



DEAD & CELLS

This was a peaceful island kingdom just a few years ago. Ruled by an arrogant king and a headstrong queen, nonetheless they had made a prosperous kingdom that had attracted a wise alchemist, many powerful warriors, a true giant the size of a castle, and even a time mage had recently come to the island. The guillain native to the island had created for themselves a comfortable middle class of merchants, bankers and artisans. The peasants were poor, living mostly from fishing and mining, but they still respected and loved their king. The great prison the king had built was mostly empty.

The people even cheered for the king when he raised his army to drive the apostates, former healers who had started doing crazy experiments on their patients and messing with terrible artifacts from lost civilizations found on the island, and the pagans, who had started worshipping foreign inhuman gods, to the wilderness. He would have eventually expelled them from the island if it wasn't for the Malaise.

An insidious disease that started affecting first the peasant but soon spread to the army and the nobles, it caused itchiness, belly aches, feeling down, headaches, and blurred vision, vomiting blood, and eventually certain death, transmitted by mutated insects, by water and through food, which would make it a deadly plague on its own, but worse, this magically tainted disease also raised the corpses of the dead to attack the living and created mutations on both the living and the dead, some of which were just grotesque but some that gave their bearers magical powers. Even now it is unknown if it was caused by something dug from the mines, an experiment of the apostates or the alchemist run awry, a curse brought by the pagans, or a combination of those factors.

The alchemist tried to cure the plague, trying many experiments, while the king first tried to quarantine those diseased, but the king soon became paranoid and ruthless, sending all infected to prison, and later ordering the army to kill all the infected, even killing any of his advisors who saw that he was doing more harm than good, forcing the alchemist to go into hiding and banishing his own queen from court. But it was already too late and the plague had not only destroyed society in the island, it threatened to spread to other kingdoms. So the queen choose to camp in the lighthouse to stop any boats from coming in or out, and eventually the time keeper used her formidable magic to imprison the island in a time bubble, continually resetting every few weeks to stop anything from escaping the island, but letting those who still retain their minds to keep their memories from loop to loop so the alchemist, wherever he is, can continue to search for a cure.

Unfortunately the time loop is breaking down. Weapons and items are scattered all around the island with each reset, those exposed to the malaise or experimented on exhibit different mutations, some that die have come back as undead, and some have started appearing in different places at the start of the loop. Some say there are rifts to other planes and strangers wandering around the island, and some say that they've seen paradoxes and weird time glitches.

This is the situation as you awake in an abandoned room, with monsters in all nearby rooms surrounding you. You'll need to spend ten years in this world, across thousands of loops. While you can gather weapons and money from monster corpses and buy weapons and even useful mutations from friendly shopkeepers, those will be reset along with each loop, so before you begin, take this 1000 CP and buy some permanent weapons and mutations.

ORIGIN

The malaise has covered the island, mutated and killed most of its inhabitants, but somehow you've survived. Tell me Jumper, how have you done it?

Brute: It's a dog eat dog world out there, where only the strongest survive and you're one of the strongest. You've fought hard and killed many monsters, even beaten and stolen from some of the other survivors that got into your way, all to keep yourself alive.

Tactician: A thief and a coward some would call you, but you know you're just smarter than others. You have great dexterity and intelligence and have used them to keep yourself hidden from prying eyes, stealing the food and weapons you've needed and killing your enemies at range or by backstabbing them.

Survivor: In the muck and filth you've survived by pure toughness and stubbornness, keeping yourself away from others and relying on yourself to survive. Maybe you've become something of a crazed paranoid hermit, but survival is worth the cost. Isn't it?

Drop-In: Survive it? No, you just came here. Just dropped in from an open rift, into a dirty broken room. According to rumors you're not even the first to come here like that. Peeking around a nearby half open door, you can see some undead monsters roaming around.

Craftsman: As the kingdom broke down, you and a group of skilled workers, mostly guillians, hid themselves in the tunnels that connect many places around the island, under the protection of the one called the Collector. The group relies on the commerce brought by adventurers, mostly that Beheaded guy nowadays, but somehow seem to have become a stable community. As someone capable of fighting, the Collector asks you to go and collect cells from monsters to further his research.

Monster: You haven't. You wake up as a mutated undead creature. Unlike most monsters shambling around the island you've regained your mind and more besides, putting you on par with beings like the Beheaded, the Hand of the King, the Scarecrow, and the Giant. You'd think that would allow you to move freely around, but the other undead seem to actually hate you even more than the living, and while most survivors will leave and let (un)live, that Beheaded jerk has decided you're a Boss and he needs to hunt you down.

Race

Infected Human - Free

A human infected with the malaise, it has caused you to grow some mutations and even gain some undead traits, like requiring little food and water, being able to survive small amounts of poison and needing almost no sleeping.

Guillain - Free

A goblin-like race that lived on the island along with humans, many working in the bank, or in professions such as doctors, architects and blacksmiths. You have green skin with random stripes and spots, two large horns, large telescoping independently mobile eyes, rather like a chameleon's, and great resistance to the malaise. Despite that resistance some guillain have become infected, becoming more chameleon-like and gaining claws, snouts and long tails.

Homunculus -100 CP

You do not start the jump in a humanoid body. Instead you are a small mass of slime capable of rolling around and attaching yourself to the neck stump of a body, possibly burning off the head if the corpse has not been beheaded. While controlling a body you look like a stone eyeball surrounded by flames of a color of your choice. Killing the body does not kill you as long as your head is not destroyed. You can launch your head to grab things and pull them to the body or to headbutt and bite enemies from a distance.

Giant - 600 CP

Even before the Malaise, there were a few oddities around the isle. One of them was a giant that guarded the gates of the castle. Was he from a race of giants, coming from a distant land to serve the king? A mutation caused by the seedy Alchemist? Whatever he was, apparently he was not alone in the kingdom, for you too are a great giant, tall enough that a human is only as big as your thumb. You have immense strength and toughness, as befitting something of your size. You can also shoot energy beams from your eyes.

Location

Roll a d10 or pay 50CP to choose where you are when you wake up.

1 Prisoners Quarters: The large prison complex was considered a folly of kings past, too big for the few criminals that were actually jailed in the island, with tall towers and ramparts and burrowing deep underground. But when the malaise hit and the king sent all infected and even those suspected of being infected to it, the jail was soon filled to bursting. The prisoners suffered in inhumane conditions, and the concentration of infected caused the disease to surge among those prisoners that weren't infected and the jailers. Eventually they started executing prisoners by the dozens in the ramparts or just throwing them in the depths and forgetting about them. Now the prison is mostly abandoned, though you can still find some leftover weapons around.

2 Stilt Village: A large fishing village, one of a few around the island, this one is close to the castle and the giant Clock Tower built by the Time Keeper looms above it. It was the first place hit by the Malaise, and soon the nearby graveyard became filled with the dead... until the dead started rising. It was once a humble but welcoming place, where the citizens respected their king, but it is now a shell of itself with monsters roaming the streets, crows more numerous than the fish, as the contaminated waters have made so no fish swims near the coast. The Stilt Village was partially built over the Slumbering Sanctuary, an old sanctuary lighted by a strange sap-like substance that runs through its walls, full of statues that come alive to attack intruders. This sanctuary is older than the island's colonization, and it is unknown if the King's ancestors knew about it before having the village built on top of it.

3 Morass of the Banished: The King would sometimes banish those he disliked to this swamp, both from the village and from the castle. The sick, the leprous, the beggars and the insane. The rebellious, those that insulted the king and those out of favor. They made their new homes in the trees, away from the giant ticks that roamed the ground. Having found themselves in a hostile environment the Banished soon became wild and savage using violence to survive the horror of the morass. Strangely, they were less affected by the Malaise than other parts of the island, something they attribute to their worship of the Mother, and the sacrifices made to her.

