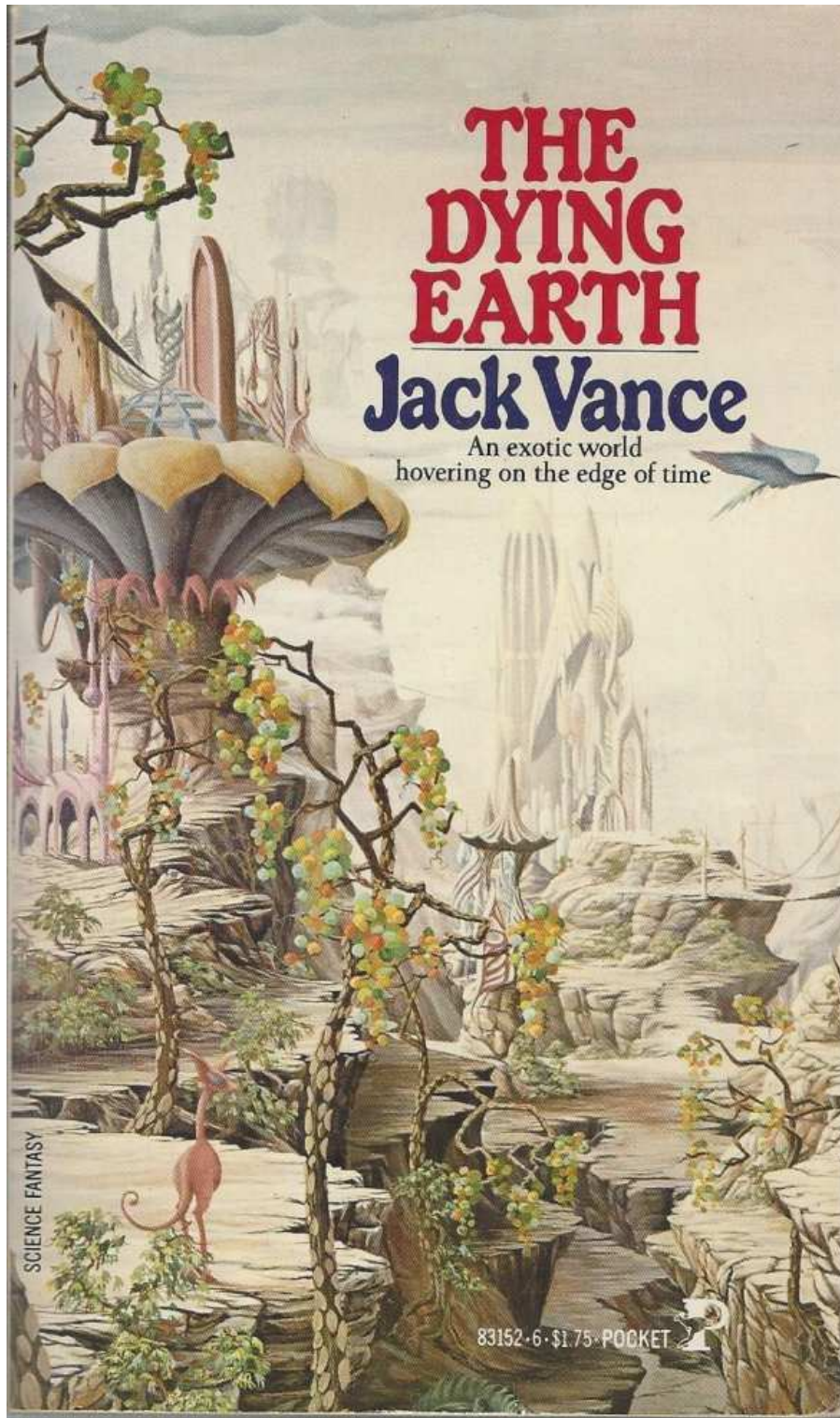


The Dying Earth

Version 1.0.0



Aeons have come and gone. Civilizations have risen and fallen. The age of science has passed and as the sun turns red and old the age of magic wanes. Grand Motholam rose in the 18th aeon, a society of wizards and witches who raised magic to the height where a thousand spells were known, and now a hundred remain to human knowledge.

But the people of this time do little to mourn this loss. The sun hangs red and flickers, threatening to fade to a final nihilistic darkness. All glories, all power, all of man's strivings will be the same once the sun dies and with it the Earth. As such many of the people of the waning Earth embrace a feverish merriment, living with zest and zeal as long as they can. Others instead turn to an apathy, as hope and ambition cool with the dimming sun. Others still embrace religion turning fanatically to the gods, in hope of something more or better beyond this life.

In the countless years and stretch of aeons, many fantastic and exotic beasts have been cast forth across the world to haunt archaic forests and lurk in the dark. Gid, deodand, grue, erb, pelgrane, bazil, hoon, leucomorph, vampire, demon, and more. Demons have been birthed and rose up from their dread sub-worlds to try and work their influence on the Earth. Kingdoms and civilizations have risen and fallen again time and time and time. From the Land of Cutz in the north, to Alмеры in the south, and perhaps in other lands further than either, humanity still lives on in the shadows of these lost eras.

This is the world of the Dying Earth, Jack Vance's fantasy stories set at the edge of time. Whether you seek to plumb the depths of magical knowledge, and find the means to vibrate and twist space to your exacting specifications, fly to the edge of the universe itself to harvest IOUN stones from neutron stars, travel the lands like Cugel as wanderer and stumble from adventure to adventure, explore the infinities of the Hub, or something stranger still, this is the world you will now be exploring. Or maybe you'll just enjoy the parties of those who seek a final hedonistic distraction before the sun shudders its last and goes black. But whatever you choose you will need this:

+1000 Choice Points

And because we'd not want you to lose out on the ability to collect some trinkets and treasures here:

+300 Choice Points usable only on Items

Good luck and good jumping.

Location:

Time may be as important as location here, but it may also be rather vague. There is no way of telling how long passed between Turjan's visit to Alмеры to claim Kandive's amulet for Pandelume and Cugel's experiences in the region, or even which came first. Do their stories take place in the same 21st Aeon of Rhialto's time? No aeon later than the 19th is mentioned in Cugel's time. Still you may choose freely whether you arrive during the time of the first book, Cugel's adventures, or Rhialto's stories.

As for location, you may choose to begin in Alмеры or Ascolais for free, as they are home to most of the protagonists of these tales, or roll on the table below for free. If you truly wish to ensure you arrive at some location other than those two, you may pay 50 CP to choose a start location as if you had rolled Free Choice.

1. Alмеры: The land of Cugel's native habitation, and perhaps Rhialto's as well. A land of rivers and hills, with an old forest to the east which possesses a poor reputation. The climate is warmer and more pleasant than the misty northern lands.
2. Ascolais: North and perhaps west of Alмеры, partial setting of Rhialto's stories. Dangers lurk on its dim roads, and it is mostly great forests in this day. Castle Miir is located in or near this country.
3. Shanglestone Strand: In the northern land of Cutz, by the Ocean of Sighs, you find yourself between the cities of Saskervoy and Smolod where they wear the violet cusps of the demon Unda-Hadra to see into the overworld. Perhaps you could stop at the manse of Flutic if the time is right.
4. The Great Erm: You find yourself in the massive forest east of Shanglestone Strand and which causes many difficulties for land travel between Cutz and Alмеры. It is a dangerous place, peopled by gids, erbs, and deodands, as well as leucomorphs, ghouls and grues.
5. Fer Aquilas: You arrive in the trackless mountains of Fer Aquilas. North is the Land of the Fallen Wall, though Fer Aquilas may be part of that region described as a wilderness. Somewhere to the north is the Museum of Man, if it still stands in your time.
6. Ampridatvir: Three weeks northwest of Ascolais by ship, this ancient city lays upon an island far out to sea. Two rival cults have fought over the twin tablets which could reactivate the automation which one ran it for more than a thousand years, and in that time they have developed the inability to perceive each other on the basis of psychology and the color of their cloaks, only acknowledging their rivals when they wear the color of raiding.

7. Lausicaa: An island several days south-west of Shanglestone Strand by worm-pulled ship in the Ocean of Sighs. It is a curious place where men must walk veiled for fear of inciting ungovernable impulses in the women of the island. Few travelers come here - mostly for a certain spring said to restore youth and beauty to those who bathe in it though its efficacy is unproven - and depending upon your abilities it may be a challenge to leave this lonely island.
8. Free Choice: You may arrive at any place, on Earth or otherwise, which is visited during the course of the novels. This includes Pandelume's Embelyon, Jangk of the archveults, Morreion's lonely planet on the edge of Nothing, or even the strange world on the other side of the hole in reality Cugel once made. The sky is... far below the limit.

Age and Gender:

Your age and your gender are yours to choose from within human norms. As many magicians live a fair deal longer, if you are one you may choose an age of up to half of the periods called aeons in this world; this is probably less than the geological and astrological term, given 21 have passed and the sun would be long dead before that, and Rhialto and his compatriots do not seem to be half a billion years old.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the first 100 CP perk and first copy of a 100 CP item for your origin which are Free instead; all other 100 CP perks and items from your origin are merely discounted instead.

Either background may be taken as a drop-in if you'd prefer to lack memories or a background in this world.

Magician: You are a magician. Barring further purchases you do not actually know how to cast spells, but perhaps you are some sorcerer's apprentice, or merely a sage who dabbles near the arts of sorcery and into some other arcane practices. Or with proper purchases you may be a great wizard on the cusp of discovering the pattern underlying magic itself, ready to retreat from the world to a dimension of your own to live in comfort after the sun has gone dark. There are still nobles even in these dying days of the Earth, but mages hold the true power.

Wayfarer: You are a person of this world. One not blessed with the position from which to have learned magic, or an easy aptitude for the obscure knowledge and arts of the wizards. But you have something on your side nonetheless. At the minimum you have the skills necessary to have a chance of survival in this world should you strike out and look for your fortune and place in the world, and you may find you have an element of wit, luck, and determination which can make you a threat to even powerful mages, and an adventurer who could cross the breadth of this world twice over alive and even profited by the journeys.

Perks:

Both 100 CP perks associated with an origin are free if you have that origin, other perks (including other 100 CP perks) associated with the origin are 50% if you have that origin.

If you take multiple perks which would give you an alt-form at the end of the jump, during the jump your form for the jump will be a combination of all of them and at the end of the you will gain the alt-form granted by each such perk individual, as well as a hybrid representing all of those you took.

