

Duel Monsters – The Shadow Realm

V2.0- Rise of the Destiny Edition

The Shadow Realm. A land forsaken by its creator. The Goddess Horakhty once ruled over this world, creating wondrous creatures like the 7-Colored Fish, the Silver Fang wolves, the Skull Red Birds and the variety of Dragons that served as the mighty rulers of the world.

The world was her canvas, as she created legendary oceans and towering mountains. Her greatest decision in this world was to allow the wandering spirits from another world enter, to give her ideas.

When the first humans were reborn into the Shadow Realm, she eyed them with curiosity. They engaged her so much that she created more, and whenever a strong soul from that world wandered without a rightful place, it would be drawn into the Shadow Realm. Some say even the legendary Dark Magician was once a reborn human.

Knowing that they would create a new variable in this otherwise wild land, Horakhty created the “Sanctuary in the Sky” to overlook the world, as well as the fairies that populated it and the land to act as her will. She appointed two fairies, “Lord Solemn” and “Ruler Ha” as the heads of the Sanctuary to ensure the world stayed in peace.

In a verdant land, the first human kingdom began: The Pharaonic kingdom. They learned of the existence of the Goddess, and their kingdom became a theocracy devoted to serving the Goddess and learning of her power.

Flattered and pleased, 3 Pharaonic gods were created to defend their kingdom from outside threats. The Pharaonics flourished for a time, but soon their studies became dark as they grew proud and felt as if

they were the Goddesses' chosen people, destined to rule the world. When the Pharaonic gods refused to attack the kingdoms and empires growing outside of Pharaonic territory, they were appalled.

Their priest-mages worked in silence and shadow, before they revealed they had learnt a way to not only replace but exceed the power of their guardian gods: They had learned how to create a being called "Exodia."

They succeeded, and Exodia was unstoppable. The Pharaonic Gods were sealed away, and now with Exodia they would rule the world. The Fairies of the Sanctuary alerted their Goddess, who in fury divided Exodia into 5 parts and cursed their homeland into the "Necrovalley", a lifeless desert where the dead rose to devour the living.

In fear, the knights and vassals fled from the desert and spread out into the great unknown with scraps of the secrets of the working of miracles. In guilt, the priests and royalty who brought about Exodia became the "Gravekeeper" clan, who lived out their lives to bring the dead to rest and to keep the secrets of the false god Exodia.

Meanwhile, Horakhty abandoned this world in disgust, her holy radiance leaving only a pale imitation that the world called the Sun as its light. For their heresy and for being abandoned by the Creator, the higher fairies(who too were stranded) and Lord Solemn deemed this place the Shadow Realm.

There was an uproar in the Sanctuary In the Sky as the faeries implored Lord Solemn's advice, but he simply declared that they would carry on the wishes of their creator and keep peace and harmony on earth however they could. Those who were embittered and jealous by their abandonment for what a tribe of apes did were

twisted by their hate, and left the Sanctuary in the Sky out of hatred.

They became the Fiends of the realm who tormented man for driving away their God. The face of this movement was “Dark King of the Abyss”, an otherwise unassuming Fairy that took the reigns of the fledgling Fiend army before Ruler Ha had turned into a Fiend. After which, he became the new lord of the Fiends, overthrowing the Dark King. To this day, the armies of the fallen are under Ha Des’ command.

In the wake of the fall of the Pharaohs, the kingdoms of man went their ways.

However, one kingdom arose and changed the nature of this world: Lemuria. The city was free from the fear of Fiends and Beast-Warriors that plagued the mainland, as they were masters of the waters and could draw sustenance from it easily.

Whatever they couldn’t fish up or forge from bone and iron, they traded for. With survival a simple matter for their kind, they turned their efforts inwards and began to study the nature of the world.

The first magic system was created in Lemuria, an art formed from studying the powers of the spirits and dragons that seemed to wield it with ease. All ‘spellcasters’ as we know them today derive from Lemurian arts, and their magic was splendid to behold. However, their grand ambitions were too great.

They had realized there was a root cause to the creation of Fiends from faeries, beyond simple hatred. They had a creator, a force that empowered them. Beings from beyond the Shadow Realm that wished to possess it now that the Goddess had abandoned them: Archfiends.

The Archfiends targeted the Lemurians, and while the might of

Lemuria allowed them to create a Seal to defeat them, it had a cost. During the war against the Archfiends, all that the other kingdoms knew was that Lemuria had demanded tribute in the form of sacrifices.