4 The Cavern: A series of caverns from where miners would dig crystals that the nobility would sell to the outside world. These possibly magic crystals allowed the nobility to live in a much richer style than the island would indicate and the miners were well-paid, but still becoming a miner was considered a terrible fate only a little above exile to the swamps, as they had to live in the cave for years at a time and many would regularly die to crushing rubble, toxic vapors, and random monster attacks, to the point that the king had to post guards to keep the miners from escaping.

5 Bank: The location of the bank is a closely guarded secret of the Guillain and entrances to it can be found at random places and times, to the point some nobles of the kingdom used to wonder if it is actually in a pocket dimension. The bank was a guillain institution and one of the main reasons the guillain maintained power in the kingdom. Some guillain can still be found inside, trying to keep things running, but the Malady has reached here too, or perhaps the chaotic energies unleashed in trying to keep it away, turning some of the guillain into money mad monsters, turning bags into mimics that have devoured more than a few guillain shopkeepers, and creating gold constructs that wander about adding more gold to themselves.

6 Fractured Shrine: From one end of the island rise small floating rocks to a few larger ones, big enough to support houses and temples that were already there when humans colonized the island. The biggest of these floating islands are pierced by what appear to be monuments, gigantic swords with snakes circling them, the snakes being a motif that appear in the shrines too. When some began to worship these snake gods the king banished them to Fractured Shrines and forbade his subjects from venturing there, though he eventually made some peace with them and married their queen.

7 Undying Shores: Another exile post, this place is where the Apostates fled when their experiments became so cruel and horrific even the king would not allow them, though their former work as healers still attracted some peasants that were willing to work for them. Before the Apostates arrived it was used by smugglers and the Apostates were more than happy to take over their hiding places. The smugglers not so much, but their opinion soon ceased to matter. Around here you can still see traces of their experimentations with necromancy and with the artifacts found around the island. None of which saved them from the Malaise, only created new, stranger monsters.

8 Infested Shipwreck: A large number of crashed and broken ships around the island's lighthouse, to the point one can jump ship to ship, from the shore all the way to the lighthouse. The infected that fall to the sea seem to congregate here, where they can climb the ships and lurch back to the island. Any ships coming or going are destroyed by powerful attacks coming from the lighthouse's top.

9 High Peak Castle: The large hill where stands the king's castle and the houses of the nobility. A large palatial area including a sepulcher where the nobility were interred away from the peasant's graveyard, a once-beautiful arboretum now infested by mushroom monsters and the alchemist's lab. Be careful here as the Hand of the King, the king's champion, is still a masterful fighter, even while undead.

10 Passage/Your Choice: One of the many tunnels connecting other areas, somewhat free of monsters, and you may encounter the traveling group of survivors, craftsmen, and merchants that have gathered around the Collector. A safe place but without any resources, you'll soon need to go forward to forage for food, gold, cells and weapons and from here you can reach one other location of your choice. If you have the Craftsman origin you may choose to start here for free.

PERKS

Perks are discounted by 50% for the origin. Discounted 100 CP perks are free instead.

Brute

Melee Specialist - 100 CP

Before the malaise came you were trained into personal combat, either as a soldier, brigand or gladiator, or maybe by a swordsman from distant lands. Whatever training you had it has served you well, making you a skilled fighter with all kinds of melee weapons as well as with your bare hands and feet.

Grenadier - 100 CP

The kingdom alchemists have yet to create guns, but they have experimented a lot with creating explosives. You have managed to find many of them and with some training you have become quite good at using grenades. You have a strong throwing arm, skill at aiming the curve of a thrown object and when thrown by you grenades seem to do a little bit more danger

Open Wounds - 200 CP

Fighting the monsters around the island has shown you that even undead monsters seem to bleed, and you have incorporated that into your fighting style, learning how to make it so your blows leave behind bleeding wounds that weaken and drain the life of your foes.

Predator - 200 CP

Even the most brutal warriors sometimes need to run, or need to set up an ambush to take out stronger monsters. To that end, you've learned how to take some energy from enemies you kill to cast a quick, cheap and almost instinctive invisibility spell. Whenever you kill an enemy with a melee strike you can choose to immediately become invisible for up to two seconds. You also deal extra damage to enemies who are unaware of your presence or who can't sense you.

Vengeance - 400 CP

Living in a wasteland filled with monsters, one of the greatest dangers is attrition, small attacks chipping your life away. Your answer to that is to make every attack that hits you a source of power, so you can kill the enemy before it can strike again. Whenever you take damage, you gain an aura that blocks some of the damage you'd receive for a few seconds and increases your physical damage by half for double that time.

Firestarter - 400 CP

The malaise is a disease, one that you have been fighting for a long time and you have come to believe that it needs to be burned from this island. You have become an expert at using oil and fire in combat. Whenever you burn an enemy with fire it does double the damage it would normally do, and if you manage to throw oil on them before, the oil will turn the flames violet and cause the fire to do three times the damage it would do instead, to keep burning for longer and be much harder to put out before the enemy dies.

Combat Master - 600 CP

There were many soldiers and warriors in the island, many who could've survived as you have, many who died. But you had an edge on them, you are a true swordmaster, capable of dealing great amounts of damage and killing even the toughest monsters, even if they don't stay dead. A variety of quick drawing and attacking techniques allows you do double damage on the first melee hit you do when attacking an enemy, you ability to keep comboing strikes gives you a small stacking bonus to melee strikes for every consecutive strike you hit an enemy without taking a hit or passing more than a few seconds without hitting an enemy, and finally you know how to place melee attacks in such a way that they slow your enemies for half a second after you hit them, making it easier to keep your combos going.

Survivor**Defense Specialist - 100 CP**

As a sage of fortifications once said, the best offense is a good defense. And your mastery of shields and parrying proves him right. If you parry an attack with a shield with the right timing you create a small shockwave that deals damage to the attacker if he's close enough, helps dissipate the damage of explosions and other area of effect attacks, and reflects projectiles back in the direction the were shot from, potentially hitting the shooter.

Resistance - 100 CP

Living in the edges of society was already rough, but living in the edges of a kingdom filled with undead monsters is a real challenge. Luckily you're a tough son of a gun, with lots of health and stamina, capable of surviving more damage than others and working for much longer.

Crush - 200 CP

Shields are good, but sometimes an enemy does too much damage to rely on a battle of attrition. In those cases you need a big weapon to swat them before they can hurt you. You are an expert with large and heavy weapons, such as warhammers and greatswords, and with long weapons such as lances and halberds. You can deal extra damage when wielding these kinds of weapons, increasing with your vitality and stamina.

Gastronomy - 200 CP

Food is the source of life, and for you that is literal. Eating food heals you, a simple kebab or piece of bread can heal a few scratches or a sword cut, and a cake or roasted chicken can heal multiple injuries at once. When eating you can also choose to gain a boost to your strength, speed or damage with weapons instead of healing.

Berserker - 400 CP

In combat your desire for survival drives you into a great rage against those that would harm you. But unlike normal berserkers your rage doesn't make you stronger, it makes you tougher. The angrier you get the harder your body and more damage resistant your equipment becomes, making you more resistant to damage. You also become more resistant to attacks that would stun, stagger or otherwise make you pause in combat.

Shatter - 400 CP

A good way to stop enemies from doing damage to you is to slow them down or even stop them in their tracks. And the best way to do so is freezing them. All of your ice and frost abilities are improved, slowing enemies more, freezing them faster and keeping them frozen for longer. You also deal more damage when hitting enemies who are frozen.

