

Shrike

Curse of the Twilight Legacy

*"The Shrike sings with the dawn,
Carried on wings of light,
Beware the dusk-spawn,
The power of twilight."*

- Hymn of the Stormsword

Thousands of years ago, a great evil unlike any other rose to power. It mercilessly killed anyone who opposed it, conjured endless armies of subjugated monsters and walking corpses, and rode across the world in a campaign of slaughter. No one was able to stand against this evil, and it threatened to grind the entire world under its bootheel. All hope seemed lost, until a great hero appeared. His acts of courage and heroism drew many warriors and lords to his cause, and he gathered an army to lead against the forces of darkness. Wielding Shrike, a sword that's as the world itself, he finally turned the tide. Shrike was as unrelenting as the sunlight, as precise as the moonlight, and as furious as the storms, and with it he slew the terrible evil and saved the world. Or so everyone believed.

Ah, you're awake. Welcome to my tower, traveler. I am Fate. I've asked your friend to lend me your services, to help me bring this old story to a close. I have a few roles for you to choose from, but I'm sure you wish to hear the rest of my story first.

This evil has earned many names across the world, but the most apt would be to call him the Lich, the First Necromancer. The hero did defeat him in battle and scatter his armies, but, unknown to history, the Lich survived the fight. He's been waiting for millenia, biding his time and rebuilding his power, in order to finally take the world for himself. He won't make the same mistakes as before though, and will take a more subtle approach towards an even darker end. He wishes to take Shrike for himself. Rather than leading an army, this time he commands from the shadows. Entire dungeons submit to him in secret, his agents have infiltrated the upper echelons of royal courts, militaries, and merchant guilds, and he's spread his magic across the realm in a rising tide of violence and death.

You will arrive in the land known as Vallgarde, a continent home to three powerful kingdoms. This is where the hero has been reincarnated, and where the Lich awaits the time to make his move. The search for Shrike will soon begin, and whoever claims the weapon will hold the power to decide the fate of the world. Either to bring a new dawn, or to plunge the world into eternal night.

Now, here's 1000 Choice Points to give you some presence here. You can get more by taking Curses to balance it out later, and can pay 100 CP to change your age and sex. Good luck!

History

Which part you've played up until now, as well as which advantages you have an inclination for.

Perks and items associated with your past are only half price. Beyond that, this determines your starting affiliations and memories, making certain routes and strategies easier or harder.

Drop-In

With a flash of light, you find yourself in a temple near your starting location, surrounded by a circle of robed figures. They introduce themselves as a coven of wizards, and they've summoned you to Vallgarde in an experimental arcane ritual. Satisfied with their success, but more interested in refining the ritual further, they give you supplies for a few days' travel and send you on your way.

Reincarnated Hero

Ages ago, in ancient times, you fought many great battles and saved the world from the forces of the Lich. Your time came and went, the world moved on, but now you live once more. The Lich has returned, and so you've been reincarnated by Fate in order to put an end to his evil once and for all. Many will recognize you as an incarnation of the hero of legend and will assist you in your quest, but others will see you as a threat to their own power.

Adventurer

You're a wandering adventurer, making your fortune hunting down highwaymen and outlaws, saving villages from monsters, and retrieving powerful artifacts for wizards. You were relaxing in a tavern after a particularly rewarding quest, considering whether to take some time off or assemble another party so soon, when you began hearing rumors. They say the ancient hero has been reborn, and that he's leading the fight against the growing undead menace. You tracked down this hero, not wanting to be left out of such pivotal events, and swore your service to his cause. You knew you couldn't stand by and watch, but more importantly, you knew there would be more gold and glory to be found here than in a hundred old crypts. You won't have nearly the same weight on your shoulders as your leader, but your support will be no less important to fighting off the army of the dead.

Noble

The courts of kings and emperors are rife with political intrigue, unspoken conversations, and secrets that could tear a kingdom apart. You're a member of your nation's political and economic elite. You have a noble title, acres of land, more riches than the peasants could ever dream of, and most importantly, the ear of your ruler. Well, the ear of your ruler alongside the rest of the court, resulting in the unending struggle for his favor.

Necromancer

Unsatisfied with the trifling antics of your fellow mages, their inane obsessions with giant balls of fire and the overbearing archmages adamant on keeping you from your true potential finally reaching the breaking point, you set out on your own to learn from teachers who could appreciate your talent. You've spent the time since studying the dark magics, learning how to

end lives in a blaze of pure death magic and raising skeletons and revenants to do your bidding. You recently set your undead wolves on a hunter who'd wandered too far from his usual trails and risked stumbling on your coven, and a fellow practitioner has reported an adventuring party gathering in town to search for him.

Location

Roll 1d12 to decide where you'll be starting your journey. If you aren't happy with your result, you can pay 100 CP to choose somewhere else.

1. Greentown

A bustling village close to the castle where the king of Tarene lives, Greentown is a favored starting location for many novice adventurers. The shops sell many things they like to have on-hand, such as equipment, bandages, food, and other supplies, as well as numerous beginners' instructors for various weapons and schools of magic. The fields outside the town are host to low level enemies, such as giant rats and evil carrots, allowing beginning adventurers to cut their teeth on their new career without getting in over their head.

2. Ivy Court

The castle and walled city of King Toreas and capitol of Tarene, named so for the greenery growing up the sides of the castle. The king is wise and fair, and rules a feudal society of commoners, knights, and lords. It's said that this was the homeland of the first Hero, and so the people are ready and willing to give him their full support should he ever return to them. For the most part, that is. Human fighters and local monsters are generally low level with a few notable exceptions, and the use of magic is relatively rare here.