Little did they know that the ones they sent off to be sacrificed were necessary to the Shadow Realm's survival, as these sacrifices created a Seal that allowed the war with the eldritch Archfiends to end in a draw, the Archfiends having lost too many of their number for good while Lemuria itself was so overextended that the breaking of the Seal they crafted as a weapon destroyed their city and in turn their civilizations.

The loss of Lemuria rippled throughout the Shadow Realm, and many of its colonies on the mainland had a change of power from the Spellcasters to the Warriors, as resentment grew over the cruelty needed to defeat the Archfiends. Many were unaware of the war with the fiends, and only saw it as the Spellcasters going mad with power.

This began the Age of Fire, a period where Spellcasters and Warriors had a heated tension. Outright battles between Spellcasters and Warriors broke out, and if they weren't fighting each other they were battling Fiends and Beast-Warriors.

The only thing that united Spellcasters and Warriors was that the Dragons(who had rightfully seen Lemuria as a threat) had seen that the time was right to annihilate the only threat to the birthright of dominance over the world.

The head of this movement were royals even among dragons, the Blue Eyes White Dragon clan. Their matriarch, Ultimate White Dragon, was known to fell empires in a matter of weeks and her children could destroy villages and cities in a single raging battle. In order to save

their kind, Sword and Spell joined forces and fought back.

In the end, a union of spellcasters and warriors lead by the Dark Magician destroyed the White Dragon clan save for a trio of sisters, who fled into the unknown.

For years after, Spellcasters and Warriors were truly cemented as the same kind.

However, one threat hangs over the weary heads of the Warriors: The Magical city of Endymion. It is the hub for magical research and spellcasters, founded by a famous wizard who was said to be a rival for the legendary Dark Magician.

Was it simply a place for spellcasters to study their art? Or the seeds for a new regime of magical tyranny? Only time will tell.

In this world abandoned by its Goddess, filled with heroes such as Gaia the Fierce Knight and terrible threats like the mysterious Machine King(an experiment in seeing if life could grow from stones and mechanisms much like humans created, made by the Goddess Horakhty in the northern grey waste) or the ever present shadow of the Red Eyes Black Dragon clan filling in where the White Dragons failed, what legend will you make here?

+1000 Points will be your budget, to take on the boons to survive this forsaken world. Spend them well.

***Drop-in:** A newcomer to this world...Strangely, you won't stick out too much. Perhaps you are a native of one of the Different Dimensions,

or maybe you were a reborn human from that far-off world. No matter the case, your status as one from outside of the Shadow Realm will allow you to access abilities and objects considered anomalous...

***Warrior:** One who's honed their mind and body to be a weapon, you are a successor of the nobility held within the knights of Lemuria and the guardians of the Pharaohs.

A world with as much wonder and terror as this requires strength, and the strength that any man with two hands can stand a fighting chance to attain is that of the sword.

But, the Shadow Realm rewards courage: Those who prove mighty and brave often find boons that can match or even exceed the power of magic...The warrior kingdoms do not produce warriors, they say, but Heroes. Go, and show them the truth of those words!

***Spellcaster:** A worker of the Arcane Arts, you are a successor to the will of Lemuria. Perhaps you are an official researcher and magician registered with the city of Endymion, or perhaps you learned from scraps of books and scrolls you could in a small village library.

Either way, many like you dream of attaining the power and prestige of the Dark Magician, or Endymion, or the Silent Swordsman. Only time will tell, but this is a land that creates heroes.

You may surpass them all, with time.

LOCATIONS

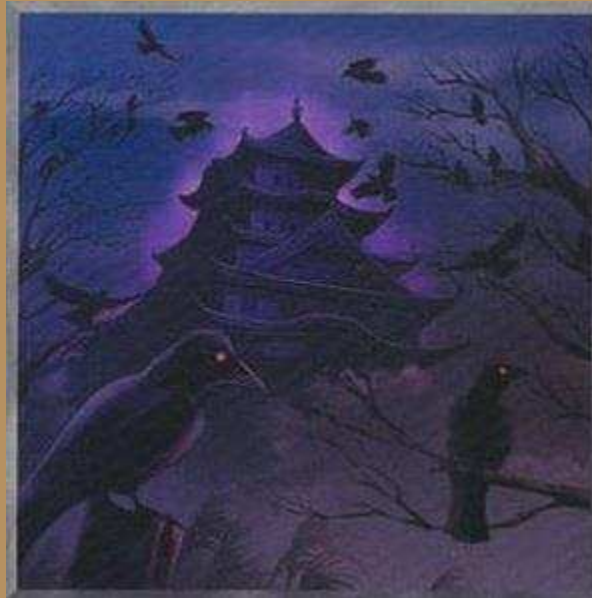


1. **The Sogen Forest:** An idyllic forest, the forest and the plains around it are quite hospitable to life and both man and beast call this place their home. Plains nomads and humble villages boast proud warriors and elemental spellcasters while the forests are teeming with birds, animals, insects, and the ever-vigilant Beast-Warriors.