Parry Master - 600 CP

The shield is not just a defense. It's a weapon in its own right, and your mastery of parries and shield bashes demonstrate that truth. If you have any effect, ability or power that triggers on a successful parry it also triggers when you do an attack with your shield, and vice versa. You are also an expert at counter attacking an enemy right after parrying and these counter attacks deal extra damage.

Tactician

Ranged Specialist - 100 CP

The malaise has killed most of the population and turned the rest into monsters. You have survived these monster infested lands by keeping your distance and shooting the monsters down before they reach you and all this practice has made you an incredible shooter. You are skilled with all types of ranged weapons, from bows, crossbows, kunai and even the odd gun that came from outside the island. Ammo you use doesn't break or deform, while still doing full damage in the case of bullets, and can be recovered from the bodies of enemies.

Dodgerolling Menace - 100 CP

Even if you try to keep the monsters at length sometimes they'll run, teleport or fly at you faster than you can shoot. So sometimes you have to dodge before you can shoot them. You've learned how to do dodgerolls, making you harder to hit and moving you out of reach at the same time. You're so good at them you can even leave traps or grenades behind while rolling, and the act of rolling seems to speed up your perception, allowing you to come out of the roll already aiming and preparing to shoot.

Sniper's Tranquility - 200 CP

The best way to deal with enemies is from as far as your weapon will allow, and that tranquility of mind enhances your shots. Whenever you don't have enemies near you, your ranged weapons reach farther than normal and deal about a quarter more damage.

Point Blank Power - 200 CP

It's easy to shoot from afar, but shooting when enemies are swarming around you takes nerves of steel and quick reflexes. When you shoot an enemy that is close enough to hit you with his melee attacks you can load and shoot a bit faster and your shots deal almost a third more damage than they would normally.

Turret Defense - 400 CP

In these times there is no one to watch your back, or at least no one you'd trust. So you have turned to the use of machines to guard you, using turrets, traps, mines and decoys. You have learned how to deploy such items with great speed and how to establish a mana bond when you're near them. Deployed devices benefitting from this mana bond deal more damage and gain another benefit, such as turrets firing and reloading faster, traps being harder to notice and dodge, mines having bigger explosions, etc. Not only that but when you are near one of your deployed devices the mana bond also increases the damage of your own attacks.

Superconductor - 400 CP

The malaise can cause many mutations, mostly horrific, but some of them are actually beneficial. You have gained power over electricity, making it so any time you hit an enemy with an electrical attack, it charges the enemy, dealing extra damage over time to that enemy for a few seconds and causing it to shoot weak lightning bolts to other enemies near it, up to around 20 feet of it.

Munitions Master - 600 CP

While skill is paramount to a shooter, your weapon and ammo are also very important and you've learned of a way to improve all of your ammo, whether arrows, bullets, or even thrown weapons like kunai or throwing axes. First your ammo grows barbs while embedded in an enemy slowly dealing more damage as long as it is stuck in their flesh, each piece of ammo is also magically marked and while stuck in an enemy, a third of all damage done to that enemy is also transferred to all other enemies in a 30 foot radius, lastly when the enemy dies every piece of ammo still stuck in the enemy explodes violently after a few seconds.

Craftsman

Smith - 100 CP

A profession mostly populated by the guillain of the island, you have the training of a master blacksmith, allowing you to easily forge weapons and armor to equip the adventurers who still survive in the kingdom. If given powerful ingredients such as special metals or Cells you can also enchant affixes onto weapons and upgrade or transform the affixes of weapons already enchanted.

Shopkeeper - 100 CP

While many of the survivors are fighters and adventurers, even in these apocalyptic times they still need a support team behind them. You are a skilled scavenger and salesman, capable of finding interesting items amongst the corpses and the refuse left by one adventurer and selling them at a nice mark-up to the next adventurer.

Doctor - 200 CP

Before the malaise you were a practicing medic, knowledgeable about many diseases and capable of performing surgery when necessary. Unfortunately your skills were for naught before the Malaise, but while the need for medics has diminished in these trying times, you have managed to use your skills in a new way, becoming capable of directing how the mutations of the Malaise evolve. Given a willing subject and some time you can help them develop useful mutations or even shift already formed mutations from an infected corpse to a living subject.

Gold Plating - 200 CP

Gold makes the world go around, even when a whole kingdom falls apart. Why else would you be willing to still set up shop around here? For you this is doubly true, since you can use gold directly to save your life. Whenever you take a hit, you can sacrifice a quantity of money in your person, equivalent to the damage you'd have taken.

Ygdar Orus Li Ox - 400 CP

A magical inscription written in your soul, this magical mutation can save you from death. If you'd take a killing blow this spell activates, fully blocking the attack, healing up to 25% of your full health and creating a freezing explosion around you to stop or slow nearby enemies. It only works once per jump, or once every ten years, whichever is shortest.

Toxin Lover - 400 CP

Many places in the island have become corrupted, not only by the malaise, but the rotting piles of corpses, runoff from failed alchemical experiments, and even the simple problem of unmanaged sewers have all come together to create areas of poison filled with toxic clouds, pools of corrosive sludge and venomous monsters. But a lucky mutation from the malaise has adapted you to these environments, making you immune to most poisons, and even giving you a small amount of regeneration when hit with weaker or common poisons.

Master Alchemist - 600 CP

The Alchemist wandered through the whole island researching the Malaise, even going against the King's wishes, until he disappeared. Some say he is still out there working on a cure. Maybe you were one of his apprentices, or you've learned from his books and laboratories. Either way you are a skilled alchemist, capable of making many potions and poisons, including the health potions the Beheaded and other adventurers gain, capable of researching and devising cures for diseases, and even capable of using the malaise and alchemical reactions to cause beneficial mutations in willing patients.

Drop-In**Cell Collector - 100 CP**

When someone infected by the malady dies, they leave large glowing cell clumps, which can be used in alchemy, to create benevolent mutations, improve magical abilities, create and upgrade equipment and other crafts. With this perk, you'll find more cells when killing enemies. In other universes you'll find similarly useful or powerful byproducts when killing things infected by mutating or magical diseases.

Hazardous Environments - 100 CP

As if being dropped in a kingdom full of monsters wasn't enough, the environment seems to also be out to kill you. Traps left active, pools of toxic waste or lava, pits with drops long enough to kill a man, spikes everywhere. Luckily, you are well equipped to deal with such things, you have a sixth sense that warns you when you're about to trigger a trap or fall into an environmental hazard, and you also take less damage from those sources of damage.

Potion Drinker - 200 CP

The main source of healing around here are the health flasks provided by the collector. A useful solution if you intend to stay with his community, or if you plan to come back to his outposts every time you finish exploring an area, but if you intend to work more independently, you'll need to make your flasks last. With this perk, any time you drink a health potion, you'll do it much faster, the potion will heal much more, give you an energy shield for two seconds and also give you a large bonus to damage for a few seconds after drinking, and if it would heal more than you are damaged its remaining power can remain unused in your system for a few minutes to heal the next wounds you might suffer.

Merciless - 200 CP

There are many monsters roaming this island, and you will need to destroy them in droves to keep yourself safe. In order to do that you've learned a set of moves that deals more damage to enemies the closer they are to death, or to destruction in the case of constructs and undead. With those you'll deal a little more damage if an enemy has lost about half of their vitality, but if they are in their last five to ten percent of their health you can probably kill them in a single move.

Speedster - 400 CP

Whether you decide to run away from the undead monsters that are on the island or to charge them with a sword held high, speed is an important asset, and you have it in spades. You are a fast runner, easily capable of winning races against others of your species. More importantly you've unlocked a necromantic speed aura, and killing about eight enemies in a short time increases your movement speeds by nearly half for a few seconds, with the duration extending with each enemy you kill while it is active. This aura also softens enemies' attacks before they reach and adds damage to your own attacks.