Garland of Pulchritude (50 CP): The eye goes to you like the nectar moth flits to the jacinth, for such as is your beauty and the pleasing nature of your form. No flaw is evident of face or feature, nor of the shape of your body, to distress one who looks upon you, but instead you seem to have been crafted by a master sorcerer as a work of human art. You could easily be counted among the most beautiful people left alive in this Dying Earth, and may shame them all with the loveliness of your shape.

Permissively Human (50 CP): Humans in this age are a varied lot. While most still look like what we might call human, many do not. Whether they have orange skin and green leaves for hair, or Six digits to an appendage and feathered shoulders. There is a line where they are not, but the exact point is unclear; animal hybrids may or may not be human, deodands look more like modern humans than some of the humans in the books but are a well known species of asocial anthropophages, and talking insects, birds, and other non-bipeds seem universally not human.

You will find that you have a certain permissiveness in your own humanity, both in other worlds and an increase in it here. As long as you act human, look humanoid, and are not a known species of monster - such as a vampire, deodand, or demon - people will treat you as if you were in fact a human. Your strange looks might gain attention, but no more than any other exotic features would.

Universal Terce (50 CP): It's odd. The various lands of the Dying Earth have limited contact and little trade with each other. And yet the coinage called the terce seems to be universally accepted in Cugel's travels. Now you carry a little of this with you, as you will find any money you possess will be accepted by others as if it was automatically converted to a similar value in the local currency. It will continue to maintain this converted value to others as well so they will be able to spend and trade it; wouldn't want angry mobs coming after you once they realized it didn't serve any functional use.

Deodand (100): The most recurrent of Vance's monsters, only rivaled by the pelgrane in actual appearances - though the erb might be mentioned most. You are now one of these creatures. Shaped like a hairless, handsome, and well-sculpted man you possess lusterless, dead, charcoal black skin, and inhuman slitted eyes bright and gleaming white in reflected light. Your fingers end with white claws to rip apart your prey, and your teeth are carnivorous fangs. You are physically superior to humans on average, though a quick man may be faster than you, and a particularly strong one to be stronger. You are tougher as well, better able to handle injury and survive, though again the range of such toughness overlaps with that of a human, even if its center lays higher. You are particularly capable of dangerous, blood-lust driven frenzies, and where a swordsman might kill you even unarmed you'd be a fair fight for a man equipped with a blade. As your species is that of a natural anthropophage you have no biological repugnance to eating the flesh of sapient beings, such as humans, or raw meat.

Post-jump this becomes an alt-form. You may take this perk at a discount, but if you do you are locked in this form, able to change from it only if it is disadvantageous to you to do so, until the end of the jump. People will treat you as they would a deodand as well; a solitary predator similar to a hungry tiger even if you wear a human-like guise and may speak in a human voice. Worse, perhaps, is that you will feel a deodand's hunger and desire to feast on the flesh of humans; you may overcome this, and this won't make you have to eat, but you will feel the desire to. This is a Drawback, and like other drawbacks will fade at the end of the jump.

Handler of Beasts (100): Many strange creatures roam Earth in its dying years. While many of these creatures are predatory horrors which traverse the forests and the night and which mankind must hide from, the domestication of animals has continued albeit grown more bizarre with mounts evidently bred from men, and ships towed by great sea worms. You are an expert in the care and handling of many - albeit not all - of the domesticated animals of this epoch.

Beyond mere skills with these animals, you will find that you have a talent for the handling and care of animals of all sorts. With only a little time you could learn to care for, handle, and even ride any domestic animal, and likely ride any beast which would allow you to do so. You are also expert at the domestication and breeding of animals and beasts. You are best when dealing with bizarre grotesques and alien lifeforms, and not the mere mundane of the modern era, but you are talented even with the likes of horses, sheep, and goats. This even applies to creatures smart enough to hold conversations, such as the wagon pulling mermelants, if they're sufficiently animalistic.

Self-Centered (100): You seem to have a dial on your conscience and empathy. It ranges from your normal levels of empathy, down to a level of sociopathy which would make even Cugel feel ashamed in which you are absolutely incapable of guilt or feelings of empathy for others unless some magic, or similar power, foists them upon you, and even then they will need to be an effect that would work on a being naturally incapable of such feelings. You, and only you, can control this dial with but a thought. You will maintain a certain level of detachment from actions performed while you have your sense of guilt and empathy turned off (or down), just enough to not be overly guilt ridden by horrible actions you chose to do while it was turned off.

Archveult (200): You are one of the archveults of Jangk, or something incredibly like them. Once human magicians, they were banished from the Earth, and have taken to living on Jangk, a world with an atmosphere of toxic chemical vapors. From there they travel to the edge of the universe to harvest IOUN stones from neutron stars that are shattered by the Nothing which marks the edge of the universe. Though you do not gain these harvesting skills, nor any knowledge of sorcery, at least not from this perk alone.

What you gain is their physical qualities. These make you a lizard-man possessing vivid blue scales. You are able to survive equally well in the toxic chemical vapors of distant Jangk as you can in the pleasant air of Earth, and a range of atmospheres in between. This has left your body hardy and resilient to caustic and toxic elements in general. You also take to electricity like a fish to water, being completely unharmed by even powerful electrical spells which destroy entire aviaries for harpies, and which would only provide you with cover to escape. Beyond resistance to electricity, you also possess the power to weaponize it, able to release electrical shocks from your body much like certain kinds of eels, though yours works significantly better upon land.

Post-jump this becomes an alt-form. You may take this perk at a discount, but if you do you are locked in this form, able to change from it only if it is disadvantageous to you to do so, until the end of the jump. In addition the hatred and enmity which wizards feel towards the archveults will be directed to you as well, as they will see you as a foreign threat and invader, as well as a lucrative source of IOUN stones which they could kill you to steal. This is a Drawback, and like other drawbacks will fade at the end of the jump.

Unavoidable (200): When you are directly chasing a being you are inescapable. No matter where they hide you can sense them. No matter how fast they run you can

reappear upon their heels with a few instants of will. Even teleporting, traveling through dimensions, or crossing time itself will not prevent this power, allowing you to appear close behind them with a moment's concentration. This only applies as long as you remain in active pursuit, if you stop to rest, sleep, talk to someone else, or in any way cease chasing them you will need to find them the normal way, and this will not place you within arm's reach unless they have transported themselves into a particularly narrow dimension.

To initiate this chase you do need to be actively chasing them, not merely following their trail, or stalking them from afar.

Blessed Trails and Paths (300): A powerful charm seems to have been laid upon you. As long as you remain upon a well-trodden trail, path, or road no harm seems to befall you. Part of this seems to be luck - you just simply don't encounter monsters and predators that roam the wilderness or bandits who might come and go looking for victims - but it's not all luck. Blades and magic will fail when trying to strike you down on a path or road, and so powerful is this charm that there is naught left in this dying world that could overcome it. Even thirst and starvation cannot harm you while you are on a road, though your stomach may growl hungrily and your thirst become sorely parched, nor can disease bring you low, or even age end your life. Unfortunately should you be removed from a well trodden path all these protections will fall away in an instant until you are once more upon one. If this happens curses that may have been suppressed by this blessing may assert themselves in force, the woes of starvation and dehydration hit you in total, or your aged form fail as it would have if you had not been upon a road.

This will apply to roads for motorized vehicles, but does not apply if you're flying (even if you're over a road), swimming, or just off of a well-established path.

I'll Taint You (400): Perhaps you'd rather be what people need to fear on paths in the dark. Like the "woman" Nissifer, you are a rather inhuman monstrous creature which is a hybrid of a basil and a grue. A being described by Vance thus: "a burly black creature of hybrid character, half sime and half basil, with a bristle of black fur between the eyes. From a rusty black thorax depended the segmented abdomen of a wasp; down the back hung sheaths of black chitin-like wing-cases. Four thin black arms ended in long thin human hands; thin shanks of black chitin and peculiar, padded feet supported the thorax with the abdomen hanging between."

You possess inhuman strength, able to shatter strong wooden doors in a matter of blows. Your chitin protects you somewhat from the slash of swords, though not to the point of

being a total armor, though an ensorcelled sword might cut through you as easily as a normal human. Not that that would necessarily be your death, even a blow that cut through your eye and down into your thorax wouldn't kill you, nor would having your abdomen cut off from your thorax completely. Well such a wound might eventually kill you as major parts of your digestive system are there, but it'd be a death by starvation not from the loss of blood or shock of the wound. You seem to have a decentralized anatomy which makes you very hard to put down for good.

Besides this raw physical prowess you possess a few advantages. Your insectoid wings allow for flight. You possess superior night vision, and ability to act in the dark based on your other senses, making you adapted to a nocturnal mode of life. Your abdomen ends in a yellow stinger capable of spearing deep into a person's body and injecting a poison that can kill in heartbeats and leave their corpse instantly bloating. You are also able to create a taint, spreading an odor so horrible that this acrid fetor crosses into the physically painful, and can linger in a space for days, weeks, or longer. Even brief contact with your body can leave a lingering, unpleasant odor. Finally as your species is that of a natural anthropophage you have no biological repugnance to eating the flesh of sapient beings, such as humans, or raw meat.

Post-jump this becomes an alt-form. You may take this perk at a discount, but if you do you are locked in this form, able to change from it only if it is disadvantageous to you to do so, until the end of the jump. You may still be able to hide this under robes and veils, being overall of human size and bipedal, but you will be unable to entirely remove your scent, a disgusting, acrid fetor which while not as powerful as your taint is still strong enough that an ordinary human could probably track you by scent for some time after your passing. The existence of your species is not common knowledge, but magicians may recognize the aroma, and those with sense may well realize that someone who reeks of an insectoid odor and covers themselves head to toe is more likely a monster than a human in this world. This is a Drawback, and like other drawbacks will fade at the end of the jump.

Theogeny (600): According to Kerlin, the curator of the Museum of Man, demons are all born of the minds of men, a sweaty condensation of the worst aspects and behaviors drained through humanity forming a vast tumor of force and power. It is this that forms

their demon worlds where physical energies are meaningless. Likewise we are shown an ancient god of justice born from the mass prayers and invocations of a race of just people molded by their will and unified thought.

You now possess a skill and ability in this creation of beings from concerted psychic force. Creating demons is a simple enough affair, and should you allow it may happen independent of your active will as the worst behaviors of humanity causes these creatures to coalesce from them. This passive spawning will take time, and many vile acts committed by many people, and you will have no special control over these demons, though the most powerful of them can still surpass mages and sandestins should you find a way to deal with them or control them. You can orchestrate great acts of evil by many individuals at once to hasten this creation, which will also help you control the end result though humanity's dark, unconscious aspects are hard to control especially across large hordes who are actively releasing and acting upon them. Or you can turn off this passive creation completely.

