhere to perform their experiments. You have one as well. This nifty little workshop is filled with rather common reagents that can be used for many of your magical experiments. Those reagents will refill by the next day and when you're here, it seems that your magic is quite a bit more powerful than normal.

Void Ship [400 CP] – There is usually one thing that comes to mind when one sees a Void Ship. Why is it floating? A Void Ship is a ship designed to traverse the deadly and dangerous Void and to do this, the Void Ship has been made capable of flying through the air and capable of withstanding a tremendous amount of damage. You would need quite a few powerful cannons to even start denting the thing.

An Elemental Orb [600 CP] – Be careful on who you show this to. An Elemental Orb is the purest manifestation of an element in the world of Lore. Once entrusted to the Guardians, they failed and eight of the orbs were scattered across the world. With this, one could learn to even fight against an Elemental Avatar itself. Do you believe yourself capable of wielding this power? If so, choose one of the Elemental Orbs in Lore and its possession shall be transferred to you.

Warrior

Elemental Weapon [100 CP] – The elements of Lore are powerful. A warrior must be powerful. It only makes sense after all for a warrior to wield an elemental weapon. Be it a sword, an axe, daggers, a staff or a scythe, you can now call yourself the proud owner of an elemental weapon. It might not be very strong but it is useful and it will always be by your side.

Anti-Magic Gear [200 CP] – A crate of strange items has found its way into your warehouse. Inside the crate are weapons and armor, every single one of them is designed to fight against mages. Where is this from? Perhaps the rose motif present in every single item holds some clue to its origins.

Elemental Spirit [400 CP] – An Elemental Spirit is formed when the spirit of a Soulweaver dies and becomes a spirit that wanders the Elemental Plane of Spirits. An Elemental Spirit is a being that holds tremendous power over the elements that they reside power over. With one beside you, there are few who could hope to actually challenge you in this world. If you had purchased the Soulweaver class, you are already accompanied by an Elemental Spirit and will therefore not need to buy this item.

Ancient Mech [600 CP] – What is this? A Mech seems to be the best way to describe this. This seems to be the remnants of a time that has long since passed. A time of mechs and weaponry that would not be out of place in the distant future. Standing 500 feet tall and possessing enough weaponry to turn cities to ash, there are very few who could ever hope to challenge you while you're piloting this.

Rogue

Shining Gold [100 CP] – True, money isn't everything but it sure is useful. You now have 10,000 gold coins when you start off in this world. That'll be enough for you to buy some good gear or maybe a home of your own.

Sneevil Boxopolis [200 CP] – At a glance, this is nothing more than a forest. An extremely large forest, but a forest nonetheless. This forest does hold a secret though. Go deep enough and you'll find a city of wood and cardboard. Within that city, you'll find a civilization of sneevils, a civilization entirely loyal to you. While they may not be powerful as individuals, they make up for that with sheer numbers. This civilization shall follow you, always located in a forest near where you begin.

CorDemi Codex [400 CP] – At first glance, this little item is nothing more than an oversized key that seems to be made of bone. Touch it however, and its secret becomes clear. The key shall swiftly change into a form of your choosing, turning into a sword, staff, a knife and many others. That is not the true secret of this artifact though. With but a thought, the Codex can turn back into a key, a key that can open up any door.

Blade of Awe [600 CP] – Within your hands lies the ultimate relic. The Blade of Awe has been sought after by countless treasure hunters across all of Lore and now you have it. Or at least, an identical working replica of it. With this, nature itself seems to obey you, from the simple rock elementals to the flora and fauna of the land. If worst comes to worst, there will be a Guardian Dragon willing to defend you to the death so long as you hold this blade.

Companions

Calling In A Friend [50 CP] – What is an adventurer without a few friends? With a small cost, you can bring in and import an old companion of yours.

Forming A Party [200 CP] – The more the merrier. You can now bring in 8 companions of yours to form a proper party of your own.

A Loyal Dragon [400 CP] – A few years ago, you found yourself in possession of a Dragon Egg. Within the year, it hatched and from that moment forward, a small and loyal dragon has accompanied you since. While it is only small now, in time that shall change and perhaps a Dragon Amulet might help you in that endeavor.

Dogma [400 CP] – Interesting. It seems that this Darkness Spirit is rather different from the others. He seems far nicer and is quite the studious fellow as well, wishing to learn about everything he can get his hands on. Of course, like most Darkness Spirits outside of their realm, he's taken to possessing a spear as a physical form. He's taken quite a liking to you and your adventures. As a sentient Doom Weapon, Dogma is quite powerful, although without a host body he can't quite utilize that power. Perhaps you can fix that.

Lita [400 CP] – If there are Darkness Spirits wandering the world of Lore, then surely there must be spirits of Light seeking to oppose them. Lita is one such spirit. There's something different about her though. Unlike her Dark counterpart, she is quite aggressive, with mannerisms befitting that of a zealous crusader. In her quest to protect the people from the Dark and destroy the Dark, she has possessed a scythe, a scythe meant to be wielded by Paladins and the like. And yet she could grow even stronger by taking over a host body, something her very being as a spirit of Light won't allow her to do. Perhaps you might be able to find a way around that.