Damned Curses - 400 CP

The Malaise is the main problem happening in the island, but truthfully it was not the only one. There were the pagans who worshiped unnamed eldritch gods, and the apostates, former medics who started performing immoral and weird experiments in secret. One or both of these groups have also left many curses around the island. You have been cursed, and broken free from them, enough that you've learned how to bend them to your favor. Curses are never directly lethal when cast on you, instead being converted into lesser curses. They may still deal lethal amounts of damage, like a curse that doubles all damage you take, but a curse that would kill you for doing an action is weakened. You also have learned to use the magic of the curse to increase your strength, your health, and even the healing you receive, to the point that staying cursed might be more rewarding than breaking it.

Time Master - 600 CP

While the King never managed to have a court mage, his efforts at hiring magicians did result in a Time Keeper raising a Clock Tower upon the island. Unfortunately, and ironically, her timing was horrible as she finished construction just as the Malaise began spreading. The Time Keeper tried killing the infected and even using her specialist magic to fight the Malaise, but eventually had to enclose the island in a time loop in an effort to keep the Malaise from spreading to the rest of the world. With your entrance to this world she has taken you as an apprentice, in the hopes that you can help. She has taught you a mix of time magic and sword fighting and assassination skills. The time magic allows you to speed yourself up, slow enemies, teleport around, open portals and send enemies back a few seconds in time. Eventually you might even be able to create areas of altered time flow like she has done to the whole island.

Monster

Recovery - 100 CP

While the malaise killed most of those it infected, instead it has bolstered your health and given you a weird ability to recover from damage you take. When you are hurt, over half of the damage you take remains in a state of flux, and if you deal damage to an enemy a portion of the damage dealt heals your own flesh. However this is not so potent as to make you invulnerable. As time passes your wounds change from being in flux to being real and in mere seconds any health you haven't recovered remains lost. Also if you take another hit, that hit will be recoverable and the damage of the last hit cannot be recovered with this ability.

Gardening Tips - 100 CP

The malaise is not a natural disease, and not only it can affect humans and animals, but it can also affect plants and fungus. More importantly it has also given you the ability to control plants and mushrooms. You can cause small mushrooms and vines to grow from seeds to full size in seconds, and bigger plants only take minutes. You can cause them to mutate, use them to attack your enemies, and even give them a semblance of sapience, creating monsters to attack your enemies.

Swarmer - 200 CP

Corpses normally become breeding grounds for many insects, so is it not normal that mutated corpses, even walking ones, would still become breeding grounds for monstrous bugs? You have reached a sort of symbiosis with some malaise mutated bugs, and carry many of their eggs inside you, allowing you to spawn Sewer Flies, Corpse Flies, Buzzcutters, Kamikazes, Corpse Worms and Disgusting Worms. You can also spawn eggs and leave them around to hatch when some prey approaches it.

Tentacle Monster - 200 CP

Most mutations keep you still looking humanoid, but now you've unlocked a mutation that has changed your body plan, giving you two tentacles. These tentacles have a length of only a few feet, but can elongate to three times their size, they are as strong as your own arms, their tips can harden enough that you can stab with them and they can somehow burrow through walls and the ground. For an extra CP you can unravel the rest of your mass into tentacles, becoming a single squid-like head in the center of a mass of tentacles.

Apostate - 400 CP

The apostates were once respected healers, but they were amoral and started doing many strange experiments and seeking strange, eldritch artifacts. The malaise has not done them any favors, turning them into skeletal monsters. You have mimicked their magic and the magics of other spellcasting monsters like Inquisitors and Maskers. You can do small teleports, five to ten feet at a time, shoot weak bolts of mana that can pass through wall, create small energy barriers, create a fog that makes you and any allies harder to hit and, most importantly, you can raise nearby corpses as puppets, even the corpses of recently destroyed undead.

Blood Drinker - 400 CP

The malaise can produce all kinds of mutations, even ones that have magical effects. This particular mutation you've developed is reminiscent of the legends of vampires, allowing you to absorb blood to heal your injuries. Building on that, you've also developed some blood related powers to allow you to feed in combat, so any bleeding wound you leave on your enemies, bleeds for longer and much more profusely, and you can cause the blood to float from their wounds directly to you.

Menagerie - 600 CP

The malaise has created much more than just undead monstrosities, it has infected scorpions, bats, rats, worms, and even created mushroom monsters. Many of which can be tamed or turned into summons by a more powerful monster. Like you. You have learned to tame monsters and even to create summon spells based on enemies you defeat. You have also mastered fighting together with your pets and summons, using them to set up attacks and even increasing the damage you do while accompanied by them. With enough pets and summons around you, your fighting skill increases such that you almost deal double your normal damage.

COMPANIONS

Bring Them Into the Malaise - 50 CP each

Do you have companions? Want to bring them into a plague ridden, monster infested island? You can do so for 50 CP each or 200 for a set of up to 8. You can also use this option to create companions instead. Each companion gains 800 CP and the item stipend but they cannot buy companions or take drawbacks.

Save Them From the Malaise - 50 CP

Maybe you befriended someone and want to take them with you? By paying 50 CP here when the time loop is broken they will find themselves alive, free of the malaise and of any unwanted mutations. They will also receive the weapon stipend.

ITEMS

While you can find most of these weapons and items around the island, any bought with CP will self repair if damaged, and if damaged or broken will reappear in your warehouse after a few days. They will also always appear near you during the time loops in this world.

You can import items into similar items bought here, a weapon to a weapon, a shield to a shield, a magical foci to a magical trinket, etc.

You gain a 600 CP stipend to spend on items.

General Items

Bag of Runes - 100 CP

An entire island kingdom, overrun with monsters and full of secrets to explore. A daunting task but at least you have these magical runes to help you get around. The first, gives you more damage when attempting to break down doors, windows and other entrances. With the second, you can turn on and control the teleportation monoliths dotted around the island. The third, allows you to cling to walls like a spider. The fourth allows you to create climbing vines strong enough to support the weight of a human from any pile of loose earth. The last one builds a detailed mental map of your surroundings in your mind's eyes as you explore, even showing a few things just beyond your sight, and when you have explored a region enough a burst of clairvoyance will finish filling the map, and pointing any notable locations you might have missed. This map won't directly point to any secret you haven't noticed, but it can show discrepancies that might clue you to secrets or weird spots.

Body Pile - 100 CP, free for Homunculi

A pile of beheaded human bodies. Mostly male but with a few female ones too. These are infected with Malaise and have minor mutations. Useful if you need a beheaded body or want to do some experiments. No matter how many bodies you use, the pile remains the same size.

Advanced Forge - 100 CP

Anvil, hammers, tongs, bars of metal and bags of coal. And most importantly, a portable enchanted forge. With this you can set up a smith anywhere you want, and create great works wherever you need. The enchantments in the forge make it easier to enchant objects and also allow you to upgrade and rearrange the magic already bound to an item.

Alchemical Paraphernalia - 100 CP

Glassware, chemical components, large syringes, and several other things that you can't identify unless you are an alchemist yourself, enough to realize many experiments, and with supplies of basic reagents being restocked almost as soon as they're used, you'll only need to find rarer materials, like Cells. Even if you don't have the alchemical skills it can be used to recycle items, transforming them into a quantity of gold equivalent to the cost of making the item.

Training Room Key - 100 CP

This small key fits a new door you'll find in your warehouse. This door leads to a room with statues based on monsters and enemies you've fought before. You can activate these statues to summon copies of those enemies to fight. You can also choose to turn the inside of the room into any biome you've been through, from here or from other universes. If you choose to ignore the statues, there's another door that leads to a bigger room where you can summon copies of more powerful enemies, the ones who would be considered boss creatures, legendary, or named powers in their own universe.