Though it is a warm place, it is still a land where you must be able to fight to survive, as brigands, fiends and feral creatures(or evil beast-warriors) prowl in search of the weak.

For those wishing to see the world, the forest is near the coast of what is said to be a Legendary Ocean off to the west, where many islands can be found.

Those with a more fanciful tongue even claim of a land where only women warriors live, known as Amazons. Nobody truly believes them, but...who knows? It's a big world out there, after all.



2. **Shogunate of the Blue Flame:** A misted land far to the east, this Warrior Kingdom is under the purview of the ambitious but brilliant Lord Shien, his will enforced by the mighty Six Samurai and his army of footsoldiers.

Despite his legendary sense of pragmatism and ability to inflict cruelty for the sake of his ambitions, he is a trusted leader as often he can be counted on to see situations through keen eyes unclouded by fear or indecision.

The lands of the Blue Flame are kept safe from all manner of evil creatures under his watch, and he has offered his own Six Samurai in the effort to drive back the Machine King at the Warrior's Pass.

These lands will look upon you strangely as an outsider, but only the truest of traditionalists will openly speak against you as Shien has advocated for open relations with outsider kingdoms.



3. The Royal City: A bastion of civilization on the western continent, this castle stands for one of the larger known civilizations, the Royal Empire. They hope to stand solemnly against the anarchy of the west and bring it a glorious light. The people are safe behind the Imperial Iron Wall, though they sometimes must make a Painful Choice to pay for the costs of such security.

It is kept afloat due to having produced great men such as Freed the Matchless General and Gilford the Legend. However, while on surface the imperial capital is in bright days(if you ignore the People Running About), it is built on the backs of an Oppressed People.

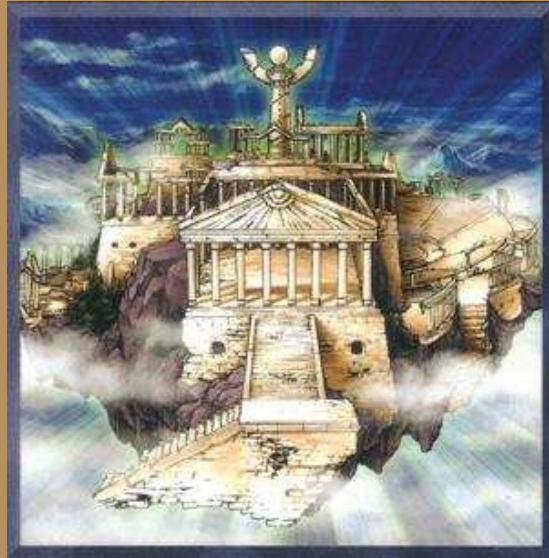
The king of the Royal Empire was the descendant of a Lemurian Knight, but lacks his bravery and compassion...the people often whisper of his true title as a Tyrant. They say that there's already a United Resistance somewhere in the castle town, and that a Huge Revolution might be coming soon.



4. **The Magical City, Endymion:** A second Lemuria, born from the knowledge of the first. The lone magician Endymion created it with his own efforts, as the fruits of his 40 long years studying the artifice and architecture of Lemuria, and it is named after him (on his own suggestion) in his honor. Endymion is a city teeming with mages of all kinds.

All schools of magic are welcome within its metaphorical walls. All mages and those descended from mages will find a home there, or so it is claimed. It has the greatest set of magical defenses seen in the world, matching Lemuria at its height and only exceeded by the power of Exodia and the Gods.

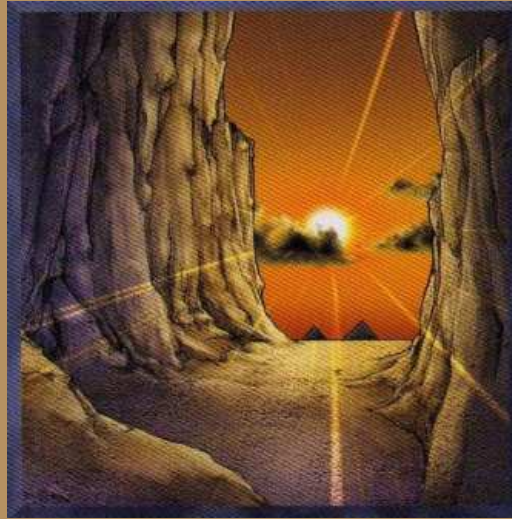
While it is a neutral party for now, fears abound of the LAST time mages found so much power...and of the time before that, as well.