3. Stoneseed Flats

The nickname for the training fields used by the Tarene army, filled with innumerable tiny stones that make it useless for farming. Oddly enough, the rocks are all perfectly spherical, and no matter how many are removed there are always more. Now that the Hero has returned, the Tarene army has begun gearing for war, to aid him in battle. However, morale has been decreasing since the unusual happenings began. Every morning soldiers will find piles of the rocks in their food stores and fireplaces, and even in the beds they've been sleeping in. No matter how many guards are posted, they cannot find the people responsible, only seeing strange flickering lights and hearing childish laughter in the dark when no one's there.

4. Pine Run Farmlands

Expansive fields used to feed Tarene, bordering a large pine forest. Located on the other side of the kingdom from Greentown and the Ivy Court, the Farmlands tend to be plagued by monsters and outlaws too powerful for novice adventurers to handle. Luckily, the area is a popular retirement choice for wealthy veteran adventurers thanks to the serene atmosphere and easygoing locals, ensuring there's always someone on-hand to deal with any problems. The pine woods are much more dangerous for the unwary, as monstrous spiders, venomous wood

elementals, and swarms of carnivorous wasps roam freely just out of sight. The peaceful and idyllic facade of the trees are easy to fall for, but if you start to see giant spiderwebs or hear creaking wood, be warned that you're being hunted. The creatures of Pine Run rarely show themselves before they're ready to swoop in for the kill. Taking this a step further, most dangerous of all is the hidebehind. The rumored silent menace that lurks behind trees, the hidebehind is almost never seen or heard. Reports indicate it has glowing yellow eyes, fur the color of tree bark, and too many joints, and can snap a man in two like a dry branch.

5. Heart's Depth Mine

An old abandoned mine, still mostly intact and uncollapsed after all these years. The mining town above it is largely a ghost town now, but there are more than a couple residents who just won't leave their hometown. Deeper down, few explorers return from the mineshafts, and those who do speak of a war going on beneath the earth. Tribes of goblins and hobgoblins fight for dominance, each hoping to take the underground territory and rich supply of ores for themselves. Goblinoids are a ruthless sort, but if you had something to offer them they might be willing to listen. Further down, undead miners fiercely defend the tunnels from any intruders. Perhaps whatever they're protecting could hold the secret of why the mine was abandoned a generation ago.

6. Rocky Pass

A winding path running through the Hanging Mountains. There are a few outcroppings that are popular campsites for travelers thanks to their view of the sunrise or setting sun (depending on which side of the mountains you're on), as well as several old keeps and outposts established by various armies over the centuries in the hopes to control the pass. Most of them are uninhabited, but a few are used by hermits, outlaws, or bands of dwarves from their home in the south. Despite the pass' necessity for trade and travel, many monsters and earth mages call the mountain range their home, taking full advantage of the unforgiving conditions.

7. Inside

A town built at the foot of the Hanging Mountains, along the banks of a large river. True to its name, it's got a wide variety of inns to choose from, most of them busy with travelers and merchants heading to or coming down from the mountain pass. Such a steady flow of arrivals and departures makes it all but impossible to keep track of who's in the city, so the captain of the guard has recently come to you for help. Adventuring parties and bands of merchants have been reporting missing persons, disappearances, and an unusual sickness similar to blood loss for months, but he can't make a public investigation without scaring off travelers and putting the well-being of the town at risk. He directs you to the local cemetery before muttering some excuse and hurrying off.

8. Razia Court

The capital city Nalmes, the heart of the ruthlessly mercantilist Razia Empire. Despite its status as an empire it only has a small military, and instead controls its populace and territories by drowning them in economic domination, deceptively parasitic trade deals, and copious bribes to

corrupt locals they place in charge. As a result of this their common people have a much higher standard of living than their neighbors in Tarene and Qaton-La, and the nobles live like kings. You've recently answered a summons to meet the Emperor himself, and he has tasked you with using your particular talents to snuff out a growing rebellion, in any way you see fit. You're sure the revolutionaries are only trying to free their homeland, but you will undoubtedly be greatly rewarded should you prove your loyalty to the Empire. The desert to the south of the city is populated by sandworms, the living sandstorms of sand elementals, and the deadly mirage-dancers, as well as tribes of beastmen such as lizardfolk and scorpions.

9. Icebound Plains

A tundra that stretches from horizon to horizon, with a few lonely evergreen trees breaking up the skyline. The snow and ice is merciless, and will take an unprepared traveler in a matter of hours, but fortunately you've found shelter with a tribe of hunters who have experience living in the harsh cold. Food is scarce though, and no one really knows why. Most suspect that it's the fault of the roaming packs of dire wolves or the ice elementals coming down from the frozen ocean up north, but the tribe elders insist larger forces are at play. The deity they worship, a bear god of hunters and fair combat, has become increasingly hard to reach, and some of the hunters have found small, barefoot human footprints after the passing of blizzards.

10. Qaton-La Court

The remnants of an Eastern colony that has achieved independence and grown into a powerful magocracy in its own right. Qaton-La has the richest magical tradition of the three major powers, and in its capital city of Khadjuna lies the most prestigious magical university in the world. The city is built on a coastline, along beaches and sheer cliffs, and the surrounding region has a temperate, tropical climate year-round thanks to the weather magic of elemental mage. Recently, the country's sea serpents, bred and trained by their navy, have started to grow sick. The handlers have isolated the sick ones, but it doesn't seem to slow the spread. The High Priestess has asked you to look into it, and see if you can figure out what's causing the problem. Both how to fix it, and how to weaponize it, of course. Besides the serpents, the waters around the capital are home to many aquatic creatures such as tropical penguins, slimes, and sapient schools of fish with telepathic hive minds.