Backpack - 200 CP

A large backpack, allowing you to carry around all the gold, gems, food and alchemical samples you can find. Those types of items do not seem to occupy any space or have any weight while in the pack, so you can fill it with literal tons of gold and carry it around easily. Despite the size this backpack does not get in the way when you fight, do acrobatic tricks or even when rolling on the ground, and it never spills anything unless directly targeted. It is also big enough to fit a weapon or shield, and when you dodge roll, the weapon or shield will magically activate and a nearby enemy will be damaged as if you had hit him with the weapon, even shooting a projectile if it is a ranged weapon, or an incoming attack will be parried as if you had used the shield, though those actions have about half the effectiveness they would have if had used the weapon or shield directly.

Hunter's Mirror - 200 CP

A handy divination tool, if you stand before this large standing mirror while thinking about something you need, it will show an area where this thing might be, or a creature from which it might be harvested, if there are any close. It won't show unique or secret things, but if you need to find a particular source of alchemical materials, which enemies have a rare drop, or what enemies you need to kill for a quest this mirror can help you.

Protector - 400 CP

Enchanted training dummies capable of covering multiple people in personal force shields as long as they are near the dummy. Initially used to safely train soldiers, someone eventually realized that planting them into a battlefield would protect multiple soldiers, and put them in many places around the island, unfortunately they now are keyed to protect the undead, perhaps the dummies too are affected by the malaise. You have half a dozen that you can install and remove whenever you want, and these ones are guaranteed to only protect you and those you consider your allies.

Scrolls of Power - 400 CP

Scattered around the island are magical scrolls that permanently increase your physical attributes. Unfortunately most of them get used by a homunculus that powers up a body, then dies and grabs another body to start it all over again. To avoid a shortage of scrolls, you can buy your own source of scrolls, and you will keep getting new scrolls in other worlds. The bonus from these scrolls stack but eventually start having diminishing returns, but you can share them with others. When a scroll of Power is used you can choose to increase you Brutality (strength and melee skill), Tactics (Dexterity and agility, along with your skill with ranged attacks and with using traps and turrets) or Survival (your constitution, health and skill when using shields, defensive or healing equipment).

Moonstone Amulet - 600 CP

When worn this amulet decreases the damage you take, improves one of your physical attributes, allows you to see the invisible and highlights suspicious areas that might hide secret doors or hidden traps and runes.

Choose which attribute the amulet increases between Brutality (strength and melee skill), Tactics (Dexterity and agility, along with your skill with ranged attacks and with using traps and turrets) or Survival (your constitution, health and skill when using shields, defensive or healing equipment). For an extra 100 CP you can choose a second attribute to be boosted or for an extra 200 CP instead you can boost all three attributes.

Weapons

Brutality

Wrenching Whip - 100 CP

A whip with sharp metal barbs in the point, its attacks can bend around shields and the barbs can be used to cause bleeding wounds and to pull enemies toward the user.

Infantry Grenade - 100 CP

A pouch containing a simple grenade used by the infantry of the kingdom, after the grenade is used the pouch magically makes a new grenade.

Balanced Blade - 200 CP

This finely balanced sword has an enchantment that increases the damage it does with each consecutive hit, almost doubling it after enough hits. The enchantment unfortunately resets if you take damage, spend more than a few seconds without hitting an enemy or do a hit that does no damage.

Cluster Grenade - 200 CP

This pouch contains a larger grenade that spawns six smaller explosives when it explodes. While the explosives are individually weaker than an infantry grenade, they can carpet bomb a large area. Once the grenade is used the pouch generates another one in about half a minute.

Ninja Garb - 400 CP

A pair of ninja boots and gauntlets, inherited from a famous and skilled ninja. The gauntlets increase the speed of your punches and deal more damage on targets who are near dead, while the boots increase the power of your kicks and allow you to do super kicks that create a burst of air that pushes enemies and projectiles away.

Magical Grenades - 400 CP

This pouch produces magically enchanted grenades that trade raw damage for magical effects, this pouch can create grenades that set enemies on fire, grenades that freeze them, grenades that send magnetic pulses to pull enemies before exploding in a lightning ball, grenades that cover enemies in choking grappling vines and grenades that explodes in sound and light, stunning enemies. After one grenade is used the pouch can create another of the user's choice in about 15 seconds.

Queen's Rapier - 600 CP

A graceful fencing weapon, sharp enough it can nearly cut reality. In fact it does cut reality, when you hit an enemy with it, this sword leaves a cut in reality behind its path for a few seconds, and if anything touches these, it is cut as if by a blade even sharper than the sword itself, dealing critical damage.

Giantkiller - 600 CP

A powerful one handed sword, the Giantkiller is enchanted to kill not only giants, but wizards, powerful warriors and other creatures that can be considered as elites among the enemies in an area, dealing critical damage to those types of beings.

Tactics

Military Bow - 100 CP

Looted from the soldiers barracks, you can pick either an Infantry Bow, designed to be used in hand-to-hand combat or the Marksman Bow, perfect for sniping targets at long range. The Infantry Bow is small with sturdy hand guards around the grip, and a small enchantment to deal extra damage to foes in melee range. The Marksman Bow is large and can be slow to draw, but has longer range than regular bows and an enchantment to deal extra damage when hitting targets from very far. You can buy this item a second time undiscounted to get the other bow.

Spartan Sandals - 100 CP

A pair of sandals enchanted for a legendary general, they greatly increase the damage and knockback of your kicks.

Magic Bow - 200 CP

Each attack with this bow generates four copies of the arrow fired, firing all five in a salvo, adds a homing enchantment to each, and a second enchantment that increases the damage of each arrow by ten percent for every other arrow from the same salvo that already hit that target.

Flashing Fans - 200 CP

A pair of bladed fans enchanted with a protective ability, you can use them to hit incoming projectiles, including grenades and projectiles created by magic, returning them back to the shooter with the same force that would have hit you. A second enchantment increases the damage the fans do after reflecting a projectile.

Mark of the Star - 400 CP

Based on the skills of a great martial artist, arrows shot by this bow make sure the target is already dead before they even know. When a target is damaged by an arrow from this bow it becomes marked by several small dots in the form of a constellation and for the next fifteen seconds any attack that hits the marked enemy also causes a small explosion inside the target. If the target dies before the fifteen seconds are over the mark transfers to the nearest enemy.

Starfury - 400 CP

Every attack made with this red bladed sword creates two 'stars', balls of damaging light that hover for a moment before shooting at nearby enemies. The sword's owner can command the stars to either target the enemy hit by the sword or to target other enemies.

Gilded Yumi - 600 CP

An enormous bow, bigger than the average man, that shoots arrows almost as tall and thick as a fighting staff. Arrows shot by this bow have great momentum, and would pierce through most enemies, if it didn't have an enchantment that makes it so the arrow instead pushes the pierced enemy in front of it, carrying them along for a short while. If the enemy hits an obstacle, then the arrow spends the remaining momentum inside the wound, creating something like an explosion, causing a second instance of damage and stunning the target.

Laser Glaive - 600 CP

A three bladed throwing weapon enchanted with sharp blades of light and enchantments of homing and bouncing that start working after the blade hits one enemy. After the first hit it bounces to hit a nearby enemy and then bouncing back to attack the first enemy or bouncing to another, increasing in speed and damage with each bounce. It can hit up to six times before flying back to the hand of the thrower.

Survival

Spiked Shield - 100 CP

This shield has an enormous spike in the front. It deals extra damage when shield bashing enemies, but also passively damages enemies when their melee attacks are blocked or parried and if you can reflect attacks with your shield, those attacks are returned with more force.

Seismic Strike - 100 CP

A large two handed sword made to look as if it is made of magma covered with dark rock. It fires shockwaves when swung and enemies directly hit by the sword are also hit by a damaging vibrating effect. Both the shockwave and vibrations also cause the enemy to be paralyzed for a few moments.