The higher ideals of humanity are less universal, and less actively pushed forth. As such gods will not be spawning accidentally. But by gathering many people together with the same ideals, a devotion to these concepts, and a willful belief in them and the possibility of such a god, you can create gods based on these concepts. This creation is harder and will require more time and participants - who themselves must be more dedicated - than the creation of demons, but is much easier to control and predict the end result though it does still require making certain everyone is willing the same thing lest you create something that deviates in some way from your intent. Still as unwieldy as this is, these gods may possess power which would be described as beyond magic, and even Pandelume "...with knowledge of every spell yet devised, the sleight of runes, incantations, designs, exorcisms, talismans..." admits to being surpassed by the power of gods.

Magician Perks

Ageless (100): It is not uncommon for wizards to be substantially older than they appear. Many have lived centuries, and wizards from aeons before cannot be assumed dead simply because no one has heard of them in two entire aeons each measured in epochs. Restoring the caster's youth is even a commonly traded spell among the lower practitioners. As such whether you have learned such magics yourself you have been rendered inured to the woes of time as you will no longer age past your physical prime.

Lore by Rote (100): Magic in this world seems to be a study one part science, one part history, and a lot of memorization. Thankfully you seem to already have put in the work to acquire and memorize a fair deal of this lore. While the underlying rules which govern spell creation have been lost, and this perk will give you no knowledge of how to actually cast spells, you have an excellent grounding in what effects they may have, and in recognizing magic you see in use. This extends beyond spells to the demons which invade from other worlds, gods sometimes made from human belief, and monsters made by (often lost) sorcery.

This unfortunately only applies to the magic of this world and will not update for future ones. But the memorization ability to acquire this knowledge will remain. You are highly skilled in memorizing texts and information, and with a naturally excellent memory especially for lore, facts, and minutiae, able to remember small details of a book you read years, even centuries ago... as a prolific reader who spends centuries reading over moldy tomes of arcane matters. This naturally expands how many spells you can hold in your memory concurrently, despite their complexity and tendency to escape the mind after use.

Quest Giver (200): People of uncommon cunning and ability will come to you eager to be of service to you in exchange for some boon. More short term arrangements, than long term employment, but they will be willing to assist you in unscrupulous or dangerous tasks - or do them for you while you have other things to attend to. They're even willing to wait till deliverance of the task to receive payment, though if they succeed you do have to pay them or they'll stop coming until the next jump.

Well stop coming willingly, as you also seem to be lucky in finding thieves, and others you can extort into service through threats and cajolement. These are highly capable individuals - else they'd be useless to you - so they must be handled with care, but you do seem to have a way of finding them in situations where you have an advantage with which to press your quest upon them.

Smell of Magic (200): You may smell magic as an herb smells meat. This will tell you most easily the overall power of magical energy you can sense, though it might be possible to make out hints of more detail this will require training your sense, and familiarity with the magic in question. This is not limited to the magic of wizards and spells, but more such supernatural forces in general. It would be possible to detect the scale of a being descended from the over-world from a visually identical fake, through this mystical olfaction, though this is olfaction not sight for a reason; just like mundane scents the scent of a magical power or object may linger after the object of power has been removed, and may spread through an area so while you could tell a powerless fake from the real thing, it'd take rather a good bit of careful examination to do so if the fake was placed in the setting of clothes that had held the real one for months and the real was itself in the area muddying the air with its aroma.

Divination (400): Not quite a magician's spellwork, but not wholly outside of their field. You have learned to observe and sense certain cosmic flows. This is an act which typically requires time, effort, and occasionally rather unpleasant rituals, but which can be immensely rewarding. At a glance you might be able to tell that a starved scoundrel would be ill-suited to be a stonecutter - though the accuracy of such an at the glance reading would be low - with hours of work you could tell someone what career they would be most suited for and successful in, or tell fortunes such as what time would be their luckiest, or where to go to find love. With much more work you could go beyond mere works of human lives, and determine where a creature which is itself a microcosm of all existence would appear and how to construct such a place to make it appear where you are, though this would be a work of ages. Though determining where and when it traveled to should it teleport away from your presence would be much simpler, though you'd have a margin of temporal error of up to 1%. Likewise you can use this art to learn much about anything whether it's following teleportation, determining spells in effect, or plucking information from the air. This is the magic of obtaining information.

Shaper of Life (400 CP): You possess knowledge of the techniques, processes, and magic with which life can be cultivated and grown from vats. Whether you wish to create humans from these vats, or something else, you are able to order and create life in this way. You could create the marvelous gardens of Mazirian the Magician, or recreate such monstrosities as deodand, herb, grue, and pelgrane. Yours is the ability to shape and create life through means of an arcane science, and the splicing together, replication, or modification of extant forms. You begin an equal to Turjan after his tutelage under Pandelume.

You are also particularly apt at the replication, modification, and inclusion of supernatural features of creatures you may encounter in this world and others.

Master Mathematician (600): "Within this instrument resides the Universe." Passive in itself and not of sorcery, it elucidates every problem, each phase of existence, all the secrets of time and space. Spells and runes are built upon its power and codified according to a great underlying mosaic of magic. The design of this mosaic wizards cannot surmise; their knowledge is didactic, empirical, arbitrary. He who discovers the pattern will know all of sorcery and be a man powerful beyond comprehension.

You have not fully discovered its pattern, but you are well versed in the nature of mathematics and have a deep understanding of them, enough to be a professional mathematician. More than that you find that, like Phandaal, you have a glimpse at the pattern by which it governs sorcery and as such are particularly capable of creating new spells or changing existing ones. You'll be able to apply this mathematical understanding of the creation and modification of spells and magical effects to magic from other settings as well making it easier for you to change or create new spells, or other magical effects.

If not taken with Vancian Magic, this will not allow you to cast spells from this world in future settings, nor will it give you a particularly firm grasp of magic to begin with. It will still aid you with other forms of magic you may possess.

Vancian Magic (600): You are actually a magician, fully trained and versed in the use of the magic of this world. By studying grimoires and workbooks you are able to force spells in your mind, keeping them there until you cast them and they escape your memory. These spells are many and varied, able to vibrate and twist space changing it in accordance with the mystical code you have placed into reality. Some of the greatest mages can even traverse time itself, negate gravity to stand on neutron stars, and survive indefinitely in the void of space. You however begin merely at the level of Turjan of Miir before his training under Pandelume. This makes you no weak mage, able to hold four spells of great power simultaneously within your mind, and perhaps more if you choose lesser spells, or possibly 5 with great effort, but there is still the possibility to learn more and grow further in power.

This will ensure you may still use this magic in future worlds as you could here, and that you may, through trial and error, even possibly event further spells though it will give you no special aptitude or capability in this dangerous art.

Wayfarer Perks

Merchant of Claptrap (100): You have a natural eye for the value of goods, and objects. You also excel at haggling, as well as pitching goods for sale, especially those of rather dubious quality; though you may still find yourself selling little if you set up your stand next to someone whose goods are obviously significantly superior to yours. This is more than just selling goods for money, or even bartering goods for goods, as you've got a good sense for the value of services as well, and ability at haggling for the price of them. It helps if your services are actually valuable, of course.

Peril Goes With Me (100): To wander these lands takes potent magic or a fit and body and keen skill. You have been provided with the latter. You are quick, strong, hale, and hearty. While you're not inhuman, or even peak human, at any of these things, you have a body fit for a hunter-gatherer, or an adventurer; someone whose life may depend daily on their general physical fitness. You are especially capable of surviving physical privation and hardship, able to go longer without food, water, or sleep, than the norm, and suffering less ill-effects from such things.

Beyond this general physique, you possess skill in the sword and the art of wilderness survival. You know how to make a camp, how to hide your fire so as not to alert too many hungry eyes, how to hunt and gather edible plants, as well as how to prepare your kills and food. This is nothing exceptional but a basic knowledge of survival, fit for a harsh and dying world with many wonders and dangers. Likewise your skill in the sword is not beyond the limits of human means, but you could reliably win in a fight to the death with another experienced swordsman, maybe 2 at once, or fight off a deodand or even have a chance to hold your own against an erb or grue with nothing but a sword in hand.

Far Traveling (200): With effort and hard work it seems you can get to any region, realm, or location. The journey may not be easy or safe, or even survivable without guile, power, and a touch of luck on your side, but you will find that it is possible for you to reach it with effort and adventure, even if you don't know the way. When you seek to make a journey, you'll find that chance, adventure, and even misfortune will lead you towards your goal; sometimes by moving you physically closer, sometimes by helping you discover information as to where it is, and sometimes by providing you with means of transportation, or potential companions. You do not need to necessarily succeed at all the adventures which fall in your path, merely make a true attempt and survive the failure.

The harder your goal is to reach the more and longer adventures you can expect on your way, though this perk will never make your way harder than it would have been otherwise; it is about making journeys that may normally be beyond your capabilities possible not spawning dangers in your path. This perk can only help you reach locations that actually exist as a concrete physical location, and you do need to know the location you're trying to reach even if not where it is. This will also not help you to reach locations which do not exist in your current time, or to reach a non-native time, though if you are displaced in time this perk can help you to return to your original time.

Undimmed Heart (200): Even in this world where hope for the future lays dead and often it seems the best parts of mankind have died with it, there are those who can still feel it. Like T'sain and Guyal you seem to be immune to existential dread and nihilism, able to still feel hope, love, and the noblest portions of the human condition even in a world where the future lays dead and only the final cold darkness of the sun's extinction lays ahead. No trauma, no horror, no futility can remove your ability to feel joy, appreciate beauty, care and love for others, or strive for the future.

You can share this to some extent with those you care for deeply, and for whom you feel a great, unselfish and non-demanding love, as your actions and presence may reignite the ability to feel empathy, love, and hope in them.

At Once Flexible and Pertinacious (400): Your mind that is. This pertinacious nature makes it hard for others to sway your opinions with mere charisma, needing to convince you with reason and not merely charm you with gilded words, and makes it hard to divert you from your goals whatever they may be. This won't help you to avoid being tricked necessarily, but you will not be changed or driven aside from your goals except by honestly re-examining them and truly wanting something else more. Despite this steadfastness of pursuit of your ends, your mind remains flexible and adaptable, never getting stuck in its ways and its methods. You will always be able to learn afresh, never growing unable to change your means, and possessing a suppleness of mind which will allow you to approach problems from new directions if your tried and true methods prove unsuitable.