11. Scorched Skies Caldera

A volcanic caldera formed after the eruption that gave it its current name many years ago, located at the southern end of the Hanging Mountain Range. It's mostly safe, but watch out for the lava bubbling up here and there, and the searing-hot smoke billowing out of geothermal fissures. A nation of dwarves make their home inside the volcano, at home in the intense heat and using the plentiful lava for their forges. Besides them, in recent years strange beings have emerged from the destroyed town that was buried in the eruption. The creatures appear to be made of walking ash, and have begun constructing a settlement at the heart of the caldera. Some curious mages have investigated and claim them to be the spirits of the townsfolk who, unable to escape from underneath the volcanic ash to the afterlife, have returned in some new,

unnatural form. Others believe them to be a race that had previously lived underground, due to their resemblance to ancient dwarven myths of the Earth People.

12. Citadel of Aldronn's Fall

The house of death. This is the black keep where the ancient Lich has slumbered for millenia, his insidious magic sucking in and twisting all life from the surrounding lands. You've been making camp in the ruins of an old town nearby for the last few nights. The fields around the castle lay barren, the trees withered and the animals gone, and not a single soul who dared venture further has returned in centuries. The lands are silent and empty. Nothing lives here. Despite this, in the dead of night you can hear...*things* shuffling around outside, and the near-silence is broken by the occasional unearthly howl. You tried to warn your traveling partner to secure his resting place tightly before the sun set two nights ago, and he laughed you off as being superstitious. You found his body the next morning, perfectly intact and unharmed, save for his skeleton laying ten feet away.

Legacy

It's said that in the moment a child is born, the positions of the celestial bodies can be used to foretell their future. While the stars, constellations, and planets are a matter of century-long debate, the sun and moon are undeniably important in revealing how someone's future will affect the world. As the role Fate has laid out for you, following your Legacy will magnify the effect you have on the people around you, your actions a manifestation of destiny itself. You can choose one of the first four for free, or buy one of the last two for 800 CP. You can only have one Legacy, unless you have the Twinned Soul perk.

Rising Legacy

Mark of the Builder

You were born in the morning, as the world grew more visible and took form. You have an affinity for creation and building, allowing you to construct and reinforce structure and order more easily. Tools, weapons, and buildings, and political, economic, and social systems created by you are more effective and long-lasting, and when you act to support what already exists you find your results to be disproportionately effective to the time and effort you put in. Those who hold a Rising Legacy are commonly craftsmen, leaders, and law enforcement.

Setting Legacy

Mark of the Shaper

You were born in the afternoon, as the sun set on an imperfect world. You possess an affinity for change and evolution, allowing you to improve flawed systems and tear down rot and stagnation more easily. You have a sense for how the composition of an object or system is flawed and what you can do to make it better, and find it easier to instigate and support change. Those who hold a Setting Legacy tend to be handymen, healers, and revolutionaries.

Waxing Legacy

Mark of the Champion

You were born at night, when the moon was growing larger and brighter. This has given you an affinity for enhancing and improving yourself. When learning, training, practicing, and honing your abilities, you see more improvement than the time spent would suggest. You can increase your personal power faster than others, and find it easier to retain knowledge and skill. Holders of a Waxing Legacy can often be found as soldiers, scholars, and wizards.

Waning Legacy

Mark of the Warrior

You were born at night, when the moon was fading away into nothing. You have an affinity for bringing down others through violence and combat, feeling at home in the chaotic flow of battle. Cutting down your enemies, defending yourself, and reducing those who would stand against you to nothing all come easily to you. You're more dangerous and resilient in combat, and tend to win personal competitions more often than not. Those with a Waning Legacy are usually drawn to become mercenaries and adventurers.

Dawn Legacy

Mark of the Savior

You were born in the dawn, as the darkness gave way to a world of light. A Dawn Legacy is seen as the ultimate expression of selflessness, and only appears once in an age. Those who possess this Legacy are natural heroes, and it's your destiny to turn back the forces of darkness and restore hope, courage, and light to the world. Your acts of kindness, bravery, and honesty reverberate into the lowest slums and highest courts across the land, echoing a thousandfold and lifting up the hearts of everyone who hears of your deeds. Everyone who meets you is inspired by your unrelentingly confident presence and magnetic personality, and strives to be the best they can be to live up to your shining example. The Legacy you will leave behind is the heroism to usher in a new age of peace and light. Now raise your banner and unite the world behind you.

Twilight Legacy

Mark of the Conqueror

You were born in the twilight, as the world surrendered its existence to the darkness. The Twilight Legacy is seen as the ultimate expression of power, and is as rare as the Dawn Legacy. Those with this Legacy are invariably figures of irresistible strength in every way, from an unbeatable presence on the battlefield to a general that crushes kingdoms across the land to a lord none could hope to oppose. Those who fight for you devastate your enemies, and those who stand against you fall apart under the hammer of your might. The Legacy you will leave behind is the might to destroy all you see, and bend all who resist in subservience to your will. Now raise your fist and subjugate the world beneath you.

Perks

Web of Fate (100 CP, free Drop-In)

As a wanderer from another world, you were never supposed to intervene in these events. You don't appear in visions of the future, and you aren't taken into account by fate or prophecies. You're able to interfere with fate and destiny as you see fit. This doesn't apply to your Legacy.

The Hero's Journey (100 CP, free Reincarnated Hero)

A hero needs to be able to keep moving forwards, no matter how difficult things get, and when the fate of the world is at stake things are going to get quite difficult. Everyone's relying on you, will you be up to par? Will you be strong enough to come out on top? When the going gets rough you're able to quell those doubts and keep putting one foot in front of the other. As long as you keep your goal in mind you'll always be able to keep moving, no matter how daunting the task ahead.