Assault Shield - 200 CP

The shield of preference for mobile fighters, it provides extra damage when bashing with the shield, and grants extra speed, momentum and defense when charging an enemy.

Nutcracker - 200 CP

An imposing warhammer that deals double damage to enemies who are suffering from impaired mobility. Whether they are stunned, paralyzed, stuck in a trap, slowed or some other condition, it doesn't matter, as long as their mobility is impaired it works.

Frontline Shield - 400 CP

This shield is not particularly powerful in the defense, but its enchantment increases your strength for six seconds after blocking an attack. The benefit doesn't stack but each block resets the duration. Also, after parrying an attack it triples the damage of your next attack against the parried enemy.

Flawless - 400 CP

A beautifully made halberd that rewards a fighter who is as flawless as itself. As long as you haven't taken damage for at least fifteen seconds this weapon does double damage, but even a scratch will break this spell until you spend at least fifteen seconds without taking damage again.

Force Shield - 600 CP

This tower shield can conjure a powerful force field around the user while braced. The force field makes the user nearly invulnerable but the shield can only keep it up for a few seconds at a time before its energy is depleted. The shield can recharge automatically while the force field is down, but parrying attacks or hitting enemies with the shield causes the shield to recharge faster.

Punishment - 600 CP

A shield bound with a sonic enchantment, it creates sonic waves when hit, damaging all enemies around the user. When it parries a melee attack with the right timing it focuses the sonic attack into the enemy, dealing more damage in a more focused cone.

Craftsman

Vorpan/Panchaku - 100 CP

A frying pan that is sturdy enough to also use as a weapon, it is enchanted to quickly fry food and by a side effect it burns enemies with every hit. It is also enchanted to do more damage when honorably fighting an enemy from the front.

If you are sure of your skills you can instead get the Panchaku, two Vorpans tied with a pink cord, they can be used like a nunchaku. The cord can extend for a few feet and shrink back, and both Vorpans have the same enchantments, making for a very powerful weapon... if you don't hit yourself.

Greed Shield - 100 CP

A small shield made for the greediest and most skilled warriors, it does not have any magic to improve combat capabilities, but it is enchanted to generate a few gold coins every time it is used to do a perfectly timed parry.

Rapier - 200 CP

A fencing weapon enchanted for a defensive fighter, it deals extra damage on the next attack right after a successful dodge or parry.

Knockback Shield - 200 CP

A round shield that magically pushes back enemies when they are hit with a shield bash or when their attacks are blocked. If used to make a well timed parry it sends the enemy flying back for several feet, with enough force to do damage if they are pushed into an obstacle.

War Spear - 400 CP

A long bladed polearm, closer to a glaive or guandao than a spear. It deals increased damage when you are surrounded by two or more enemies. Damaging two or more enemies with a single strike also causes the enemies after the first to suffer even greater damage.

Thunder Shield - 400 CP

A purple shield with a glowing blue gem in the center, it projects an electric barrier that damages enemies in front of it when braced to block. When used to parry an attack it generates an electric blast around the user and becomes charged, dealing extra electric damage on the next attack with the shield.

Gold Digger - 600 CP

Despite looking like a cheap pickaxe this weapon shows its true worth if you are carrying a great quantity of gold. If you are carrying over twelve thousand pieces of gold, or the equivalent in larger pieces of gold, in your backpack or similar container this pickaxe transforms, gaining a handle made of gold and a head covered in silver. In the second form this weapon deals more damage than most magic swords, and the final attack of a combo shoots a shockwave at enemies.

Cudgel - 600 CP

A tower shield enspelled with a powerful enchantment to stun enemies. Any melee attack blocked causes the attacker to be stunned for a few seconds, and strikes that are actively parried stun the enemy for double the time. If you can reflect projectiles with your shield, the reflected projectile can stun if it hits an enemy

Drop-In**Oiled Sword - 100 CP**

When unsheathed this sword quickly covers itself in a deep purple oil, though the oil never drips, or runs below the guard. Any enemy hit by this sword is covered in slick flammable oil. The magical nature of the oil makes it so if it is set alight it will burn longer and hotter than normal. The sword is also enchanted to deal more damage when hitting enemies that are on fire.

Killing Deck - 100 CP

A deck of sharpened and hardened cards, made to be used as throwing weapons. With a little skill it is possible to throw multiple cards with a single attack. The cards can be recalled to hand and cards stuck on a target deal damage again when recalled.

Maw of the Deep - 200 CP

A blunt weapon in the shape of a shark, when thrown it can be activated and transformed into a shark who will bite and hang to what it hits until summoned back. If the thrown shark hits a tornado it spawns temporary clones creating a shark tornado.

Shrapnel Axes - 200 CP

A pair of axes that can be dual wielded in melee, when one is swung in the direction of a distant enemy they grow and shoot a piece of metal shrapnel that can fly as far, and do as much damage, as an arrow.

Sadist's Stiletto - 400 CP

Created by an evil cult chased out of the island long before the malaise, this stiletto deals extra damage to foes that are poisoned or bleeding heavily.

Sonic Carbine - 400 CP

Carbines are a new invention in the kingdom, a kind of automatic repeating crossbow that trades reduced damage for the ability to shoot much faster. This one in particular can autofire like a rifle, has enhanced penetration and an enchantment that makes it deal extra damage on targets it hits after piercing the first target.

Swift Sword - 600 CP

A short sword preferred by those that like to run down their enemies and clear areas fast, this sword deals extra damage whenever the user is benefitting from a buff to their speed, such as a spell or technique.

War Javelin - 600 CP

A powerful spear type weapon, more suited for throwing than melee combat, it has great knockback and penetration enchantments, allowing it to skewer two or three enemies and carry them for a short length. After being thrown one of two enchantments can be used, either the spear can be recalled to the hand or the thrower can teleport to it.

Monster

Blood Sword - 100 CP

A sword with a blood red blade, whenever it cuts it pulls away the blood of the enemy along with the blade. It can exsanguinate a human with only a few cuts.

Electric Whip - 100 CP

A short blue whip that doesn't deal much damage on its own, but any time that it is whipped it launches a weak lightning bolt that reaches a few feet further than the whip itself. Even if the whip hits nothing, the lightning bolt can still target a nearby enemy or object it can reach.

Spite Sword - 200 CP

The sword of an unskilled warrior, tainted by the rage he felt at his wounds and bad luck, it deals extra damage whenever its wielder is under a curse or debuff spell, the damage is also increased for a few seconds after the wielder suffers even a scratch from an enemy attack.

Exploding Crossbow - 200 CP

This crossbow adds an explosive charge to the end of any bolt shot, that deals damage in a large area and causes enormous knockback. It also is sturdy enough to use as a club without damaging the shooting mechanism. When using it as a club the explosive enchantment instead causes an explosion on impact, the explosion does not do damage to the crossbow or the user.

Assassin's Dagger - 400 CP

A light dagger, small and easy to conceal, but extremely sharp. The favorite tool of many assassins, it has been enchanted to deal double damage when hitting an enemy in the back.

Ice Shield - 400 CP

A shield covered in a thick layer of ice, it causes an aura of cold around the user for a few seconds after blocking attack with it dealing cold damage and slowing enemies, this cold aura is stronger and can freeze enemies if you parry their attacks instead of just blocking. If you can reflect attacks with your shield, those attacks are reflected with an ice enchantment.