5. **The Sanctuary in the Sky:** This sanctuary is a massive temple floating above the continents where the servants of light, the Fairies live. The Fairies are kind and compassionate, however they are warriors of the Light and will turn against evil and darkness vigorously and enthusiastically.

They also have a bit of a grudge against mankind for defiling the Shadow Realm, but many of the ones who weren't turned into Fiends believe mankind has the potential for good in them and that the Goddess will return if they can show that good and nurture it wherever they go.

The fairies will assist you in returning to the earth, and you may ask to help them fight the forces of Darkness if you are so inclined. You may even request an audience with Lord Solemn himself, though unless you are a figure of great power or have proven your valor for the side of LIGHT you will find he has little time to spare.



6. **Necrovalley:** This desert valley is known for its ruins and hosting the Mausoleum of the Emperor, famous ruins of the resting place of one of the world's strongest Pharaohs. The great pyramids and fortresses here even after all these centuries are a testament to the might of the Pharaonic kingdom in its prime, and how far it's fallen. The Gravekeeper clan live here and save for the Heretic(who boasts at being the rightful heir to the Pharaohs, and that the world would be his if he was allowed to seek out Exodia's parts) are dutiful keepers of the tombs of the Necrovalley, preserving their treasures, secrets, and sanctity as recompense for the horrors their ancestors perpetuated on the world. This cursed land is hostile to life, but the Gravekeepers here will welcome you into their homes if you are in need of a place to stay. Just...don't stay out after the sun sets. The dead rise under the light of the stars, and considering the entire valley is a massive graveyard...



7. **Warrior's Pass:** The Warrior's Pass is a natural mountain pass, dividing the central continent from the Gray Wastes to the north. It is notable due to there having been a number of run-ins with the machines to the north, necessitating even in the days of the Pharaohs the construction of the 3 Great Fortress-cities. When the Lemurians arose, they bolstered the strength of the fortress-cities by binding the "Monarchs", Beings of elemental fury and power. In the time since Lemuria rose and fell, the Monarchs have allowed not a single foe to pass their walls, and as for as long as anyone can recall even in legend and myth, none have ever come close. Until now, that is.



Recently, the Machine Empire awoke a line of machines formerly thought to be extinct...the Ancient Gears. In particular, Ancient Gear Golems – each larger than a siege tower – have entered mass production and been used to storm the pass which held them back for so long.

Now the Kingdoms face a new and deadly threat. The Machines have now gained access to metal and stone, in large amounts. Given a year, their numbers will increase beyond measure, and the Warriors will no longer be able to hold the line. A mighty host of warriors, drawn from all kingdoms is being assembled to make one last counter-attack, with the fate of their whole alliance at stake... Who knows where history may turn, from this point?



8. Free Choice: Fortune is in your favor. You may choose any of the above areas to begin in, at your leisure.

You get perks underneath your Origin at a discount, and 100's are free. This applies to Gear and the Sub-Origin perks (Destinies/Journeys/Schools) as well.

Drop-in



Different Dimension Survivor(100): You are no stranger to foreign shores, no empty-handed tourist from another space and time. This familiarity with unfamiliar lands has given you an array of reliable survival skills that let you easily adapt to new environments, and quickly deduce how to find safe food and drink for yourself as well as shelter, even if the world is as wild and chaotic as the Shadow Realm. Be warned - survival must be possible in the first place for your skills to be used. You will find no sanctuary in a howling abyss.



Different Dimension Trainer(200): There are many wild and ferocious beasts in the Shadow Realm who would tear the unwary to shreds, great beasts and beast-warriors who will give humility and death to those who disrespect them. But you have a careful hand when dealing with such - you can quickly gauge the behavior of wild creatures both feral and intelligent, and deduce how to best appease them or avoid earning their ire. Should you put effort into it, you may even be able to tame such a Beast as a reliable mount or companion...though intelligent ones will need something more tangible than mere companionship or training in return. Trying to 'train' the smarter ones is unwise.