I Have Your Back! (100 CP, free Adventurer)

The job of a hero is hard, so you'll do whatever you can to ease your party members' burdens. The people you fight with know they can rely on you, and you have a sort of sixth sense for their blind spots and weaknesses, as well as how to cover them to the best of your ability. Your quest may seem impossible alone, but when you work together nothing can stand in your way!

Social Games (100 CP, free Noble)

You'll need a razor-sharp tongue to succeed here. You can mask your true feelings, putting on airs of cool confidence and arrogant self-importance like flipping a switch. When you speak, you do so with complete control over your voice, never wavering, stuttering, or showing the weakness your rivals are waiting for.

Dark and Mysterious (100 CP, free Necromancer)

Like any self-respecting necromancer, you have an aura of darkness about you. Attempts to be intimidating are much more effective as people shrink back from your very presence, and those around you try to keep out of your way or stay on your good side, fearful of incurring your wrath.

Nice to Meet You (200 CP, discount Drop-In)

You don't have a dark legion to command and fight your battles for you, but you don't have a team of friends and allies to back you up either. At least, not without this you don't. You have much more success when looking for people to befriend or fight alongside you, and you quickly gain each others' trust. Something about you is just so approachable and trustworthy.

The Hero of Legend (200 CP, discount Reincarnated Hero)

Word of your adventures spreads like wildfire. After only a couple quests people will start to take notice of you when you arrive. Carry out an important or particularly difficult task, and tales

will be told about your efforts in places you've never even been. If you were to do something truly incredible, such as defeating a great tyrant to save the realm, or establishing a dynasty of good kings, songs would still be sung of your name thousands of years after your passing. In future jumps, there will be tales of your exploits, an ancient traveler who could do impossible things and who bore a striking resemblance to your own appearance.

Sword Arm and Eagle Eye (200 CP, discount Adventurer)

You've mastered two types of weapons, such as swords, bows, spears, or throwing knives. You can use these weapons as if they were an extension of your own body, and can fight on equal footing with royal weaponmasters.

Old Money (200 CP, discount Noble)

Your family owns a large amount of property, and controls the majority of an industry such as sword smithing, scroll pressing, shoemaking, or the like. You have very deep pockets, and you're an important figure in court politics. Getting your way is oftentimes simply a matter of dropping your name. In future jumps it will be much easier to achieve influential positions, as if they were waiting for you.

Army of the Dead (200 CP, discount Necromancer)

You're able to curse dead bodies to return to unlife as your servants, including the bodies of animals, monsters, and even plants with a bit of creativity. You can maintain as many as you can raise, but if you raise too many at once or something too powerful you'll need to rest afterwards to recuperate your magic power. Also, you should be aware that most decent folk don't take too well to the desecration of the dead. Expect to be run out of town if you're discovered, and for them to bring out the torches and pitchforks.

King of Nowheresville (400 CP, discount Drop-In)

Your ability to make up lies on the spot and pass off ridiculous claims as the honest truth is second to none. You could introduce yourself as the King of Nowhere, and soon enough you'd have people referring to you as Your Highness.

Magickpunk Master (400 CP, discount Reincarnated Hero)

Magitech is the refining of magical principles down to a science, and it was the signature art of a prehistoric race now nicknamed the Elves. The elves have long since vanished without a trace, but their technology remains. It was far more common in the time of your first life, and your countrymen commonly made use of it for their own ends. The artifacts have long since fallen into disrepair, or the method of controlling them has been lost, leaving much of the ancient technology to gather dust and grow moss. But you've spent a whole lifetime using it, and now it comes as naturally as breathing. You're also able to teach wizards and artificers the secrets of blending their crafts to create new, functioning magitech, and while theirs won't be nearly as powerful as elven-make for a long time, it will be revolutionary all the same.

Dancing Monkey Style: Barrel of Knives Art (400 CP, discount Adventurer)

While traveling with a swordsman from the East, he taught you a martial art from his homeland. Using the secrets of weaponry and concentration he revealed to you, you're now able to wield multiple weapons without sacrificing capability or focus. You can fight with up to five different weapons at a time, even weapons that normally require two hands to use properly.

Truth Be Told (400 CP, discount Noble)

Your bloodline is descended from an Oracle, a practitioner of the lost arts of truth-telling. You aren't able to divine prophecies yourself, but you did inherit another trait. Whenever someone lies in your presence, their mouth will begin to burn, and the truth will be written in smoke in the air before them. After you've read it, the flames will go out, leaving them shocked but unharmed. Those with Oracle blood make popular advisors for honest or clever rulers, as they make deception from their subjects much more difficult.

Souldrinker (400 CP, discount Necromancer)

One of the darkest skills a necromancer can learn, souldrinking is the method of taking raw magical power from death itself. When you or someone you command kills a living thing, you're able to add their own strength to your own. It won't increase your permanent reserves, but will last until you expend it. Killing giant rats and low level humans will give you a negligible boost, but slaying a great hero or a dragon would grant you godlike power for a time. Due to the way you steal an enemy's power, if used with Army of the Dead you're able to resurrect living things as loyal undead as soon as you kill them, but twisting their own power and returning it to their freshly-killed body. For every enemy you kill, your own forces will only grow in number.

Jester (600 CP, discount Drop-In)

As masters of an exceedingly rare and strangely effective discipline, Jesters are able to combine two of their skills into a cohesive whole. The more capable you are with the component skills, the higher the resulting one will go. For example, you could combine your dancing and sword-fighting skills to invent a whole new style of dance-fighting, one that would be far more deadly and stylish than either alone, with the combined mastery of both. Jesters are a strange sort, and can make or break any party they join.