Ferrymans Lantern - 600 CP

A necromantic weapon in the shape of a long staff with a swinging lantern at the end, the lantern does not have glass and the purple fire inside it does not go out or consume any fuel. The lantern is strong enough and heavy enough to use as a bludgeon, and whenever you kill an enemy with it part of their soul is absorbed into the lantern. By holding the lantern up and concentrating, the soul shards can be shot as seeking bullets

Claw Scythes - 600 CP

A pair of claws extracted from a monstrous giant tick and shaped into hand scythes. They generate shockwaves a few feet away from themselves when swung, allowing the user to also hit an enemy behind the one they attack with the claws, or to hit an enemy even if they block the attack or dodge backwards. They also have a connection and whenever one scythe cuts into an enemy, the other becomes more bloodthirsty and deals more damage to the same enemy, causing the same effect on the first scythe.

Deployables

Traps and turrets that come in small orbs, cubes or small statues. You can throw this deployable object onto the ground or similar hard surfaces, causing a small explosion and the object to unfold into its full form. These objects are fueled by your personal mana, continually functioning and having infinite ammunition as long as you stay near them. These deployable objects can be destroyed by enemies, and disappear after one minute of use or if you go too far from them, but appear back in your possession a few seconds later.

Cleaver - 200 CP, half for Brute

This device generates a large square bed of sawblades going back and forth on the ground to shred anyone that tries to move through the area. The blades don't do any damage to the surface below them.

Flamethrower Turret - 200 CP, half for Brute

When thrown, this small device unfolds into a turret that will track enemies independently, and attack any that come into its range with a burst of flame.

Double Crossbow Turret - 200 CP, half for Tactician

This deployable becomes a turret with two crossbows, capable of independently tracking and shooting at two targets.

Sinew Slicer - 200 CP, half for Tactician

Creates a turret that shoots sawblades in a 3-short burst. These saw blades are enchanted to cause wounds to bleed more and for longer than normal.

Wolf Trap - 200 CP, half for Survivor

This small grenade bursts into two armed steel traps with sharpened teeth. These traps are enchanted to be hard to break, hard to get out of, and they cause the trapped enemy to receive extra damage from all attacks.

Crusher - 200 CP, half for Survivor

This small stone grows into a large monolith covered in runes that increases the gravity around itself, enough to slow most humanoids. After the trap notices a target in its area of effect it starts charging and then sharply increases gravity in its area for three seconds. The initial gravity spike is enough to throw most creatures to the ground and break bones, and the continued effect can crush organs.

Heavy Turret - 200 CP, half for Craftsman

Deploys a powerful turret that shoots large bolts, dealing more damage than a normal crossbow

Tesla Coil - 200 CP, half for Craftsman

This deployable creates a tripod holding a metal wheel. It shoots lightning bolts at enemies in range.

Emergency Door - 200 CP, half for Drop-In

This small sliver of wood rapidly sprouts into a large free standing door made of wood. Besides creating a useful barrier, if the user is the one who breaks the door it breaks violently showering anything on the other side with sharp wooden stakes, and magically stunning the hit enemy.

Explosive Decoy - 200 CP, half for Drop-In

A little statue of a turd, when placed or thrown to the ground it casts a spell making the user invisible and creates a decoy made of wood that makes noises to attract enemies, then after a few seconds it explodes and throws a small number of small grenades around itself.

Barnacle - 200 CP, half for Monster

This organic looking creation unfolds when thrown on a ceiling or wall instead of when thrown on the ground. It becomes a mass of fungus and slime that shoots slime bullets at enemies. This slime reacts violently with poisons, dealing more damage if the target is poisoned.

Scavenged Bombard - 200 CP, half for Monster

Made from the hand cannons used by zombified pirate captains, this small package unfolds into a turret that shoots cannonballs. It shoots slowly but each shot deals a lot of bludgeoning damage and has a chance of stunning the hit enemy. Then the cannonball explodes.

Power Trinkets

These trinkets are small objects, like statuettes and medallions, that can fit in a pocket and grant you the ability to use a spell nearly at will as long as you carry them, whether in a pocket, backpack or inventory. While they don't draw on your own energies, they do have a small cooldown before they can be used again.

Brutality

Fire - 200 CP

You can channel fire into powerful blasts, either as a large flamethrower blast or several smaller fireballs that explode on contact with anything solid.

Grappling Hook - 200 CP

Conjures a grappling hook with a long chain attached to your arm, launches it forward and if the hook hits an enemy, it pulls that enemy back to you. The magic of the hook also slightly increases the damage and chance of stunning the enemy with your next attack after you pull him in.

Lightspeed - 400 CP

This spell shoots you forward at great speed allowing you to cross great gaps, dash through waves of enemies or charge into them with great force. It also covers you in an energy aura to block damage and deal great kinetic and fire damage to any enemy you hit while moving.

Lacerating Aura - 400 CP

You can generate and sustain a large aura of energy that cuts any enemies that enter it as if they were continuously hit by hundreds of small blades every second.

Tactics

Lightning - 200 CP

You can generate electricity in your arms and shoot it as a stream of lightning bolts. You can keep the stream going for several seconds, increasing in damage the longer you hold, but holding it too long may cause some of the lightning to backfire into you.

Tornado - 200 CP

Summons a small tornado moving forward from you, capable of hurting, pushing away and disorienting enemies that get caught in it and blocking projectiles.

Smoke Bomb - 400 CP

Conjures a smoke bomb in your hand. When thrown to the ground it creates a thick column of smoke as a distraction, while you become invisible for several seconds. The magic of this grenade also makes your first attack after becoming invisible deal extra damage.

Wings of the Crow - 400 CP

Ethereal wings appear above your shoulders, allowing you to float in the air a little slower than your normal speed, or allowing you to run, jump and dodgeroll faster than normal. While the wings are active they shoot lightning bolts to nearby enemies, focusing first on any enemies directly below you.

Survival

Frost - 200 CP

You have the power to shoot ice at your enemies, either as a short range blast of cold air that deals damage and freezes enemies or a volley of ice shards that deals more damage but only slows the enemy with cold instead of freezing them.

Wave of Denial - 200 CP

Shoots a wave of force that hits enemies like a strong punch, pushes them away a dozen feet and knocks aside any projectiles that hit it. If an enemy is pushed against a wall or other solid immovable object it can be crushed by the pushing force, much stronger than the initial damage.

Tonic - 400 CP

While this spell's name suggests healing, it actually creates an aura that first blocks a part of the damage from attacks that hit you then takes the damage instead of you. The more hurt you are when you cast this spell, the more damage the aura can absorb before breaking.

Cocoon - 400 CP

This spell flashes a cocoon of kinetic energy around you, pushing away enemies, dealing damage as a strong punch and possibly parrying attacks if timed right. If used to parry an attack the cooldown immediately resets and it counts as if you had parried with a shield.

Craftsman

Corrosive Cloud - 200 CP

Creates a cloud of acid gas around the user. The user is immune to the acid cloud. The acid is highly corrosive to flesh and bone and it is sticky, so even if an enemy leaves the cloud they'll continue to suffer damage for several seconds.

Magic Missiles - 200 CP

This spell shoots five bolts of magic that deal piercing damage. They have short range, but will turn in flight and seek nearby enemies, even if you shoot away from them. This spell has a particularly quick cooldown.

Ice Armor - 400 CP

Creates a layer of armor made of ice around the caster. The armor is weak and can only take one or two attacks before shattering, but any attack that hits the armor is completely blocked without any effects reaching through it, and when the armor breaks it shatters in a wave of sharp shards and a burst of super cold wind, freezing, slicing and pushing away enemies.

Vampirism - 400 CP

A dangerous spell that consumes a large chunk of the users vitality, and turns it into pure speed, making the user twenty percent faster for ten seconds and also giving their weapons an aura of life-leeching, giving back vitality proportional to the damage done to enemies.

Drop-In

Knife Dance - 200 CP

Summons several knives and launches them in a circle around the user. The knives are extremely sharp and cause a magical bleeding effect on any target hit.