Different Dimension Assailant(400): Existing between worlds is a hidden space folded in between dimensions, known to many as the Different Dimension. Beyond the reach of magic and sense alike, you have a connection to this void between worlds, letting you briefly enter it to cross great distances in a short amount of time. You start being able to use it to teleport short distances, blinking from one place and crossing a field's distance in that time, though you will tire quickly if you use it too much in a short amount of time. As you gain more experience, your jumps can be made at greater distances and with more precision - enough so you could cut a ruler's throat in his bedchambers and appear in the next town over with nobody any wiser.



Different Dimension Savant(600): A riddle for you - are these

memories of your world empowered by the Different Dimension, or just echoes of a distant land reverberating in your mind? Whatever the answer, I leave to philosophers - you have a very keen understanding of advanced technology from another world. Laser cannons, propulsion devices, even some robotics...you know how to make many advanced wonders of science. But aside from that, you know how to make technology that taps into or travels into the Different Dimension, from a Dimensional Breach that leads unwary foes into it, or even a teleporter that works akin to an Assailant's power. Not only is the Different Dimension a hostile dimension where only the hardy and stubborn can survive, but those trapped within cannot be accessed again by the outside world...the dead within cannot be resurrected, the victims trapped cannot be called back by magic, or seen by the Gods. The only way for them to be free of the Different Dimension is to escape on their own...or for someone with similar technological prowess to retrieve whatever is left of them.

While your chain is in progress, you cannot use the Different Dimension to cross into other worlds. Once your chain ends, this lock is removed, though you can only visit your home world and the other worlds of Duel Monsters this way. Should you obtain the Spark, this limitation is removed, and the Different Dimension can be used for quick transportation between the infinite worlds of the multiverse freely.

Warrior



Shield and Sword(100): These two tools will get you far in this world. You are a skilled hand at the blade and a quick mind when it comes to defending yourself. You could easily make your living as a sellsword in the Empire, or as a bodyguard within the walls of Endymion. Not only could you fight, however, but you have the unique send of mind to be able to apply offensive techniques to your defense...and indeed, your defensive techniques to your offense! Smash with a shield, and parry with a blade, they'll both serve you equally well.



Burden of the Mighty(200): It is the burden of the mighty to defend the weak, this is something you've learned throughout your years as a warrior. Understanding and accepting this solemn duty is your strength, now, and those who are weaker than you can see it in your eyes. Now, you are able to keep a sense of empathy towards those weaker than you, and in turn the weak see you as their champion and will be extremely favorable. The mighty become kings not through threats and fear, but by standing as the people's blade. Let that lesson burn into your heart.



Pride of the Weak(400): It is the pride of the weak to stare down the tallest of giants, and through gumption fell them like trees. Under your command, those who face foes with greater strength than they will

gain a great amount of courage...a courage which seems to translate into a greater power! These weak warriors will be able to deal damage even despite the disparity of ability, as the 'stronger' foes will be more susceptible to their strikes. The weak have their pride, let the world know!



The "A" Forces(600): The current union of Spellcaster and Warrior has lead to a new age in glory for the races of man, and you exemplify that spirit. You are able to combine both the skills of sword and the skills of spell in subtle and effective ways. Perhaps you could let the lightning spells of your spellcasting comrades to arc through your blade to your foes, or you could disable and distract enemies with your combat prowess so that their minds are easy targets for their enchantments. A team of warriors and spellcasters with your knowledge would be worth almost 5 times their number in power and efficiency. However, you haven't forgotten the Age of Fire. Warriors and Spellcasters may fight once more, and you're prepared as well. You know how to apply physical prowess and combat ability to negate the advantages of magic against your comrades...and if you were to pick up magic yourself, you know which spells and how to use them to build a great advantage against warriors with minimal effort.

Spellcaster



Remove Trap(100): Spellcasters often become adventurers as a way of gaining experience, and while this spell isn't quite used in day to day life...It's invaluable for those who wish to seek their fortune in the ruins and dungeons of the Shadow Realm. At a tap of the finger, or an appropriate magical focus such as a staff or wand, you may disarm any mechanical trap! However, this isn't as simple as that: If you're unaware of a trap being present, the spell doesn't function. It may take a bit of a keen eye, but that's what you need to develop as a Spellcaster, isn't it?



De-Spell(200): Magic gives, and magic takes. Sometimes, magic takes away even magic. This spell allows you to ‘disrupt’ enchantments, breaking their power for a moment. On most enchantments, this momentary break is enough to render the enchantment null. However, if the enchantment is being actively maintained, then it can be restored after that momentary disruption. For example, using “De-Spell” on an enchanted item would remove the enchantment. Using it on a magician’s protective aura would disrupt the aura, but allow them to reinstate the aura after that moment of disruption.