Reincarnation (600 CP, discount Hero)

This isn't the world you remember, and while you've grown up in this strange future your first life was in a place long gone. When you set yourself to a new task, more often than not you find yourself with memories of having carried it out before. This gives you preternatural talent in whatever you find yourself doing, from fighting to spellcasting to cooking to animal husbandry. Many useful skills are as simple as acquainting yourself with the familiar process. Your new life often matches your last, giving you a wellspring of experience to call upon no matter what needs to be done. You will continue to be a reincarnation in future jumps, giving you invaluable wisdom and experience from the lives you've lived before.

Journeyman Mage: Class One (600 CP, discount Adventurers)

You're a wizard or witch trained in a distinguished magical university, and have mastered three schools of magic and have passing familiarity with the inner workings of the rest. The schools are,

- Elementalism: manipulating the elements to attack, defend, control the weather, and shape your body and the environment
- Divination: predicting the future, reading destinies, hearing thoughts and unknown secrets, and viewing distant events
- Gating: opening portals, summoning magical creatures, and teleportation
- Illusionry: conjuring false images and sounds, making one thing appear as another, and interfering with divination magic
- Domination: subtly enhancing your charisma, forcefully taking control of people's minds, and permanently reshaping their minds and personalities
- Cursing: striking people, objects, and locations with effects such as altering luck, form, health, perception, and more (curses can be both harmful or beneficial)
- Enchanting: imbuing items and locations with magic power for repeated use by mages and non-mages alike
- Necromancy: raising the bodies of the dead, binding souls, stealing power from life and the living, and wielding raw death magic
- Runecraft: a mostly-unknown art that translates other disciplines into a written form without losing any of their power

Twinned Soul (600 CP, discount Noble)

You were born under a planetary conjunction, the alignment of two planets. This has marked you as a being with two sides to your destiny, something almost as rare as a Dawn or Twilight Legacy. You can choose a second Legacy for free.

Eternal Unlife (600 CP, discount Necromancer)

You've taken the final step beyond necromancy, the ascendant path to live forever in death. You've become a lich. You still appear as you did before completing the forbidden ritual, but you will not change as the years pass you by. You won't age a day, any injuries will heal themselves as you watch, and no sickness or poison could keep you down for long. Even the complete destruction of your body is nothing more than an annoyance to you now, as many great mages found out when they believed they could take on *the* Lich. You've accomplished this spectacular feat by removing your death from yourself, and hiding it away somewhere. It doesn't matter where, as long as it's well-hidden, but there are two restrictions. As you have to carry your death there, it can't be anywhere you aren't able to reach without the benefits of lichdom, and you aren't able to keep it in your Warehouse unless you're in there with it. Still, with a bit of cleverness, you'll be all but unstoppable. But be warned, Death-Walker. Should anyone succeed in finding your death, they will hold your life in their hands, and could end you in an instant. Hide it well, and guard it fiercely.

Items

Camping Equipment (100 CP, free Drop-In)

A set of camping equipment and a supply of food and water that will last you for a few days. Long enough to reach one of the three kingdoms, if you want to join up with them, or to make your own way in this land.

Summoning Consumables (100 CP, free Reincarnated Hero)

A pouch of small crystals. When a crystal is broken, such as being thrown to the ground or crushed in your hand, you can summon one of your allies to your location to assist you. The pouch replenishes it's supply daily. You can keep it for yourself, or share the crystals with your team in order for them to summon you should the need arise.

Arms and Armor (100 CP, free Adventurer)

A basic sword and weapon that have saved your life more than once. The weapon can be any type of mundane weapon, and you either have heavy or light armor. Both are in good quality and can take a lot of abuse before needing repairs.

Letter from the Throne (100 CP, free Noble)

A letter you've received from one of the three rulers for some service you performed for them. Whatever you did, they were very grateful, but due to the nature of it they were unable to honor you publicly. Instead, they've given you this letter as a sign of their debt to you. Should you ever need their assistance, you can call on them to aid you and repay their debt. It can be almost anything, but keep in mind you can't force them to complete an unreasonable request.

Darkness-Wrought Armor (100 CP, discount Necromancer)

A suit of full armor, forged in the fires of the volcano from dark iron. While heavier than most armors you can find, it offers significant protection from all manner of attacks. Not to mention just how scary it makes you look, especially in the heat of battle. The helmet doesn't muffle your voice, but instead makes it sound deeper and more threatening.

Level Map (200 CP, discount Drop-In)

A scroll map showing your local area and the points of interest around you, as well as a small section in the corner that shows where that area is within the greater realm. It's always centered on your location, and actually moves with you as you walk. This will be an invaluable resource in the more sparsely populated or hostile regions. Can't just go up to a master necromancer and ask him for directions, after all.

Challenger Compass (200 CP, discount Reincarnated Hero)

A compass that, instead of pointing north, always points towards the next boss you'll have to face, the largest hurdle you'll have to overcome to complete your current objective. Exactly

what this means depends on your situation. In a dungeon it will point to the monster or wizard in charge of the complex, while taking it out on a stealth mission could reveal the location of a hard-to-pass door or an unusually observant and vicious guard dog.

Scrying Pool (200 CP, discount Adventurer)

A stone basin filled with reflective water and overflowing with glowing ethereal mist. Peering into it allows you to view recent events that you weren't able to see in person. The more magic power you supply it with, the further you're able to see. A novice could look into the next town, an expert could see anywhere in the kingdom, and nothing could hide from a master wizard.

Lord's Manor (200 CP, discount Noble)

A luxurious mansion and grounds, large enough to house two families comfortably, along with enough skilled workers to staff it. The maids and groundskeepers keep the place cleaned and in good shape, and cook the meals for the resident Noble House. As a property it will follow you to future jumps.