This combination of a forceful will and a flexible mind gives you an odd knack for magic. Where an ordinary man might need 40 years to become an apprentice mage, you could force a spell into your mind and cast it to great effect without any rigorous training. Unfortunately this lends itself not to a true mastery of magic, but something more slipshod and haphazard. Still you find it very easy to make use of magic - whether from objects or spells - of this world or others, but magic used this way will always remain

inherently unreliable, poorly controlled, and generally less efficacious than if you had learned it properly. And this ability to haphazard magic of this world and others, does not ensure that grant fiat to that magic's working outside of its native verse, nor does it grant you any ability to master it or properly learn the magic on its own.

Tripping Over Relics (400): Like a certain villainous knave you possess a great deal of luck when it comes to finding objects of power and importance. This does not guide you to wealth, at least not directly, but to objects which hold power and value for their own sake, or which powerful individuals covet and value. You simply seem to be attracted to them, or maybe them to you. Walking along a beach might see you accidentally tripping over a magical artifact which a man's family had hunted for for generations. Escaping from captors in a cave system might see you stumble lost into the chamber in which they store the tools and objects taken from their captors including the workbooks of a wizard. Being accidentally exiled to a distant land and conscripted into debt slavery might see you find the controlling scale needed to provide animation to the fallen demiurge which your foe seeks to recreate.

That is to say simply, that when you find yourself on journeys, adventures, or misadventures, you have a way of stumbling across these treasures. They will usually be objects of power, and while they will never be something that would not exist in the world this is not limited to filling in the unknowns; they can even appear in places where there would be no such treasures in the 'canon' course of events for the world. Any journey you take is likely to have at least a few such relics appear before you, though - especially in more mundane worlds - they may only have cultural or historical value. If you are seeking a specific item, this luck does seem to be boosted somewhat further in the pursuit of that object.

Clever (600): You are a consummate knave. You are quick of wit and soft of tongue. You prevaricate liar, able to come up with obfuscating responses, deflections, and outright lies on the spot with ease especially ones that leave the listener and impression you gave a wise and insightful albeit confusing and beyond their full comprehension answer which is ultimately nonsense - though if you are caught red handed robbing someone's house they might still not believe you, and if you're trying to lie about specialized matters you know little or nothing about to actual experts things can be tough - and never seem to be at a loss for words. It's not only in wordplay that you are quick of thought, though, as you are a consummate fraud and manipulator. This does nothing to provide you with long term planning or plotting skills, or foresight, but you know how to manipulate someone's actions in the short term, and how to deceive and trick individuals with a natural ease

which truly rather astounds, and people even sometimes just seem more gullible and trusting around you. This easy charisma could make you a likable person even though it is heavily inclined to deception and manipulation, but to flatter and confound successfully does take a hint of more general charisma, just don't expect it to be enough to overcome odious character traits like those possessed by certain rogues and scoundrels of this world.

This is not all manipulation and being a charismatic liar. You're actually rather good at out of the box thinking and coming up with clever - if still short term - plans whether it's how to survive a deodand, escape a room built on top of a narrow 500-ft tall tower with neither stairs nor ladder, or hook objects together to pick the pockets of a man who has taken advantage of you while you're restrained, and then to hide the tools so that you can blame it on a wandering thief, or otherwise save yourself or make some gain. You'll never be at a loss for ideas. You're especially good at figuring out loopholes in magic and curses which have been placed upon you, or even using 2 opposing curses to negate each other.

Seeking Love and Beauty (600): Not all who wander are untidy ruffians or mischievous charlatans and merchants of claptrap. Even in this cynical age there are those who seek for the nobler parts of the human experience such as love, beauty, and knowledge. When you strive for some (relatively) noble, personal scale goals such as pure curiosity, obtaining knowledge to help others, finding love, recognizing beauty, saving a friend, or other such things which better yourself without harming others or seeking power over others, you will find that the world seems to be on your side. Whether it's clues to the means by which you can obtain them, allies on your journeys, simple helping hands from generous strangers found even in this horribly cynical world, or just lucky breaks which allow you to escape danger or overcome challenges which would normally be insurmountable to you, as long as your goals are for your personal betterment without harming others you will have things go surprisingly smoothly. It's almost like the narrative is on your side, though there can still be things that remain completely and clearly out of your league.

This perk will never help you to obtain great wealth or power or dominance over others, even if you do not seek to take them from another or seek to use them for the common weal, nor will it help you protect ill-gotten gains, defeat an enemy, or take vengeance straight out. It does not work to facilitate grand, sweeping, epic quests to save the world. It guides you to more personal and ephemeral rewards. However even if you're a

villainous rogue it will still help you when you abandon attempts at obtaining more at the cost of others and your goal is simply to live or escape true suffering.

Items:

One 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the item) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items, and additional copies after the first are discounted (50%) if they were not already. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

As noted previously you gain a **+300 CP stipend** with which to purchase items only.

Work Books (Free with Vancian Magic): This is a set of books containing the basic information needed to work spells into the mind to prepare them for ready use. This is a mix of untidy folios, leather-bound librams, and other grimoires of many shapes and sizes containing 30 or so spells of various type and kind. And additional blank tomes which will retain spells you write in them, capable of containing around another 100 or so.

If lost or destroyed they will be replaced within a month, though not before you return to a place of safety and freedom.

Bag of Jewels (50): This is a sack full of jewels, or if you prefer terces, worth a fair deal. Spent sparingly and frugally they would be enough to support a traveler for a year even staying in inns and eating at taverns. They could last a fair deal longer if you were to not be paying for such accommodations daily.

This bag of jewels will refill itself at the start of each jump.

Tube of Blue Concentrate (50): This metal tube is able to project a spray of blue concentrate out to a distance of 50 paces. It can be sprayed wide for against a group - or to ensure you strike a target - or kept in a relatively narrow and focused jet. This blue concentrate is caustic and painful, capable of melting the flesh off of a man with sufficient concentration, or causing painful chemical burns with lesser sprays. The tube contains enough to launch 3 bursts of concentrate out, and since you're paying CP for this will refill over the course of a week.

Walking Boat (50): This is a small boat sized for one or two people to occupy, though more might fit in in an emergency. It is finely made and softly adorned inside for the

utmost comfort of its occupant. It also possesses the ability to walk, even run, on 6 legs like those of a swan, moving at a speed comparable to a man's running albeit not sprinting, though tireless and unyielding. Of course if it runs at its full speed it may jostle the occupant slightly. It is also able to extend small arms roughly as strong as a man's at the command of its occupant.

Whirlaway (100): This is a personal flying vehicle. Apparently capable of vertical take off and landing, and relatively easy to steer and control. You may choose a commodious one capable of holding a score of wizards in relative comfort, though is somewhat languid of pace, or a small whirlaway which holds only seats for 2 or 3, perhaps more could squeeze in, but is substantially more rapid in its pace.

Twk-Men (150): These tiny man-things ride insects and look somewhat like little fairies. You seem to encounter them regularly in a variety of areas, and while they will take no great risk to help you, they are willing to provide you information about what they have seen and overheard in exchange for salt measured in grams. They seem to just be parts of the worlds you go to now, living in them usually unnoticed but particularly easy for you to find and willing to provide you with information.

Demonic Eyes (200; discounted with Eyes of the Over-world drawback): This is a pair of matching violet cusps which can be affixed to the eyes. When worn they allow the wearer to perceive the Over-world, which is the quintessence of human hope, visionary longing, and beatific dream. While they make no true change to the world, they affect the wearer's sensibilities to twist all things into the most pleasant and wonderful versions of themselves to the wearer's senses, turning the world around them into one of endless wonder and beauty. Of course this is all illusion and somewhat delusion, but if you want an accurate glimpse at reality around you you need but remove the cusps.

Farvoyeur (200): This ornate old tabouret, possesses scallops which decorate its top which itself has been polished to an absolute blackness. By manipulating these decorations, speaking a minor cantrap you now know, and focusing your thoughts upon an individual you are able to project an image of an individual or creature which is known to you, allowing you to observe them from afar. It is even capable of producing sound to allow you to hear them as you spy upon them.

Robe of Eyes (200): This is a plain robe. Just simply a plain robe. Until you kill something. Whenever you kill a living being you may place the robe over their eyes to harvest them and add the eyes to the robe. It will replace part of the fabric to fit these

eyes and expand as needed, or if you find it getting too long and voluminous you may have the new eyes replace some of your old trophies. This is not just a grisly testament to your past victories, however, as when you wear this robe you may see through any of the eyes upon it as if they were your own, retaining the full visual sensory capabilities of the eye when it was still part of its original owner.

Sword Salve (200 CP): This is either a tin containing a white salve, or a case containing a shining silver powder. By applying either to a metal blade it will sharpen and enchant them to keep their edge against all the wear and worries of time - though it may eventually wear down should you use it on things too hard for it to easily cut - and add to the might of the blade so that it is able to cut through steel or rock as easily as butter. You receive enough to treat 2 blades, and it will refill at a rate of 1 use per 3 months.

Laccodel's Rune (300): This runic amulet, to be worn as a charm around the wrist or throat, is a solvent against all spells. Any spell or spell conjured force or effect which comes within a finger's breadth of your body is immediately dissolved. Magical barriers will dissolve, and magical firebolts will puff out into smoke. Touching it against a bewitched target can even dispel magic upon them. Your own spells are exempt from this.

Museum of Man (600): This is not the entirety of that ancient structure, built when science and magic coexisted and when humanity still strove for something. Instead it is only a copy of the Cognitive Repository and the banks of information held within. These are black cases with copper bosses, stretching in evenly spaced rows long enough to leave a man winded to fatigue trying to run from the middle of the room to an edge, with 5 more hanging above each one.

In these information banks lay the most complete repository of human knowledge ever constructed in this world. Unfortunately there is no master index of these computer banks, or an effective search engine, meaning you will have some task before you in finding what is useful. Still it contains countless years of human achievement and knowledge, and while not all of the science, history, or sorcery will be applicable to future worlds, it is still a trove of knowledge.

It will automatically update with new banks containing any scientific, magical, or academic knowledge you acquire in future worlds. You must first acquire this knowledge - either by learning it yourself, or acquiring data banks or books containing it - but it will continue to expand, perhaps to become the greatest repository of knowledge anywhere.