Hinotama(400): Magic is the understanding that Knowledge is Power. And while this is a crude way of expressing that power, it is necessary in the dangerous world that is the Shadow Realm. You gain the “Hinotama” spell, which allows you to produce a powerful elemental

blast from either your hands or your magical focus. This blast can be of any of the basic attributes(EARTH/FIRE/WATER/WIND) but a single strike from this spell is strong enough to bring down a group of soldiers or down a Feral Imp in one blow. It does take some focus to use, however, so you also know the spell “Sparks”, which does a smaller and weaker version that can be used at-will with minimal mental investment.



Swords of Revealing Light(600): Only a right fool would fail to see the use in a powerful defensive option. Variants of this spell are extremely popular among many spellcasters, both novice and masters alike. This spell produces a trio of “Swords” made of a dazzling bright light. The light alone is capable of taking foes off-guard and revealing the place of hidden foes, but their true strength is the barrier that is created between the 3 Swords. Reports have been recorded of these barriers being able to withstand a rampaging Blue-Eyes White Dragon’s attacks without breaking. But...this defense is not eternal. Every 30 seconds this spell is active, a sword will disappear. This means that after 60 seconds, the barrier will be gone completely and the only benefit will be a single “Sword of Light” capable of creating light. This is mentally intensive to cast, though you don’t need to focus on the spell once

you've cast it.

DESTINIES, JOURNEYS, AND SCHOOLS

The Shadow Realm is a place of many paths and many powers, far beyond the scope of what origin alone can give you. Thus, you have these paths opened to you now. These 3 “Styles” of paths all have different reasonings.

DROP-INS can choose 3 Destinies to receive discounts on. They represent a place in the world beyond sword or sorcery, one that has been allowed for you to claim as you are from another world. These are rare paths that one cannot truly “luck” into. They also are unique in that each one comes with a certain racial choice you may take advantage of if you so desire it.

WARRIORS can choose 3 Journeys to receive discounts on. These boons are often a mix of empowerment, skill, and magical artifacts bound to their owner. They represent the heroic nature of swordsmen and wanderers in this world, who are often empowered and granted greater abilities by their courageous exploits. They are the benefits reaped of adventure!

SPELLCASTERS can choose 3 Schools to receive discounts on. These powerful spells and techniques are borne from years of studying and dedication, often honing the mind in a specific way and sacrificing certain things in life to unlock their ability. They are the end result of hard work and dedication!

You may purchase perks from any DESTINY, SCHOOL, or JOURNEY.

Destiny of JARS: The Shadow Realm is known to possess a unique artifact among the worlds, known as a “Pot.” Pots are objects that can produce wealth and desired items from themselves, and their secrets are held by the Goblin race(which you can now be a part of). Pots are not the only form of masonry with power here, as an art often forbidden to even masterful Goblin artificers is the “True Jar.” A “True” Jar is one that is capable of massive destruction and confusion, being able to warp reality to a limited degree before it spends its energy. The Morphing Jar could obliterate all around it like the powerful spell known as Dark Hole, and then vomit forth treasure from its body, as an example.



Jar Robber(100): Count the Jars, one, two, and three. Your constant dealings with the power of the Goblin artificers and their tantalizing craftsmanship has given you a sixth sense for treasure. You can quickly find lost treasures and items of wealth, or a good clue on where to find such riches, with almost infuriating ease.



Avatar of the Pot(200): This is more like it. Just like the Goblins, you've begun to dabble in the art of proper Pot and Jar creation and have reaped the rewards. They can generate wealth from the ether, no fuss, no energy needed...however, all things have a price, and the Pots follow their own rules. A Pot of Greed can generate gold, riches, or relevant currency instantly and be used with impunity, but is difficult to craft and can only be used once. A Jar of Greed can do the same, though it takes a full day before it generates the next handful of treasure.

Pots of Generosity can create wealth easily and cheaply, however, you must give all of it to others - trying to keep it for yourself will turn your gold into ash immediately, or bring ill tidings where fortune would be. Pots of Duality can create wealth you can use, but you must give three times as much to others using the Pot before you can claim that third for yourself. Should material wealth not interest you (what a laugh!), these Pots and Jars can be animated into servants, whether as fae-like sprites or musclebound golems. Of course, these constructs are much more loyal to you than the fickle artifacts would be, what with their prices and demands for gold...yet the constructs don't make any wealth on their own. Typical.