Bone Juice (200 CP, discount Necromancer)

A glass bottle with a viscous, cloudy liquid inside. There's a label around the side, reading '100% distilled bones'. When you drink it, your bones and flesh are temporarily swapped, giving you a thick armored endoskeleton. Any damage you receive will remain when the effect wears off, although thanks to the differences in material all but the worst cracks and fractures will be translated to shallow cuts and bruises. Peeling back the label on the bottle reveals instructions on distilling bones to create more bone juice.

Teleastronomy Board (400 CP, discount Drop-In)

A round board similar to the Ouija boards used by parlor magicians and children, with drawings of the night sky at different times and dates running in three concentric circles around the letters. The board can be used to communicate with the constellations, to speak with them or ask them to reveal to you secrets they've seen from their perch in the heavens.

Thunderclap Gauntlets (400 CP, discount Reincarnated Hero)

What appears to be gloves made from a glowing circuitry mesh and small metal discs, the Thunderclap Gauntlets are in fact some of the last known magitech artifacts. When activated by clapping or punching them together, they coat your arms in a contained field of powerful sonic waves. The field is strong enough to repel weapons such as swords and arrows, and punching someone will send them flying in a deafening sonic explosion. You can also perform a special finishing attack by completely draining the power reserves. By holding both palms forwards, you can channel the gauntlets' power into a sonic beam disruptive enough to tear through a castle wall. Use this sparingly though, as they take a few days to replenish their magical batteries once depleted.

Enchanted Water (400 CP, discount Adventurer)

A small jug of water that's always totally, completely clean, with a stopper and a strap to attach to your belt. Pouring some of it into another body of water will cause a purifying effect to spread through the water, making it safe to drink and removing any harmful magic lingering around it. It can also be used to wash away corruption and mental domination, by splashing it onto someone's face or onto a tainted object. The jug never runs out, no matter how much is used.

Family Treasury (400 CP, free Noble)

A secure vault containing boxes and chests of gold coins, cut jewels, and precious metals. It's been accumulated by your family over the generations and used to levy their significant power over the commoners. You've been given the responsibility of managing the vault, so use the riches however you think best. Post-jump it attaches to your Warehouse to store treasure.

Evil Eye (400 CP, discount Necromancer)

After performing a magic ritual you found in a dusty old book, one of your eyes was replaced with a sphere of pure, crystallized magic energy. Glowing in whatever color you associate most with yourself, the evil eye allows you to tap into your mastery of arcane forces through your sight alone. You can cast any spell you know on whoever or whatever you're looking at, and while you'll still have to supply the mana cost, you won't need to perform any incantations or somatic components by casting this way. Comes with an eyepatch, which you're going to want to hang on to. Despite its name the eye isn't *inherently* evil, but it certainly has a reputation.

Unwelcome Mat (600 CP, discount Drop-In)

A doormat that you picked up from outside on your way in when you were summoned. You can place it at a front entrance to a room, building, or premises, and anyone attempting to enter will have to get your personal approval before they can come into the area defined as unwelcoming. It doesn't stop them from doing whatever they want outside, but they won't be able to just break down the door, or enter without your permission. That'd be rude.

Belt of Overflowing, Vigorous, Herculean Awe (600 CP, discount Reincarnated Hero)

A girdle that causes your unquestioned might and boundless skill to be put on display for all to marvel at. So long as you don't wear something as fragile as armor or hide your rippling muscles from sight, those weaker than you will see your strapping magnificence and flee in terror. Even those stronger than you are astounded by your unbelievable raw brawn, and will find themselves quaking in their boots at the mere sight of your absolutely ripped form charging them down. Basically, as long as you live up to the shirtless loincloth, savage warrior stereotype (which may or may not have been an accurate representation of your original time period, depending on who you ask, to your amusement), you'll have an aura of extreme ferocity that makes it really, really hard to fight you, so much so that not wearing armor and just flexing all your problems away is actually a better defense than wearing it.

Mobile Battle Platform (600 CP, discount Adventurer)

This flying, weaponized, vehicular monstrosity was the result of an attempt by a group of particularly dedicated mages to construct anti-army magitech. Modern magitech is incredibly difficult to create and even harder to end up with what you'd set out to build, so it's no surprise that such an ambitious and poorly planned out project was a complete failure. The intention was to create a flying tank that could tear through armies with magical cannons and lasers while protecting it's pilot from any and all counterattacks. The cannons turned out to be almost completely harmless, a glorified lightshow with a devastating knockback effect when fired, while the machine is far too heavy for the small rocket engines to lift. They can spit fire all day long without budging the armored vehicle an inch, all the while setting fire to everything around them. The only thing that actually works as intended is the thick, enchanted armor, protecting it's pilot and two gunners and cushioning them from impacts. However, by some miraculous stroke of luck, this...*mistake* is so bad at doing what it's supposed to that it loops around to being useful again. The laser cannons can be fired backwards to throw the tank forwards, sending it careening through the air or barreling through enemy ranks, and attempting to use the rocket engines at such speeds will cause the flames to be wildly thrown all across the battlefield. Given that the tank weighs almost a hundred tons, using the cannons to blast yourself over to your targets and landing on top of them is also a perfectly valid tactic.

Eagle Brand (600 CP, discount Noble)

You have a crest or emblem that carries your authority and power. It remembers your power between jumps, ensuring that with each new world you visit you'll have your lands and fortunes waiting for you on arrival. This won't interfere with your backgrounds or the settings' histories, merely that the crest will be available for you to access after you arrive. It will automatically convert any currencies as needed.

Axis of Prophecy (600 CP, discount Necromancer)

A twisted ironwood staff, topped off with an eyeball embedded inside a crystal. The Axis is a very powerful magic item that was forged in the lifeblood of a hundred innocents. When enough mana is channeled through it, the staff uses sympathetic magic to take on the role of the Axis of the World, the tower where Fate rules over the future, for a single moment. This allows you to preordain a prophecy. Whatever you say will become as inevitable and irrevocable as time. Choose your words *very* carefully. The mana cost is enough to drain a master archmage of his magic and strength for a week, and will kill any lesser mages attempting to use the staff.