This is a warehouse add-on, though may exist as its independent building inserted into a setting or as part of another property if you'd prefer.

Sandestin (600): This is an entity who works the wills of magicians capable of binding them. And this sandestin has been bound to your will. It is a being that is able to flit between dimensions as well as change its shape and possesses a great variety of magical powers. Yours is closer to the sandestin Osherl than to Sarsem, though even Osherl was capable of sailing the currents of time into other dimensions, and transporting entities forward through time. He could also assume many forms, detect all illicit incursions, either temporal, torsional, squalmaceous, or dimensional, transmute a wooden pen for holding animals into nothing more than blue sparkles, create the illusion of goblin creatures, create objects, relatively quickly gather every speck of dust from the shoes of time frozen magicians and place it in jars, and more. They are not wholly unlike the djinn of Arabian folklore, and while not omnipotent wish granters, are in effect powerful reality warpers and spiritual entities. They are not, however, the strongest spirits of this world - as even they may fear gods.

While this sandestin is yours, this does not endear it to servitude. To extort its obedience you possess its chug, “a semi-intelligent sub-type of sandestin, which by a system too intricate to be presently detailed, works to control the sandestins.” The sandestin also may earn its freedom through good and faithful service; though should it do so you will find it replaced at the start of the next jump with a new sandestin and matching chug. Together they should keep it mostly behaving and obeying the strict letter of your commands, though these sandestins are not the most creative thinkers and they are prone to take their time with tasks unless properly extorted and rewarded for their haste.

Magician Items

Live Boots (100): These boots seem to possess a life of their own, able to add a great bounding springs to your steps. An average man wearing these boots could race against a fast horse, though which would win would be in question, and the boots will always serve to provide you with a significant increase in speed. These bounding springs also assist in making great and high leaps and will provide you a significant boost to your ability to leap. Unfortunately these boots do have some issues. They require active control when worn to avoid bounding and leaping in great strides, and they can grow tired and exhausted - while they have speed similar to a horse their stamina is similar as well and they will tire before an experienced runner. Though if allowed to rest they will eventually recover.

Monitor (100): This is a small device which will inform you of when time has been frozen to allow an entity to act outside of the normal flow of time. Yours also warns - separately - of when someone has traveled to the past or alterations to the past have altered the current state of time. It won't tell you how they did so, what happened in this frozen time, or how the past has altered, just that the flow of time was interfered with; it will however differentiate between a time stop and time travel.

Airshoes (200): These magical shoes allow the wearer to run and walk on the air as if it were ground, with the 'air' supporting the wearer's feet at the point of height and altitude they desire allowing them to climb or descend it as if it were a hill or stairs of the desired incline.

Vats (200): This is a workroom not for sorcerous spells, but for the creation of living creatures. It consists of rows of vats, and various reagents and nutrients used to grow creatures to the desired point of development within them. It is suitable for the creation of clones through scientific means should you possess the abilities, or the growth and creation of living forms through any supernatural or paranormal means you have available to you, adding the basic necessary tools for such a purpose. It will also automatically resupply itself with nutrient supplies designed to fill these vats and supply the growth of creatures within. You may still have to provide the genetic materials, or anything specific to a creature, but these nutrient goos will help the growth of any life form go smoothly and at a well regulated rate.

Manse to Your Private Taste (200): This is a large, well-furnished, and luxurious residence built to your personal taste. The design is up to you, and it may freely be expansive and decadent, and likely possesses some features which were only made possible by the workings of magic or magical materials, perhaps fantastic materials native to this world, or just a garden of plants born of the Dying Earth. In addition to these physical features it comes with certain charms built in to summon denizens of sub-worlds (read demons) to repair it should it be damaged or destroyed, and possesses a smattering of other enchantments and magics worked into it. These other magics may be for your personal comfort and convenience, or perhaps they help ward it against outside influences, or maybe they simply provide you with benefits in a fight; the more they do in one aspect the less they do in others. This manse will come with attendant gardens, walls, smaller side buildings (like pavilions from which to enjoy the gardens), and so forth, occupying a few acres of land.

For an additional 200 CP (discounted to Magicians) you may upgrade this manse to a peregrin palace. This doesn't increase its size, or the magical conveniences and protections, but instead provide certain additional enchantments. A spell of buoyancy is ready to be placed upon the palace as a whole, allowing it to float above the clouds. A carnelian mandate-wheel can be programmed with symbols to represent a journey through the universe, and spun guiding the palace through the sky, and speed incense burned to modulate and control its speed. With these enchantments in place it is capable of flying through the void of outer space, retaining its atmosphere in the process, and move at speeds such as to reach the edge of the universe, and return to Earth, in a manner timely enough for an untended manse to neither fall into disrepair or be looted by those who dare to venture into a wizard's home in his long absence. More than days doubtless, but still a quick pace for passing billions of light years.

Kandive's Amulet (400): This is an amulet carved of some blue stone which seems to crawl and move when touched by hand. No further description of its appearance is known, for even the smallest glance upon it assaults the mind. A mere momentary glimpse through tightly grasping fingers is enough to leave a wizard, trained in handling strange psychic forces within their brain, in a daze as strange voices whisper in their mind, and to look plain upon it can repulse even demons which might threaten Pandelume the wise. To gaze directly upon it is to have your mind assaulted with a force to drive one mad and break the mind, and even protections against spells and magic seem to be of no avail against this psychic assault. Some sufficiently alien creatures may be immune or resistant, but even demons born of the worst horrors of the human

imagination are driven to horror and flight from looking directly upon it for a brief moment.

IOUN Stones (600): These floating stones, harvested by archvults from the heart of neutron stars broken open when crashing into the Nothing at the edge of the universe, possess a strange inner fire and many colored glows, coming in a variety of shapes and sizes. You have a collection of a dozen such stones, a collection there are wizards who would kill for.

These stones serve many purposes beyond their mere beauty. They can absorb magical energy like sponges, and do not seem to be limited to magic, as they seem to be able to absorb memories and the emotions associated with them with long enough proximity, and will absorb other forms of spiritual or personal force. They can even be coaxed to float protectively around an individual, absorbing magical force directed towards them. The stones do have a limit, and will not endlessly absorb energy, but just like a sponge can both absorb and release water, they are able to release stored energy whether magical, emotional, or something else. With well charged IOUN stones powerful emotions alone could be translated into bolts of destructive force, or they could provide motive will to a simulacrum of a man allowing them to make use of the knowledge of books poured into their ‘mind’.

Land None Knows Where (600): It may not be Embelyon, but this is a dimension of your own. This private dimension stretches more than a day’s ride in every direction. It lacks celestial bodies, but the environment will be pleasant to you bordering on the paradisiacal. You may choose the aesthetics of this realm to suit you, and any real world climate or biome can be replicated, though it will not have animal life unless you bring it there, and the plant life may be otherworldly and beautiful. You are also provided with a spell to take you to this realm or return you to the last location from which you entered it. This spell takes a minute or so to cast.

Phandaal’s Catalogue (600): Well this may not be Phandaal’s own, but this is a vast collection of magical knowledge, which has certainly not been so complete in its recording since Phandaal himself. This is not all of the magical lore to be found in this world, to give you that would be to rob you of your adventure, but it is easily the most complete collection of magical lore, and spells anywhere in this world, and contains a vast trove of magical information. Creating such a collection would have been the work of an aeon, and merely reading it could take more than a lifetime much less mastering all the lore within.

It also seems to automatically update itself with additional tomes recording magical lore you learn in this world or others, as well as acquiring a few new books in each world you enter recording their magical lore and practices - whether efficacious or otherwise. This will never be the most powerful or forbidden lore, but it will also rarely include the beginning and introductory information either, instead being obscure and rare tidbits of mystical knowledge.

Wayfarer Items

Scintillant Dagger (100): This is an ordinary dagger, well sharpened for stabbing, though with an edge for slashing should it prove necessary. Its special feature is in its pommel. A gem upon this pommel is able to shine forth with light, ranging from completely off or a dim glow to the intensity of a high powered flood light projected in a beam like that of a flashlight, able to be modulated with nothing more than an act of will while wielding the dagger.

Talisman of Nutriment (100): This is a small clay tablet which has been attached to a chain to wear around the neck. By touching it to grass, wood, (organic) cloth, or other normally inedible and currently nonliving organic matter you will render it a nutritious and digestible paste. Does nothing to improve the taste, though. Or you could touch it to junk food to make it nutritious enough to survive on as the totality of your diet. While it does not remove poisons, it will make a chime in their presence warning you of them with the volume of the chime indicating their strength.

Ossip Waxed Boots (200): This pair of leather boots has been treated with ossip wax from the ossip bushes growing in the manse of a certain long dead mage. Usually the treatment would eventually fade and wear off the boots and with it the magic, but since you're paying your boots will retain this magic.

The magic of these boots allow you to kick an object when you are wearing them and cause it to levitate and float. It can be brought down if something on top of it is hanging off of it - almost as if the object were opaque to gravity - or by active force upon it. Affected objects seem repelled from the ground at least up to a certain height, and also rendered rather weightless, or more inertialess, as an affected caravan - as well as a sailing ship - could be pulled by a single man at a normal walking pace.

A light tap of the foot may send something floating for an hour or so, while a full strength kick could render something anathema to the ground for months.

Wonderful Extensible Rope (200): This is a 10-ft length of rope, strong and sturdy enough to not be cut by a fine, sharp sword, and able to stretch outwards on command up to a maximum length of 10 miles long or shrink once more to 10-ft on command. It will also untie itself on command, and is capable of limited animation, such as stretching to allow you to move your arms if you were bound with it, or to help guide your attempts to lasso an object, though it is not adroit enough to tie someone up on its own unless they were remarkably immobile. Anyone who knows the magic words Tzit and Tzat to turn its

magic on and off again can theoretically use and command it, but it will obey your commands over those of all others and should you will it to it will ignore these words by other would be users. Speaking these commands help it to obey, but it can get the gist of things somewhat without vocalization.

Guiding Ring (400): This is a ring bearing a large jewel. It is attuned to a certain object or creature, or objects/creatures of a certain class. Darting lights form within the jewel of this gem flowing in the direction of the attuned creature or object when within a league of it. It is possible to change what it is attuned to, and you are given a basic magic ritual to do so though it is slow and tedious and can only be performed once per month, and because you purchased this ring for CP this ritual won't even require you to have familiar with the mystical or metaphysical aspects of the object by which the ring tracks them. This is not necessarily the only means to change the ring's attunement, but that is on you.