Drawbacks

Heading Off to Book Three [+0 CP] – Ordinarily, you would only be here for ten years. But that wouldn't be any fun. You'll be staying in the world of Lore for a hundred years now. Hopefully, that'll be fun enough for you.

To Be A Hero [+0 CP] – I have some news for you Jumper. You'll be taking on the Hero's place in this world. Your starting location shall be set to Oaklore and you will be staying in this world for a hundred years or until you finish the Hero's journey, whichever comes last.

Annoying Togs [+100 CP] – In the world of Lore, Togs are creatures resembling a mix between a fat dog and a giant lizard. They're generally just nuisances but to you, they are far worse. Everyday, you will have to face off against an entire horde of togs and once a month, a horde of thousands of togs shall descend upon your location, no matter where you are or what you do. It's a good thing that togs aren't very tough.

Stealing Sneevils [+200 CP] – Sneevils are another annoyance in the world of Lore. They're thieves through and through and they have an obsession with boxes. Every now and then, you'll find your warehouse filled with boxes and more than a few items shall be missing from it. I hope you're good at finding lost objects Jumper. If you don't find your lost items by the time the jump is over, they'll be lost forever.

Frozen [+200 CP] – No matter what you do to prevent it, someone will come and attack you. Your attacker won't kill you. No, instead, your attacker shall leave you frozen in a block of ice and will succeed no matter what. Once frozen, you shall remain frozen for ten years, all of which you shall remain conscious for and yet you shall have no abilities to help you get out or past the time. Can you handle that Jumper?

Drakath's Wrath [+200 CP] – Drakath Slugwrath is the son of the former King Slugwrath, the evil king who was overthrown by King Alteon. For now, Drakath is the leader of the Dark Wolf Bandits and the servant of Sepulchre. And now, Drakath fully believes that your death shall be the key to his birthright. Do you believe yourself capable of handling Drakath and his army?

Sepulchre's Ire [+300 CP] – What have you done? Sepulchre has set his sights upon you and that is not a good thing. There are very few who could possibly match Sepulchre in this world and that is on his strength alone. The man is capable of leveling cities on his lonesome and he still has his armies at his beck and call. You must be insane to take this drawback.

Hard Mode [+300 CP] – Something's different about this world. Everything seems to be stronger now. Even the weakest togs and sneevils seem to possess a modicum of threat to the adventurers of this world and the beings that could lay waste to groups of adventurers can now lay waste to hordes of them. The world as a whole is far more dangerous than before. Can you truly let people suffer because of this for a few more points?

Split Apart [+600 CP] – Something went wrong in your entrance to this world. In a moment of weakness, your body, mind and soul shattered, splitting into two different beings, beings that have their own personalities, their own versions of your powers and beings that absolutely hate each other. They might only be half as strong as you but they will find ways to use your powers in ways you've never thought of before. I hope you have good companions my friend or else you will never be whole once again.

Scenarios

Becoming A ChickenCow Lord

The ChickenCow is a legendary animal with the body of a cow and the head of a chicken. Throughout all of Lore, you can find statues and figures depicting this mythical creature. The only question is, who placed them there. What are these ChickenCows and where are they now?

If you want to know the answer, then you already know by now that it won't be easy.

The first step to solving the mystery of the ChickenCows is simple. Find someone who knows about the ChickenCows. The Surehunter family surely holds some knowledge about ChickenCows. If you can't find the family, then perhaps the library in the Guardian Tower shall hold an answer.

With the new-found information at your hands, you will know that the ChickenCows wield the power of the rare element, Bacon. That information will be quite useful as you search for the ChickenCows.

In a mountain to the east, you shall find your answers. In that mountain, you shall meet with the god of the ChickenCows himself, Zeuster. Speak to him and he shall offer you the answer to the mystery you seek. For a price, of course.

Succeed the challenges given to you and Zeuster shall bestow upon you the title and the armor of the ChickenCow Lord. It's not as good as you think it is.

The biggest problem seems to be the fact that the abilities of a ChickenCow Lord seem to be incomplete. Perhaps the Mootopolis Zeuster mentioned before leaving would hold the answer to why.

If you can fully realize the true power of a ChickenCow Lord, then you can finally consider this scenario to be complete.

As a reward, you can now properly be called a ChickenCow Lord, with all of its ascended might. Of course, you will also receive something more. For helping the Surehunter family in their quest to discover the mystery of Bacon, they will now accompany you across your travels throughout the multiverse. Well, Valencia will. Trey needs a bit more convincing to do so.

This Is Mogloween

Every year in Lore, Mogloween comes to Lore, dramatically changing the world for that one single day. But now there's something different about Mogloween.

Every now and then, you'll spot a bone-thin man with skin as white as snow wearing an immaculate pinstripe suit. You'll never be able to get close to him. You'll always see him off in the distance or in the corners of your vision and sometimes you can't help but think that he's just a figment of your imagination.