Shrike (800 CP)

One of the legendary armaments of the Hero of ages past, Shrike is a sword unlike any other. Already ancient when the Hero first fought against the Lich, its origins are shrouded in mystery. Some claim it was forged by the elves, others believe it's a gift from the gods, and others still tell fantastical stories of the sword cutting it's own way into this world from somewhere beyond. Regardless of where it came from, the double-sided blade is enchanted to be supernaturally

sharp and unbreakable to any known mundane or magical forces, and when held it grants its wielder three magic powers. The first power is Sun, allowing you to call down beams of sunlight intense enough to scorch anything they touch, fire off phantasmal blades to attack from a distance, and turn night into day. The second power is Shade, letting you travel through darkness to pass through obstructions and distances instantaneously, summon a pack of wolves made from living shadow to fight alongside you, and to turn day into night. The third power, Storm, gives you the ability to imbue your body with lightning to move like a blur, summon a storm cloud to ride through the skies, and control the weather by driving the sword into the ground facing certain directions. All three powers can be used indoors and underground, such as lighting up a vampire den with sunlight, snuffing out a room's lights to blind your foes, or underscoring your words with thunder and lightning. You can only use one power at a time, although you can switch between the three with a thought.

Shrike was thought to be lost centuries ago, so how it came to be in your possession is sure to raise many questions. While the weapon's aforementioned properties are well-known thanks to the popular stories and legends, it does possess one other trait, the true reason the sword is so important. It completely ignores any attempts to combat or resist it with death effects. The bearer of the sword can shrug off the most powerful necromantic spells and death curses like a gentle breeze, while the sword itself can slay undead and even liches as if they were mere mortals. The only ones who still remember this secret are those who were there at the previous climactic battle for the world, the Lich and the current incarnation of the Hero. Only they know the true reason why Shrike is so instrumental in the fight against darkness.

Companions

Companion Import (50 CP each)

You can take up to eight of your companions in with you, and I'll write them into the past alongside you. They each get a Legacy and a background here, as well as 400 CP to spend on whatever they like (besides more companions). If they want, they can take a Curse or three to open up more points to spend.

Adventuring Party (400 CP)

A group of four hardened fighters who've been with you through thick and thin. Each of them is worth two dozen trained soldiers, and together they work quickly and effectively to complete their quests. You can decide their personalities and specialties.

Riding Wyvern (400 CP)

A green, red, or purple dragon twice the length of a horse, equipped with steel mail armor and a stylized, horned helmet. Wyverns are commonly used as cavalry mounts by the Qaton-La military, but are also seen as rides of choice by wealthy adventurers and eccentric nobles. Your wyvern has passed military training, making it eligible for riding into combat without fleeing or attacking your allies. It has strength to fly all day without rest, can breath fire, and is about as

intelligent as some of the smarter breeds of dogs. An apt comparison, as (like all dragons) wyverns are unfailingly loyal to and protective of their masters, as well as very energetic and always up for a game of fetch or burn-the-archer-shooting-at-me.

Magitech Robot (200 CP)

What appears to be a human of sorts, made from an unknown material that's as durable as steel and soft and warm as living flesh. She was discovered in an excavation site by scholars researching the first humans, and accidentally activated when they tried to get her out. After different organizations tried to claim ownership over her as an elven artifact or research subject, she fled from them and ran into you. You agreed to shelter the frightened girl, and she's never forgotten your act of kindness. She has a timid personality due to her rough treatment, but seems to brighten up whenever she's around you, and if you're threatened she gets surprisingly defensive. She has a number of deceptively powerful magitech weapons built into her body, and her skin is made from sleek white and grey bioplating with glowing lines running down her whole body. The color of the lines and her eyes changes according to her emotions, and for some reason she blushes and stammers awkwardly whenever you touch her pointed ears.

Dracolich (600 CP)

A fire drake is generally agreed to be the most powerful creature in the world. So naturally, somebody had the *brilliant* idea of making it even more powerful. When dormant, this affront to nature appears as nothing more than a dragon skeleton. However, it can awaken at a moment's notice, it's entire frame burning with green necromantic fire like a mocking facsimile of rotting flesh. It's as omnicidally vicious and destructive as the flames of hell, and the only way to destroy it permanently is to slay it with powerful life magic. Curiously, when it's around you it's almost like it was alive again. It takes on the playful personality of living dragons, flying up to you happily whenever you're around and trying to get you to play with it or share whatever you're eating. You could probably teach it tricks, if you wanted.

Curses

If you aren't satisfied with just 1000 points, you can accept curses to balance out your karmic footprint and earn more points to spend above. You can only get up to 1000 more, further curses will just make your life harder for no benefit, but that should be more than plenty. Curses are binding, so while you can work to diminish them you'll never be fully rid of them until your ten years are over.

Anima Curse (+100 CP)

A swarm of spirits has taken to following you around, and they think it's the funniest thing to possess random objects around you and transform them into monsters. For instance, furniture, treasure chests, and even your food will occasionally grow sharp teeth and claws and try to eat you. They'll never possess things you brought from previous jumps, disliking the unfamiliarity. You can banish and dispel the spirits, but they'll always find a way to return in time. Giving them time to stir and plot particularly devious pranks might not be the best idea.

Echoing Voices Curse (+100 CP)

From time to time you'll hear voices in the distance, or whispers being spoken over by the person you're talking to. For some reason, no one else seems to be able to hear them. Your attention is always drawn to them unless you're intensely focused on something else already, but you can never quite make out what they're saying. Sometimes you get the feeling they're speaking to you, trying to tell you something. If only you could just hear what they want to say, just get a little closer, just step a little deeper into the woods...