Living Sword (400): This sword has been enchanted so that it is able to move on its own in the hands of a wielder. While it is not capable of flying on its own, in the hands of a wielder it is perfectly capable of fighting with skill - even pulling and dragging its wielder behind as needed - either to allow even an inept wielder to defend themselves, or to fight for its wielder while their attention is elsewhere. Its reflexes and speed also exceed those of a human, making it a deadly foe even in a novice's hand, and it seems to possess some senses of its own allowing it to fight and defend against threats the wielder has not noticed; as it lacks sensory organs this seems to be a magical sense of some sort. The sword is a little eager to be used, and to fight, but it will not strike down your allies without cause, nor will it fight from its sheath or when not in your hand.

While this sword is by default a master of the sword, it is also your sword and will grow more skilled as you do. In your hands it will match your own sword skill, or surpass it if you're below its default. In the hands of others it will be only at a fraction of your skill - or its default if a fraction would be below such - but it may still show some of your more special sword skills and abilities.

Ancient City (600): This city is in ruins now, though it can be fixed easily enough. Moving sidewalks run through it, and its toppled towers even now possess Shafts of No-Weight which lift or lower those within them to the desired floor. Fleets of air cars lay docked in some of these towers, though some have fallen to the ground, and receive power for their flight from the city itself.

At its heart there exists a tower of fate where a control system constructed around an oversized brain manages the city's systems. This organic control system is capable of

controlling the entire city's infrastructure, including its mysterious energy source - with a half-life of 1200 years - numerous tentacle manipulators, lights, and all the treasure of ancient, and perhaps magical, technology within. If activated, this control system could repair the ruins in moments, casting out any and all who it saw as undesirable from the city. And unlike Rogol Domedonfors this control system does not seek to rule as a god, but to serve you loyally.

Expansible Egg (600): This object looks much like an egg, by flinging it up you may cause it to expand, creating a transparent membrane out into an area about the size of a small house. This membrane is impermeable to thew, claw, ensorcelment, pressure, sound and chill. It still allows for excess heat to leave it, light can enter and leave it, breathable air can enter it, and non-breathable gasses can leave it. Though it is worth noting that lights at an intensity of energy to cause burns or physical damage cannot enter it. And when it is started to be impermeable to thew or ensorcelment this is meant. No power known to science or mage can break this membrane or force its way through it to harm those inside, though it might be possible to go around it through some extraspatial means and it may not be powerful enough to survive impacting the Nothing at the edge of the universe.

From within it, it is possible to retract the egg once more, lowering this membrane and returning it to merely an object the size of an egg. So do try to not allow your enemies inside.

Skybreak Spatterlight (600): This scale possesses a red center and an intricate pattern stretching out from it, and a luster that could be mistaken for a jewel. It is the scale of a demiurgic being of the overworld. Unfortunately for that being it seems that it crashed into a swamp on the Earth and the network of forces which held its form together shorted out and its hollow body crumbled into scales. Any of these scales would be a valuable object, if at least as a curiosity, but this scale constituted their central node of force or "protonastic centrum."

As a product of the overworld the scale creates a protective field which disrupts earthly magic, and if worn or carried on the body this will protect the wearer as well. Though magic of the overworld - and in other worlds holy magic or magic from higher beings - ignores this protection. Since you're paying CP for this it will also not interfere with magic you place upon yourself.

This is not the spatterlight's only purpose. Drained of its energies it is a hungry object. If one touches it with bareskin it will begin to suck them in, consuming the forces which

make up their mind and body and charging the scale with these forces. It takes only moments to absorb human-sized creatures completely in a painful and somewhat horrifying process, and even larger creatures can be absorbed quickly. Should the scale - or flesh touching it - be wet it will prevent this process.

Once sufficiently charged it could be used to revive the demiurge if you had gathered up the scales which formed the rest of its body. Though perhaps you can find another way to grant this force a body should you decide to. If you somehow do personify it, it will not attempt to ensure you join the other forces it has absorbed, but will be strangely subservient to your will. Even if you do not use it thus, once the scale is charged to an extent it will make it possible to focus your magic through it to give it the attribute of being of the overworld, making it in effect “divine” or “holy.”

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal, and may take drawbacks but gain no CP for doing so. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

You may pay the price to import 1 or more companions a 2nd time to increase the CP that the companion(s) in question gain to 1000 CP with a 200 CP stipend usable only on Items. This follows the same price scheme as importing them in the first place and you can choose to import some companions with 600 CP and only pay the increased price for some without sacrificing the discounts for importing multiple companions (i.e. if you imported 3 companions and wanted to give 1 the increased CP you would only pay 150 CP, the 100 CP to import the 3 and 50 to import the 1 a second time).

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character who appeared in these stories, other than Pandelume who costs 200 CP for his great wisdom and potential inhumanity and Cugel the Clever. In addition as it'd be a shame to break the bonds between them if you take Turjan or T'sain you may take the other for free, likewise with T'sais and Etarr, or Guyal and Shierl.

Cugel the Clever (Free/+200 CP): Cugel the Clever, protagonist of two of the four books including the longest. He is a deceitful knave whose cleverness in deceiving people and getting out of problems is only matched by his gullibility in being deceived and ability to get into problems. He is rather without empathy for other living beings - human or otherwise - has a chronic tendency to betray trust and cheat people even when not doing so would gain him more, and is almost completely lacking in either ethics or morality. He's capable of improvement, as shown during his two journeys in this world, but even at the end of them he is a knave and far from a trustworthy or moral individual. Still if you want him you can have him for free. He doesn't even need to agree to join you, or even meet you or exist contemporaneously with you during your time here. It does seem to be his fate to be sent to far away lands on journeys against his will.

You may receive 200 CP to compensate you for taking him on your journey, but in that case you will definitely meet him during your time here, and possess an odd blindspot

and soft spot for him, leading you to trust him implicitly and be unable to bring yourself to cause him harm or excess distress or to break off your “friendship” with him. Instead you will actively protect him from the obviously unjust attempts to harm him by others, and the consequences of his sociopathic behavior. He will take advantage of all of these facts, and he will likely attempt to use you as a sacrificial pawn at least a few times. He is similarly immune to all of your charisma, and behavior/mind influencing abilities, and will be encountered before his relative softening and development over the course of the stories. This is a drawback and will fall away after this jump, though you still have to take him with you as a companion... once you're out of this jump though you're free to do whatever you wish with him.

J'Anon (50+ CP): Their name need not necessarily be J'Anon but this is a human created by you through arcane skills, or what you might create if you possessed such skills. They will be crafted to your specifications within the range of humanity, their appearance perfected to your aesthetic appeal, and possess the **Garland of Pulchritude**, **Lore by Rote**, and **Peril Goes With Me** perks, as well as 500 CP to spend as they wish, and a discount on both Magician and Wayfarer Perks and Items, though 100 CP perks and items are reduced to 50 CP instead of free, and they may take the drawbacks associated with alt-form granting perks. They are also considered to have been created by you.

You may pay 50 more CP to increase this CP stipend to 1000 CP, and another 50 CP will add another 200 CP and yet further 300 CP usable only for Items. This option is creation only, and a companion cannot be imported into it.

You Are My Twin (50 CP): This is another you, created in perfect physical imitation of your form for this jump, though with a different brain and personality. This connection has given them a great fraternal love for you, and loyalty to you, as well as helping make it far easier for you to empathize and feel for each other; even if your brain was twisted and flawed or you were in the depths of madness you would recognize them as your other self to be loved as a part of yourself. They possess any perks you purchased here that alter your physical form - including **Garland of Pulchritude**, **Peril Goes With Me**, **Agelessness**, and **Nose for Magic** as well as any perk that grants you an alt-form, as well as an additional 500 CP to spend as they see fit and discounts for both Magician and Wayfarer Perks and Items, though 100 CP perks and items are reduced to 50 CP instead of free.

You may pay 50 more CP to increase this CP stipend to 1000 CP, and another 50 CP will add another 200 CP and yet further 300 CP usable only for Items. This option is creation only, and a companion cannot be imported into it.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Extended Stay (Toggle): 10 years not long enough to explore the mysteries of this world and its billions of years of history which saw the rise and fall of empires, cities, and more? Well you can extend your stay to 100 years? 1000? 22? 896,745,121? You may choose any stay length at least a decade long, up to one that will carry you to 10 years past the dying of the sun.

A Demon's Face (+100 CP): Your face has been altered to one at least as horrible and revolting to gaze upon as that of Etarr the Masked's which was described, upon a demon with a matching face, as: "... a nose like a three-fold white worm, a mouth that was a putrefying blotch, a mottled jowl and black malformed forehead; the whole a thing of retch and horror." Your face may not be identical, but it will be at least as revolting, and no perks will simply make people ignore your appearance straight up, you may be able to convince people to look past it, or hide it though in a world such as this one who perpetually hides their face may be a demon in disguise, or control their mind by force but they will not simply accept you as beautiful due to perks. And while this won't lock you in a single form, you are incapable of changing this face's hideous appearance as it will follow you into all shapes you assume, and you will find that you suffer from minor nuisances due to its malformation - talking is awkward and harder, your breath does not come as easily, your worm-nose itches when it dries out, and so forth. Nothing too major, but a constant irritant.

Cannibals and Bandits (+100 CP): Anthropophagy and banditry are both lamentably common in this dying epoch of the Earth. You're unlikely to travel far without encountering a group who will kill and eat travelers, if not until after taking their pleasures from them in other ways. Or well if you don't take this you're unlikely to do so without that. If you do you will find them far more common still, and that nowhere is completely safe from them and their depredations.

Ensquamated (+100 CP): It would seem you no longer get a choice in your gender and sex. It has instead been twisted by some magic into whichever you would prefer not to be. Thankfully you won't suffer dysphoria due to this, as this has changed not only your body but your mind. Instead you have become an exaggeration and caricature of the gender in question.

Law of Equivalences (+100 CP): You live by the law of equivalences. You will aid no other unless your aid is repaid in some way, and if anyone does you a service or helps you, you must repay them in fair measure for the service, its cost to them, and the extremity of their aid to you; if someone saves your life you must reward them grandly, and if someone risks their life to help you even if you didn't need it you still must pay them as fit for their gamble. Even if someone gives you a gift, if you accept it you will find you must give them something in exchange to repay this gift. Try not to be tricked into any debts.