Dragon Capture Jar(400): Of course, it's not just gold and jewelry that can be contained in a Jar. People and creatures work just fine as well. You can craft a Capture Jar, an artifact capable of greatly weakening or even sealing creatures it is designed for. With a pound of flesh and a bottle's worth of blood from a creature of the same species used in its creation, this Capture Jar greatly weakens the physical form and abilities of all members of this species near it, leaving them vulnerable and unable to retaliate. Those who are strong indeed may be a little harder to put down than that...but the call of their kin's blood is no less a potent poison to their body and soul.



Pot of the Forbidden(600): A grave and terrible secret that even the greedy and not-so-bright Goblins fear is carried in this art. The place where the gold and jewelry comes from, that 'Morphing', is a living and destructive force. One that cannot be truly understood, but it can be channeled. With time and preparation, you may create this Pot of the Forbidden, and upon completion will greet you with a single glowing eye and a shark-toothed smirk.

This Pot does nothing on its own beyond looking incredibly intimidating and bulky, but should you activate it, it grants a variety of effects for you to choose from. You may briefly tap into it to completely recharge your own magical energy or receive new insights into skills or powers relevant to your journey. This insight can also instead manifest as a look into the future, and see a relevant enemy or item they hold that will later stand in your way...and exactly what you are able to do to counter it, should you have the means. The Pot can also unleash its

pure destructive power, completely annihilating foes nearby who lack the insight to move out of the black, entropic field of destruction the Pot unleashes, killing the weak instantly and greatly injuring even the strongest of monsters. This wave of destruction can also be tailored not to take lives, but to completely wash away all enemy magic power, stripping them of all their advantages and arcane might for hours or even days should they fail to withstand it.

Of course, all things have a price. The Pot of the Forbidden's power is too great to use more than sparingly, and is difficult to transport...each successive use in a single day will begin to steadily tire and eventually damage the user, bringing misfortune, ruin, and the Pot's effects even happening to them as well as the enemy they sought to lay low, if they fail to control it. Do not drink too greedily, lest the Morphing laugh at you and swallow you whole.

Destiny of LABYRINTH: The dungeons and mazes of the Shadow Realm are plenty, created for a dizzying variety of reasons. Some to hold treasure for later use by their rightful owners, some as a stronghold in which to hold off against the great hordes of enemies, and others as prisons for vile creatures. A few were even simply made to attract and slay the unwary for entertainment. In any case, you inherit the will of these creators and their skills in both constructing grand places, and killing the unwary in their halls.



Trap Hole(100): All dungeons require one and one thing only to be considered the real deal. A trap hole! That is to say, it's considered a basic yet effective way of dealing with unwanted intruders, so of course you've mastered such a staple mechanism. You are able to create trap holes, excellent concealed pits that drop into an unpleasant end for most creatures. They'll often be undetectable to all but the most keen and trained of rogues, and this mastery can even let you discover new variants on the Trap Hole! Giant ones, acid pits, and even (if you somehow have a way to create dimensional portals) trap holes that send them into the Different Dimension(or similar location.) Everyone has to start somewhere.



Trap Master(200): There's more to the art of crafting a dungeon than pit traps. You've expanded your reach and knowledge of crafting dangerous mechanisms. First, you can create Needle Ceiling and Needle Walls, which are what they sound like. They can close in to impale and destroy the ones who would thief from you. Another common set of traps you have are the Chain traps, which include explosives and poisoned knives that attach to intruders until they succumb, of course. The last set are the "scrap iron" traps, Scarecrows and Statues that can block the path of those who trek through your dungeons. They'll be sorry they ever crossed the trap master!



Tiki Curse(400): You cannot rely on static traps alone in order to defend your treasures, can you? It seems you may need some moving parts...there is a proud tradition of Golems in this world, after all, not even counting the ancient gears. You aren't any stranger to these arts, and can produce statues that house guardian spirits within them. These spirits are known as "Tikis", and can activate with the same "triggers" as normal traps. When they do, they animate as monsters and will seek to destroy intruders! They have a magical sense of knowing who is meant to be there and who isn't, so as long as you can give them a vague sense of who to chase down, they'll keep to your intent as closely as possible. Fear the curse of the Tiki!



Labyrinth Wall(600): Traps and minions are wonderful ways of defending your dungeons, but what if the dungeon could defend itself? The walls have a will, or...at least they can, with your touch. By placing certain magical reagents into the foundations and stone of a building, you can animate it to shift and change shape, not enough to kill a person on it's own...but it could trap and redirect others into dead ends indefinitely. A rule of thumb is that every wall it removes it has to add somewhere else, and vice versa: creating a wall requires it to create an opening somewhere else within its halls. This even allows it to arrange traps at will! Of course, if that wasn't enough...you can also bind a monster as a guardian within it, a "Wall Shadow" that can move across the surfaces of the dungeon animated with this perk's ability and attack from any angle! It's a dungeon that guards its own treasure, what more could you ask?