Sweet and Salty Curse (+100 CP)

The tastes of different foods have been randomly swapped around. Biting into a steak could get you a mouthful of hot curry or cabbage, while a mug of ale from the local tavern could very well taste like plain water or even milk. Things will stay consistent, but you'll have to figure out what tastes like what for yourself.

Sweet Dreams Curse (+200 CP)

Every night, you'll have fantastic dreams, and you'll always remember them in bright and vivid detail. You'll experience a heavenly utopia each time you sleep, a paradise that reality could never hope to match. And that's exactly the problem. You'll have more and more trouble getting out of bed as the years go on, and having such amazing fantasies dissipate into thin air so often will drag your morale through the wringer each morning.

Sea Legs Curse (+200 CP)

You have your sea legs, feeling perfectly at home on even the most tumultuous ships, but now you don't have your land legs anymore. Standing on solid ground will cause you to feel increasingly uneasy and anxious, subconsciously expecting the rocking and swaying of the ocean, and you'll trip on your own feet from time to time as your body tries to account for the unsteadiness that just isn't there.

Vampiric Curse (+200 CP)

You were bitten by a vampire, and fed some of their blood so that you would return as one yourself. You have two fangs, can only subsist on the blood of living creatures, and will burst into flames on contact with sunlight. You have hypnotic eyes, supernatural regeneration, and the ability to cloak yourself in darkness, which you're going to need to fly under the radars of angry mobs and adventuring parties. Should anyone find you you're a vampire, you'll have to make a quick exit or risk being dragged into the sun. You can remain a vampire at the end of your ten years, if you wish.

Homunculus Curse (+400 CP)

You were created by a mad wizard over the course of a whole day and night, and so you have no Legacy. You will feel out of place wherever you go, and should anyone find out about your condition you will likely face pity and discrimination for being an unnatural, incomplete creature born of hubris and impatience.

Faltering Prowess Curse (+400 CP, requires a combat build)

Weapons have a hard time staying in your hands. Swords will be broken or knocked aside in combat, disarming you more often than should be the case, and arrows you fire only sometimes hit their marks. You don't belong on the front lines of combat, unless you've got some other ace up your sleeve or real tenacity and a couple backup weapons.

Vanishing Arcana Curse (+400 CP, requires a magic build)

You find it very difficult to learn new magic spells, and the ones you do know take several times longer to cast on account of you having to remember exactly how to cast this spell, or if you're mixing it up with that other one again. Whenever you're a part of magic rituals, you forget your part with embarrassing regularity.

Tongue Twister Curse (+400 CP, requires a social build)

You have a slight stutter, and the words you're looking for tend to get stuck just at the tip of your tongue. You can still be eloquent when you try, but it'll be much easier for your rivals to talk over you or for you to be misunderstood.

Lich's Gaze Curse (+600 CP)

The Lich has somehow become aware of your nature as a worldhopper, and now intends on removing you as a threat. He wishes to corrupt you to his side or, failing that, ruin you and slave you to his own will. The full breadth of his resources and thousands of years of experience twisting morality and loyalty with and without magic will be brought to bear to turn you, and should you continue to resist he will move openly. He will bring the full power of the Twilight Legacy to bear to destroy you, on top of his armies of monsters and undead, so don't take this curse lightly. This isn't affected by you taking your own Twilight Legacy.

Ancient Prophecy Curse (+600 CP)

The Lich was actually destroyed all those long years ago, as everyone believes. But the Hero has still been reborn. There is a new prophecy, one where he rises up to defeat an invader from another world. Yes, you'll have to contend with the Hero, along with everyone he's managed to unite against you. The last time the Dawn Legacy appeared, he led the entire world in an army of armies, so you'd better be prepared for a war like this realm hasn't seen in millennia. This isn't affected by you taking your own Dawn Legacy.

Unified Eclipse Curse (+1000 CP)

The impossible has happened. Destiny itself has been upended. The Hero and the Lich, normally destined to battle each other until one has destroyed the other, have combined the power of the Dawn and Twilight Legacies. The Hero's forces will be bolstered and reinforced greatly by the Lich's tactical genius and battlefield control, while the Lich's will be multiplied and unified by the Hero's commanding presence and widespread support. Unless you can take on the world and win, I would suggest you look elsewhere.

Ending

Go Home

Had enough of all this? Very well. I'll send you back to your friend, and she can handle your return home and the end of your chain. Thank you for your time here, and good luck in your homelands.

Stay Here

You'd like to stay with us? Oh, how wonderful! I'll let your friend know, so she can settle your chain for you. She's welcome to visit anytime, of course.

Move On

Goodbye, and thank you for your efforts. You were an invaluable help to me. Your friend will be here shortly, to take you to your next destination.

Notes

Taking Reincarnation without the Hero origin will make you an incarnation of someone the Hero knew in his first life.

If you buy the Dawn Legacy without taking the Hero origin, the current incarnation of the Hero secretly has a different Legacy in this life while you're the one destined to defeat the Lich in his place, without the support network he's gathering. Good luck. Counterwise, taking the Hero origin without the Dawn Legacy means you actually aren't the chosen one this time around, despite what everyone believes.

Taking the Necromancer origin, the Eternal Unlife perk, and the Twilight Legacy together allow you to start as the Lich.

No, you can't use the Challenger Compass to find the Lich's death on your first day here. It points you to the obstacle, not the goal. It would just show you how to find the guy himself, if he's even still in physical form. Besides, he isn't just a boss, he's the final boss. It'll have a lot of other things to point at before you reach him.

Most importantly, fanwank however you want, as long as you get a good story out of it.

Jump made by 