Only the Greens Live (+100): You are unable to perceive anyone (or any near human monster such as a demon or vampire) wearing (predominantly) gray. Alternatively it is green which renders people imperceptible to you. This isn't a physiological limitation, but a psychological one as you refuse to accept that people wearing the color exist, and simply edit them out of events in your mind. Hopefully your enemies do not stumble upon this special blindness.

Quest for Totality (+100): There exists in this reality a creature which is a microcosm of all that is, a living embodiment of totality itself able to appear and disappear through all of reality. You now possess a talisman representing nullity which if touched upon this creature it will adhere to it. You must find the totality being and affix this talisman to it. It is guaranteed to appear somewhere in the world at some time during your 10 year stay. Perhaps you could construct something to attract it, though such an attempt took more than a century of research and more than three of labor to implement. Though don't worry too much if you miss it, it won't end your chain. You simply will remain in this jump until you succeed at this task, or find chain failure by normal means, however long it takes. Who knows you may see the sun finally go dark.

They Call Me Clever for a Reason (+100): That reason seems to be to butter you up, though you might still be clever. You're just also extremely gullible and have a way of falling for tricks and deceptions. No matter how smart you are, or how expert a swindler you yourself are, people have a way of tricking you into doing things for them or swindling you time and time again, and you'll only realize once it's too late. Maybe you can go back - or escape the 500 ft tall tower with no stairs or ladder they lied to get you up into - and get revenge, but you can expect to be conned, tricked, and swindled with some regularity while you're here.

Your Friend Firx (+100): A creature from the star of Achrenar has been inserted into your body around a vital organ by a magician who has given you a task that will require you to travel these lands and use your incomparable skills and powers to acquire something for them and return it to them. This creature will cause you pain if you waver from your task, or even if it just seems setbacks will stop you from success, and kill you if it becomes clear you will no longer even try to complete it... or make any attempt to remove it. Still if you complete the task you have been charged with the magician who placed it in you will remove it from you safely. What happens after is dependent upon you and the mage.

All to be Known Has Been (+200 CP): As the sun dims and dies, so too does mankind's urge to innovate, invent, or improve the world. You have been gripped by this nihilism, and will not seek to create anything new or improve the world. Even your drive and ambition to relearn lost knowledge, or improve yourself in some way seems blunted and dead. You will look only to the now, and personal comfort, with no drive of ambition and while you may still seek out some lost knowledge if it presents a significant immediate gain in your condition of life for no purpose will you innovate anything truly new, invent anything, or create lasting societal change, nor will you seek to.

Eyes of the Over-world (+200 CP): Your perceptions have been twisted and you see all things as wonderful and pleasant. You could be living in a sty devouring the coarsest of food and perceive yourself living in a glorious palace dining on splendid viands among princes and princesses who are your peers. This is actually an exceedingly pleasant existence... but it will make doing anything of note difficult as you will have trouble telling trash from treasure or wondrous information that holds the key to some new advancement from sheer delusion, and it can be dangerous as well as you will be unable to recognize danger until it is directly harming you. Your senses are so distorted it'd not be difficult for a would be assassin to pretend to be one of your closest intimates and companions well enough to fool every sense you possess.

Gong of Your Life (+200): An enemy possesses a gong which represents your life. By striking it they can cause you great pain no matter how impervious to pain you would normally be. By striking it multiple times in succession they can end you no matter how immortal or invulnerable you would normally be. If you manage to acquire the gong for yourself you can expect it to be stolen from you before long, but might find yourself with a few weeks or even months of freedom. Thankfully they'd rather use this to extort you to their service from time to time than to kill you, but you can expect that to change if they think you might actually steal the gong from them, truly threaten their life, or just prove too stubborn.

Jumper of the Blue Principles (+200 CP): You are laughably, even comically incompetent. Oh you're as powerful as you ever were, but your ability to handle a situation has nose dived. Even presented by what should be a casual task for your great powers you will have a way of fumbling it and bumbling your way into the situation worsening. Really it seems like you should get a job at Unseen University... but that's another setting altogether. You're not doomed to failure, but that's only because you may be powerful enough to succeed despite your utter insipidness and general incompetence; you'd fit in with the magicians of the Blue Principles with the exception of Rhialto who was semi-competent.

Night Terrors (+200): As the sun goes dim, the nights only seem more full of things that will attack and consume a person who is unwary. Usually these creatures seem to prey primarily upon travelers far from the shelter of settlements and solid structures. You, though, seem to attract them. You can expect monstrous creatures to prowl about any place you stay for the night, and to have them attack you persistently throughout the night unless you take special precautions, and to still have to deal with attacks every few nights even if you do. Thankfully these are merely the misshapen creatures of the wild and not the greatest threats found in this world. Still, be careful lighting fires in the night as that helps them find your location and then you're liable to be eaten by a grue.

World of Rogues and Blackguards (+200): Normally Cugel would be one of the worst people in this world, far from the absolute worst, but definitely above averagely bad. And that may still be true, but if so you have some way of only seeming to meet the significantly bad, as those individuals who you encounter will see Cugel being somewhat above the norm in his (rather non-existent) faithfulness and empathy for other beings. Oh, you'll encounter some actually decent people, every once in a while, just enough that to preemptively assume everyone is a rogue and a wastrel means you'll have innocents on your conscience, but they'll still be the minority.

Flawed Brain (+300 CP; incompatible with Eyes of the Overworld): All that is beautiful is ugly in your eyes, and that which is ugly is repulsive beyond words. Unlike T'sain even the gods cannot cure you, nor can kindness perhaps shine through this. You must live a decade where you can feel naught that is good for even that which should be sweet and pleasant is unpleasant, and that which is unpleasant will be an experience of profound suffering. It's only for the decade... but is it really worth it?

Two Tablets (+300 CP): Your status as jumper has been stricken from you, reducing you to an ordinary human plus whatever you have gained here. Two tablets exist which if put together and read will grant whoever does so your status as jumper with all that came with it - perks, powers, items, warehouse, even followers and companions. You have been granted a good idea of who holds these two tablets which should give you a good leg up on overcoming the others who seek them out, but you will not be the only one seeking these tablets, and as only one can gain the chain few if any will be willing to share.

War of the Wizards (+300 CP): In these dying days of the Earth ambition seems to have mostly faded, and even the powerful wizards care little except for personal comfort or some personal goal or quest related to knowledge, or seizing some possession or object for their personal mania. Now this has changed. Wizards, and witches, and powerful demonic entities from the subworld, and demiurgic ones from the overworld have been driven into a state of activity and confrontation. Cabals of wizards, or witches, seek to form through force great empires and wield their power in outright wars and confrontations. Many of them will have detected your arrival, and while they may not know all the details of your power, they will see you as a rival, and threat. Perhaps with great power you can cow them and bend them to your service, but you must never expect loyalty from them, and a demonstration of such force will encourage deception, scheming, and various factions which would fight against each other as much as you to come together against you and you alone.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe.

I decided on the stipend because using a test jumper even I felt overly constrained with just 1000 CP (this also led to more 100 CP drawbacks and moving some 100 CP ones such as being Cugel's loyal friend while he continually sociopaths at you to 200). I justify this since creating Turjan of Miir require 2 600 CP perks, a non-discountable 300 CP item, a 200 CP item, a 400 CP perk, and maybe a manse of his own as he's implied to have one. Rhialto would depending upon the story be cheaper (only 1 600 CP perk, a 200 CP item, usually a 600 CP item... and potentially a non-discountable 600 CP item, and given his more extensive spell selection and libraries possibly a 600 CP item oh and another 200 CP item, maybe a 200 CP non-discountable item...), Cugel - the other main protagonist - is the basis of 800 CP (after discounts) in Wayfarer perks, might actually have the other capstone (Cugel's luck goes way up whenever he stops being evil for a while), 400-500 CP of Wayfarer Items, 250 CP of non-discountable items, 100 CP of non-discountable perks (though since he can't turn off being Cugel it's more optional). Being Cugel is 200 CP of drawbacks, and he doesn't typically have all of these items at once but as Turjan and Cugel are meant to be what you can easily replicate, the stipend was necessary. ... This note might be a reminder to myself.

How does magic work: To be honest it varies from book to book. While Wikipedia says that Vancian casting was abandoned by the Cugel stories, it still shows up when Cugel has to wrestle the syllables of a spell into his mind and they don't want to stay there. It is less detailed... but that's basic conservation of detail. Cugel's stories do not have mages as viewpoint or protagonist characters and even in the oldest stories we only learn about that mechanic when mages are viewpoint characters. Still in the 3 Rhialto stories, we have a mage protagonist and we do not see that mechanic expounded upon, instead being introduced in the foreword to the idea that a spell is a code/set of instructions pushed into the sensorium of an entity able to warp reality in accordance with the spell - one not necessarily traditionally sentient much less intelligent, citing sandestines as the beings that the more powerful, albeit not greatest, mages command. Though it must be noted that in the stories themselves a spell is used to freeze time specifically to allow their sandestins the chance to perform a task as two separate things, and when Rhialto's sandestin is incapable of helping him he instead resorts to actual spellcasting. On the general idea of whether Vancian magic was still used: when adding spells to the mind of a construct he describes them as having "veering forces" which takes an act of will to control, so the method is more complicated than just commanding a spirit, and spells still

seem to try and escape their minds, and when traveling back in time Rhialto brought a book of lesser spells with him implying he needed to refresh his mind of them and with his library gutted was noted to not be able to perform his more powerful spells, another wizard boasted of managing 10 spells against a sea demon, and other times Rhialto talked about having brought a spell with him and limited ability to use it... so while when I first read the book as a kid I'd have agreed that in the Rhialto books that restriction was not there in the Rhialto stories, it seems like it was more just not expanded upon as it was ultimately not the pressing limitation. That said the wizards in the later books do cast spells much more freely. Turjan at the beginning of his story is used as the baseline for the perk, but he is far from the most powerful mage in the setting and you could reach much greater heights.