Death Orb - 200 CP

Creates a large orb of destructive energy. It is a slow moving projectile, but it continuously deals great damage to anything it touches and clings to any enemies it touches, slowing even more and eating away at them for several seconds.

Phaser - 400 CP

An assassin's spell, it allows you to teleport behind an enemy and inflict two short but powerful curses on the enemy, the first paralyzing them for a few instants, and the second greatly increasing the damage they take from attacks from the back.

Corrupted Power - 400 CP

Throwing away caution, you summon an aura of power that increases all damage you deal by half again, but also increases the damage you'd take from all sources by almost the same amount.

Monster

Summon - 200 CP

You can summon one of three creatures, either a Mushroom Boi that charges enemies with great force, capable of throwing enemies several times bigger than itself, and can be commanded to detonate in a powerful explosion; a Great Owl of War that flies and shoots energy projectiles, and can be enraged to attack faster and with more power for a few seconds before being dismissed; and the Leghugger, a red skinned creature with long tentacles and small spikes around its head that bites chunks out of your enemies, and if summoned for long enough to eat a lot of meat it evolves gaining a sharp carapace and claws on the end of it's tentacles. Whichever creature you summon can stay summoned for as long as you wish, unless angered or commanded to explode, and their cooldown only starts after it dies or is dismissed. You also can create a grenade-like ball that can be thrown to summon a swarm of biting worms that attack enemies, though these swarms only last for half a minute. For an extra 100 CP you can gain the trinkets for the other two creatures.

Telluric Shock - 200 CP

To activate this spell you must jump and strike the ground. The spell then causes a shockwave that pushes enemies away followed by a wave of stone spikes coming from the ground in an increasing circle around you.

Scarecrow Sickles - 400 CP

Conjures a pair of green energy sickles, extremely sharp and balanced for throwing. When thrown they pass through enemies damaging them, then safely fly back to the casters hand, but if you do not grab them, they'll fly past before returning again. Be mindful to dodge them, or they will cut you if you do not grab them. For each enemy the sickles cut before returning to hand their damage increases and skillful dodging can make them extremely lethal.

Taunt - 400 CP

This aura of mockery and smugness adds a magical component to your next taunt or insult, increasing their enraging effect, goading enemies to run at you and try to attack with melee or at least a short ranged attack, and nearly doubling the damage you do to enemies you taunt. It also allows your taunts and insults to affect beings who don't understand your language, animals, undead, even mindless beings like constructs.

DRAWBACKS

Everybody Is Here! - Free Toggle

Holding a time loop in place is hurting the very fabric of reality in this place and it can cause other heroes to be pulled into this world. By taking this toggle, this will be sure to happen allowing you to briefly meet the protagonists of other roguelikes, roguelites and metroidvania games. Sometimes even villains or small pieces of their world may appear too. Luckily the energy of the time loop keeps them from getting infected by the malaise, but unluckily it also keeps you from keeping them here or taking them as companions, this toggle just gives you a chance to interact with them.

Bad Luck +100 CP

Your luck has taken a turn for the worse, at least when it comes to what you can find around the island. You will rarely find items that you want, monsters drop less cells, food and scrolls of power are rarer, and everything you want to buy is more expensive.

Forgotten Past +100 CP

With this drawback you'll suffer a bout of amnesia, and for the next ten years you'll not remember your life from before this jump, having only the memories of your origin. If you're Drop-In you start with no memories, much like the Beheaded, only a sensation that you need to kill monsters and survive for the next ten years.

Noble Face +100 CP

The island didn't have much of an aristocracy, but as the king became more and more tyrannical, they too became hated by the populace. And you look very much like one of them. The other survivors will recognize this and be more wary and resentful of you, maybe increasing prices, or outright denying you service if they have other reasons to dislike you. Some might decide to fight you where before they could be allies, and some of the monsters might become more enraged and harder to defeat when they recognize you.

Paradox +200 CP

Holding a time loop in place is hurting the very fabric of reality in this place and one of the most obvious signs is that, every once in a while at the end of a loop, you meet yourself. Not exactly as you are, but as if you had woken up in the beginning of the current loop and went to different places, made different choices, got different weapons and mutations, maybe trained different abilities or classes if you have power from other jumps. And when you meet each other, you both know... only one of you is real. Only the victor of this battle is real. You won't meet this time duplicate every loop, but a few times for every subjective year, and if you lose once or twice, you'll just wake up in the next loop, but lose too many times and you just might chainfail, leaving a different you to continue his jumpchain.

Targeted +200 CP

The Beheaded believes that you have the blueprints for some really cool weapons and he will try really hard to get them. By killing you. Obviously. He will keep coming and coming, he is a very powerful and skilled warrior, and he is very adaptable. And even if he manages to kill you, the fact that you don't drop anything only makes him believe the drop chance is low and he will redouble his efforts to kill you every loop.

The Mirror Doesn't Lie +100 CP (can only be taken if this is not your first jump)

Except that now, if he does kill you, a blueprint actually drops. A blueprint he can use to get a copy of one of your weapons, shields or magic items from other settings.

Gear Reset +200 CP (Can only be taken if this is not your first jump)

All of the gear that isn't bought or imported here is sent back to your warehouse, and the warehouse locked for the duration of the jump.

Foreign Aspects Disable +400 CP (Can only be taken if this is not your first jump)

All powers and perks from outside this jump are turned off.

Search for the Panacea +400 CP

Normally you could just spend your time as you want, maybe even find a way off the island if you can. But by taking this drawback you have taken responsibility for the fate of this island, and possibly this world. You'll have to help the alchemist find a cure for the malaise before your ten years are over. Not an easy task, as you'll have to find him first, then help his research, and probably keep him alive. That Beheaded guy would probably try to kill him and take the cure for himself.

Zero Hour +400 CP

Holding a time loop in place is hurting the very fabric of reality in this place and... Woah, deja vu. The time glitches are growing stronger, and worse, growing weirder. Pieces of the island sometimes switch places, people who were healthy are now monsters, some monsters are now survivors, and then everything might switch back in the next loop. The loops seem to be becoming shorter. Then longer. Until the Time Keeper comes to you, before the middle of your allotted time in the jump, and asks for help. Time is breaking. The concept of time itself is breaking. And the universe will not allow this to happen, so soon the offending time anomaly will be erased. That doesn't mean just her, though she would've offered herself to save others, but it means the entire island and all in it, malaise afflicted and survivor alike. And you. And you know that if you were erased from time itself, it might cause you to chainfail going straight through your usual one-ups and other defenses, and even if you are powerful enough to survive a time-wipe, it would still erase the time you had in this jump, losing all that you bought, any time used to train, any friends or companions you made, everything.

5 Boss Cells +600 CP

Apparently, just before you arrived, the Beheaded managed to get five boss cells to the Collector. On one hand this means that the Collector is near a breakthrough on dealing with the malaise. On the other hand all of the infected and undead are more powerful and aggressive, seem to have increased in number and gained teleporting abilities, and over time they can gain power and become elite versions of themselves. And that's just the normal enemies, the bosses are even more empowered. And the Beheaded has become much stronger and skilled to keep up with them.

Cursed Chicken +100 CP

You have angered the spirits from beyond. Now an immortal chicken follows you wherever you go, it can teleport to your side instantly, and it insults and taunts you constantly. No one else will notice the chicken and if you react to it they'll believe you have gone crazy.

Cursed Life +600

You have really angered those spirits. The chicken now can curse chests, create areas of thick fog or magical darkness, summon waves of zombies, make bombs drop when enemies are killed or doors are broken, or make the attacks of nearby monsters be coated in poison. It won't curse you all the time, just when it is most inconvenient or annoying to you and it can only do one at a time, two at most.