But you know there's something there. You know there's someone watching you. It's just a question of who.

A few years into your journey in Lore, the Cauldron Sisters, Toil, Trouble and Bubble, will seek you out for your help. They'll rush to explain their problem and you'll quickly realize that the problem they're describing obviously relates to the man who's been watching you.

If you agree to their request, you can finally find the man watching you and you can tell that another opportunity like this will never come again.

Once you decide to help them, the sisters will give you a few days to prepare. When you're ready, the Cauldron Sisters shall transport you to the Apsaydaaun, their world.

If you've been to the Apsaydaaun before, you'll notice something vastly different. There is a city here, a city designed to be as creepy and as disturbing as possible. It doesn't help that the city seems to be devoid of any residents.

A few minutes in the city, the tower in the middle of it all will shatter apart and from the middle of the rubble, a man shall appear, bursting out of the rubble with fireworks in the air and all.

BEHOLD THE PUMPKIN KING

You recognize the man in front of you as the one who's been stalking you. Except he isn't a man at all. He's a skeleton, a skeleton dressed in one of the finest suits you've ever seen.

Something tells you that you're going to have to fight your way out of this mess. The Pumpkin King doesn't seem to be the type amicable to conversation. It never hurts to try though.

If you succeed in this scenario, at the very least, you shall receive the title of **Pumpkin Lord**, receiving the PumpkinLord Armor and all its powers in the process.

Along with that, the Cauldron Sisters shall also accompany in your journeys across the world.

The Might of The Dragon

To many people, dragons are terrifying and powerful creatures. No other dragon proved this as much as the mighty Akriloth, the strongest creature of fire in the world of Lore. Akriloth's rage blazed so hot that entire villages and settlements burned in his wake.

And yet, there is something quite beautiful about them, a belief that is shared by many of the DragonLords in this world. Tell me. Do you share that belief, dear Jumper?

Five years after you arrive in this world, you shall hear a dragon's roar, a roar so loud that it seems to shake the very world. The moment you hear it, you know deep in your soul what the roar stands for. It is a challenge, a challenge from one mighty being to another.

If you decide to accept the challenge, you must traverse through the Hundred Room Dungeon. Have you been here before? If so, you'll quickly notice that the dungeon has changed. The creatures here have grown larger, stronger and far more aggressive.

Once you make it to the very last room of the Dungeon, you will find a door made of solid fire, a fire that seems to burn everything but you. Beyond the door, you find yourself in a room far larger than it should be and in there you find your challenger, a Dragon that once embodied fire itself.

The name comes to mind almost immediately. Akriloth.

Depending on what happened before, the original Akriloth might already be dead. And yet here he stands, even stronger than he was before. No longer does he simply wield the element of Fire. Akriloth is now truly a Fire Dragon. There is no longer anything physical about him. He is truly a being of Fire.

Unlike other elementals, Akriloth does not suffer from a weakness to Water or Ice. The sheer heat of his being is enough to evaporate water and ice within a hundred meters of him. Despite all of this, Akriloth is not invincible and he can still be beaten.

This is your challenge. Fight Akriloth with all your might and prove to him who truly is the superior being.

Elemental Wrath

War has come to Lore.

Righteous Justice

Learning

In time, you will meet a young boy named Ash Dragonblade. A boy who wishes for nothing more than to be a knight. An admirable dream but for now, the boy remains a simple courier.

With you here, however, that can change.

This scenario is simple. You must teach the boy and mold him to be a knight, a knight with an indomitable will.

That sounds simple enough, right?

You should know by now that it never is.

Your first problem is simply training the boy to an acceptable level. Depending on how long you've been jumping and what you've done, this task could be easy enough.

Once a year passes, Ash shall be subject to his first test, the first step to becoming a hero.

Do you remember your first jump? Was it easy or was it difficult? Do you believe that Ash could do the same?

This is his test.

Chaos Reigns

How many worlds have you gone to Jumper? How many more worlds will you traverse before you can truly call your journey over? You've left behind a legacy on the worlds you have left behind. And now those legacies have followed you.

Worlds have collided with the reality of Lore, the worlds that you have visited before. There are new landmasses, new planets, new realms and ever so familiar faces.

Ending

It seems that your journey in the world has come to an end. What shall you do now, my dear Jumper?

This Is My Home Now – This world has gotten to you. You have to admit that. You've decided to stay in this world, to protect it, to rule it or merely to live in it. It doesn't matter. Lore is your home now.

Homesickness – It seems that your adventures here have made you remember the things you left behind so long ago. Perhaps it is time to go back home Jumper. Home is where the heart is after all.

Never-Ending Journey – Who says that your adventures have to end here? You still have so much more things to do, so much more to experience. You'll be going forward to your next Jump, to the next frontier.

Notes

1. Unless otherwise stated, Companions receive 600 CP.
2. In the Elemental Orb item, if you purchase it, you get to decide what element your orb will be out of the canon Elemental orbs in the game.