That said, a mage is almost a god compared to normal men, with a few words they can create a torrent of prismatic light which kills all in a wide area, disintegrate bodies, imprison people in a state of conscious suspended animation beneath the ground for eternity, invert an entire cave system disgorging 2 tribes of near human creatures and everything else in the caves, or freeze time for all save themselves or their sandestine servants. They're still mortal and have been killed by conspiracies, ambush, murder while in the blissful relaxation after performing labors of love, or being separated from their workbooks, and it is unclear how many of their feats actually rely upon relics and magical tools of earlier days and not their own magical puissance (though all there listed were done specifically with spells) as the loss of such things brings Rhialto's powers to a low ebb, but magic is a powerful force capable of countless wonders, though it's not omnipotent; it can't prevent the death of the sun, and no wizard's art could fix T'sais's brain without also destroying her personality/self. Pandelume, with knowledge of every spell, talisman, etc yet derived says, after stating his credentials: "...yet I can do nothing to your brain without destroying your intelligence, your personality, your soul—for I am no god. A god may will things to existence; I must rely on magic, the spells which vibrate and twist space." So magic does have its limits. Beyond that magic seems to be a combination of some form of personal force (this comes up directly in two of the Rhialto stories, and we also see that having their members removed weakened mages in Cugel's Saga, though one of these references seems to be to emotional force and passion which works with how Cugel managed a spell when he was in dire need and bordering on panic but could not for cold blooded vengeance though it was also a difference between a well formed and perfected spell and one that was notably hard to cast) as well as the power of one's intellect to memorize the information and one's will to force it to remain within the mind and stay calm. In general, think of a D&D Wizard. It's closer to the TSR-era, which is unsurprising as the Spellbooks, Spells per Day, and entire pre-WotC magic system was

taken from this setting (it's why they called the system Vancian Magic). That said low level casters do not exist in these stories, even Cugel was able to cast spells that would be considered on the higher end of TSR era spellcasting, and the go to (admittedly stated to be high end) simple but effective attack spell was made into Prismatic Spray (7th level spell) in D&D. Many of the wizards have what D&D would make 9th level spells. That said, despite similarities with D&D there are differences. We don't really see material components. Wizards can memorize 3 or even 4 of the most power spells at once, but when doing so seem to be unable to memorize any of the lower end ones; this is opposed to the D&D system where you get a fixed number of slots for each level, and they seem to have a fixed amount of space they can fill with spells and choose the power to fit their space as seen with how Mazirian managed 5 spells, and for all their ineptness at actually managing to function the mages of the Blue Principles seem to be able to at the very least wield several minor cantraps in addition to their less used major spells.

How this magic works with perfect memory perks is hard to say, probably best to say similar to how MtG and D&D wizardry work with them as both are directly based on this magic system. Personally I would expect perks that improve your memory or intelligence to help you store more spells, and maybe even refresh them in your mind without a workbook, but that memorizing the spell is not as simple as knowing it, and seems to involve priming it in your mind for quick use as well, and spells do seem to rely on a force of emotion and will as well as knowledge so even if you could master them to an extent to be able to use them at will it's unlikely you could cast them endlessly. And Master Mathematician might well allow you to learn the principles behind magic well enough to cast spells on the fly - though probably with less perfect control than ones you had well prepared. But this is ultimately just my head canon trying to make sense of spells you memorize and which escapes the memory when used.

The perk starts you at Turjan's starting level, or that of the mages in the original anthology which is rather middling for wizards in the setting. You're unlikely to be stopping time, and certainly not traveling through it (even the wizards capable of such needed special tools and rituals, or a sandestin to help them), casually using magic to sex change people into being on your side of a gender war and compelled to serve you, or transporting yourself to the edge of the universe to harvest IOUN stones, at least without hunting down more information and learning more magic. This isn't to say you're weak, just that you're not at the very top yet. You could release a spray of light which tears through creatures, could create an omnipotent sphere which is an expanding forcefield which can push away buildings in its wake, you could cast a spell to perpetually nourish your body so that you no longer need food or breath and could survive in the void of

space, or a spell to remove the volition of others so that they can only obey as long as the spell lasts. You're still a being which can't be confronted without a good plan, and either surprise or methods to prevent you from using your powers. You're just not casually stopping time and taking day trips to visit the dinosaurs. Phandaal's Catalogue would give you more than enough information to reach this level, and Master Mathematician would allow you to eventually surpass anyone in the setting with time and a lot of effort, even Pandelume.

If you purchase multiple alt-form granting perks and take one of the form-locking drawbacks you will be locked in your hybrid form, not that specific form. However additional issues will not be drawback enforced unless you take their specific drawbacks as well (and you are allowed to do so).

Archveults: The perk makes you like one of the ones of Jangk. All archveults may be like this, or maybe not. In "The Murthe" they once call Lehuster an archveult, but they also use the term as a sort of general pejorative so maybe they are using it in a less than literal sense. Or maybe archveult just means 'wizard who was banished to space' and those of Jangk are merely a single such group, though when they discuss their immunity to electricity it is just referenced as a general archveult trait though maybe that's because the only ones the wizards of Almerly in the 21st Aeon have encountered are those from Jangk. The perk makes you like one of the ones of Jangk.

Unavoidable: Is based on Chun the Unavoidable. The exact mechanics are not shown, other than he pursued doggedly, finding them when they tried to hide (which given the location and situation probably didn't need any special powers), and was able to immediately get into a magical space someone hid in. It's definitely expanding on what's there and making some guesses at why he was Unavoidable and that mages feared him.

I'll Taint You: It's the unnamed species that Nissifer belonged to. Which given the perk says such and directly quotes Vance's description should be obvious. Cugel later called it a hybrid of basil and grue when talking about creatures the Spatterlight consumed. Given another place describes them as a hybrid of a human, an unusual hoon, and an ocular bat, I leave it to you to decide if Cugel was actually correct in his assessment or just called something unrelated a grue.

Blessed Roads and Paths: Theoretically this was a spell, and it should be possible to duplicate its effects with a spell. The difference, though, is that spells can be undone by other magic - and while that's not common in this world it's can happen in many worlds - and there is no guarantee that just because ordinary people and monsters in this world

couldn't overcome the protection that even mages and more powerful creatures of this world couldn't have overcome the spell, and while we did not see a duration that is no guarantee that the spell would not eventually fade (though you could likely just cast it again). The perk version is not a spell but a pure fiat effect; it can't be dispelled, it should work against even the most powerful of beings, it will never run out, etc.

General Note on Items: I had to take liberties, expand on things, decide what half-hinted abilities were for a lot of these things.

The Tube(s) of Blue Concentrate was a 3 shot weapon that sprayed blue stuff... but what it actually did to those it struck is unstated and if the 2 such tubes were the same (only 1 was ever fired the other merely used as a threat) is also unclear. I went with caustic burning/melting cause it felt relatively uncommon to me.

Robe of Eyes: Chun's robe of eyes is not shown to do anything. The observable facts are that he is killing people who trespass in his domain and adding their eyes to his cloak, and that he is making deals with other entities to lure people into his domain. The robe gives a possible why, but not a canon one.

Laccodel's Rune vs IOUN Stones vs Skybreak Spatterlight: All three protect the wearer from magic. Laccodel's Rune is the best for blocking spells, but Kandive's amulet could overcome it so it doesn't necessarily work on all magical forces; Skybreak Spatterlight can be overcome by holy magic, and IOUN Stones only do so until filled so could be overwhelmed. Laccodel's Rune can also end spells on other people, which the Spatterlight and IOUN Stones don't (though it might depend upon the spell for IOUN Stones as they might absorb a magical force field, but they're not going to unshrink someone who was shrunk by a spell). However the other two have their other uses as weapons or for powering constructs.

Sandestin: It is unclear if Osherl can send people back in time like Sarsem. Sandestins come in multiple varieties, and Sarsem is treated as something of a higher grade sandestin than Osherl, but details are really scant on how they work in the 2 stories they appear in. It costs so much because it's a reality warping time machine in servant form.

A Manse of Your Own: Cheated a bit by having one background have a 400 CP item which could be purchased in a reduced version for 200 CP, but I wanted to include the Peregrin Palace, because palace that doubles as a magical spaceship was cool, but I couldn't justify costing most of the manses at 400, and it felt like I was shortchanging somebody if I made manse and peregrin palace both on the same tree, and if I made one general it'd still be undercutting the price of the other making it 'not worth it'/redundant.

And both really fit being a magician item more (manses belong to the magicians) so I did my little cheat.

Kandive's Amulet: We actually don't know what it does, other than looking at it causes horrible consequences, Laccodel's Rune doesn't protect against it, a brief glimpse put Turjan in a daze as he heard whispers, and it drove off a 'creature from hell' that Pandelume was fighting and Pandelume himself did not seem affected, but that might be because he didn't look at the amulet, or because Pandelume is an eldritch horror who cannot be looked upon directly either. I went with it breaks the brain because of what happened when Turjan looked at it.

IOUN Stones: In "Morreion" they absorb magic, and whenever the amnesiac Morreion begins to remember something one of the stones loses its color and he remembers in a rush. In "The Murthe" they use them to provide personal force to a simulacrum of a mage, providing it with magical energy. Therefore unlike Wikipedia that just called them magic annulling - something Rhialto and the other wizards who coveted the in "Morreion" didn't seem to know - I made them be magical sponges/batteries.

General note on the Wayfarer Items: Most of these I had to make some assumptions as to how they worked. Cugel's talisman of nourishment turned a whole list of organic objects into edible slime... but it detected poison as something separate and didn't seem to be useful for destroying walls or killing enemies. The Magic Rope had some level of animation, and could untie itself, but was never told to magically tie around someone even when it would have been useful so I assumed it wasn't fast and nimble enough to do so with any real chance of success. The Guiding Ring specifically looked for Totality, but that seemed to be because that's how the wizard who gave it to him set it. The Ossip Wax Boots they call it gravity negation, but it seems to be more inertia, and as they float up somewhat, even high, but don't float off to space on their own it seems more complicated than that. The Expansible Egg we're told is "impermeable to thew, claw, ensorcelment, pressure, sound, and chill" and is large enough to camp with a horse in, and doesn't seem to keep smoke in as you can burn a campfire within it for the night with no issues. I intentionally expanded its abilities somewhat to keep it in line with other 600 CP items.

The living sword scaling to your sword skill is just to make it have a function to wield it yourself (you can effectively offload that part of a fight), and

Jumper of the Blue Principles: The magicians in *Rhialto the Marvellous* really do seem like a parody, especially in the 1st two stories (the third was published separately 11 years earlier, but has the death of a character who is still alive in the others). Like if you told

me that Terry Pratchet based his wizards on them I'd be only mildly surprised since usually his parodies are more different than the originals. Though *Colour of Magic* came out before *Rhialto the Marvellous*... though the wizards of the Unseen University see a powerful swerve of personality after *The Light Fantastic* similar to that of the magicians of *The Dying Earth* to *Rhialto the Marvellous*. Either way... they're a bunch of self-obsessed, conceited fools who for all their magical power can't actually do anything right.

Changelog:

Version 1.0.0: Released.