Destiny of METAL: The armies of the Machine are a mystery to many of the inhabitants here, as well as greatly feared for their power and the ability to create themselves from metal. You are attuned with these strange beings now, and their secrets are now

yours to learn. Be wary, as they are universally feared by all and by being one who works with living and thinking metal, you will create a target on yourself. Not that you need to worry...your only friends that you need from then on will be machines, and indeed you can take on the physical form of a combat robot if you desire by taking this Destiny.



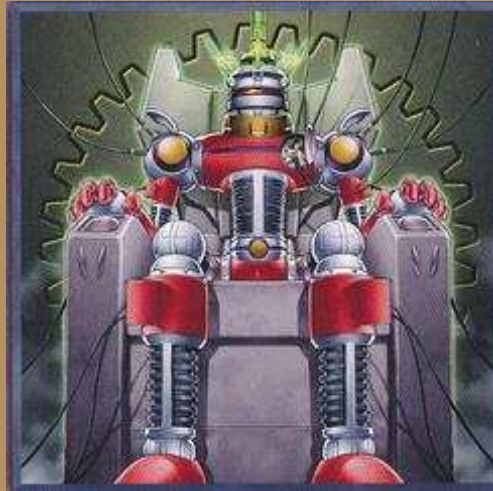
Limitier Removal(100): Overclocking is a useful if dangerous skill, one you have learned how to apply to combat machines or devices designed for fighting. Whether it is a gun or a drone, you know how to double the effectiveness and output of the device's destructive power...though it will detonate from the exertion after the danger has passed. Stronger or complex machines 'merely' short circuit or shut down in need of repairs, while pure robots or simple weapons just explode. Still good for a latch ditch effort. You will need some time to modify and tinker the device in question in the first place, mind, so it's unlikely you'll get to try this on an enemy device without time to work.



Dark Factory of Mass Production(200): Nothing is stronger than the fires of industry. You now know how to build the many combat machines and robots of the Shadow Realm, along with how to build and manage factories designed to mass produce them in total automation. You will need some time and resources to build an army rival to the Machine King's own forces...but after the initial factory is made, you'll have no shortage of combat-ready mechanical minions on your side.



Metalmorph(400): Flesh and machine are very separate worlds, but not so much in your hands. You've learned the secret of changing biological forms into machines, converting them into stronger metallic bodies and opening their forms to easy augmentation with the power of science. This allows them to easily have technology built into them and to have the benefits of being a tireless, powerful machine with none of the downsides to being just an average meatbag...of course, the subject will retain their original personality from the change. Unless you make some 'modifications', of course. As with the others, this process takes time to accomplish, and those you try to mold into drones will likely resist. Violently. What do you plan on using this for, I wonder...?



Machine King Prototype(600): The machines of the Dark Factory are useful and numerous, but they lack something living beings do - the capacity to learn and grow, true sentience that would make a formidable force. You have unlocked the secret behind this, the true secret of the Machine Kings: evolutionary AI. You can build Machine Kings that have not only sentience and the capacity to develop ambition or personality, but they are able to control other drones, robots, and technology to follow them like soldiers falling in line under a general. The performance of said soldiers, regardless of their function, becomes more efficient and effective as a result. You even know how to 'iron out' Machine King personalities so they don't rebel against you, as smart machines are prone to do. With enough time, you can build a Machine King capable of controlling an army of robots...or even a country's worth.

Destiny of CHAOS: There is a power to paradox. The forces of Light and Darkness are often forever warring in the Shadow Realm, but there is a secret art dedicated to fusing their strength. Much like how matter and anti-matter can join together to create a burst of destructive power, so too Light and Darkness combined carries a

wild and uncontrollable strength, which earns this art the moniker “Chaos.” Your nature as an outsider allows you to tap into this energy, and become a force of destruction unlike any other.



Dedication Through Light and Darkness(100): Let it be known. The path of Chaos requires strict training to follow. Any lesser magician or warrior who tries to channel light and darkness recklessly would be destroyed, their body unable to hold both without annihilating itself from the paradox. Now, you have learnt the art of balancing and controlling warring powers; You can now channel and control conflicting energies within yourself, and keep them separate enough so that they do not cause you harm. If two powers would destroy one another and you with them, or null each other, then you can have both within your form or soul with no fear of accidentally allowing them to mix.



Chaos Sorcerer(200): The most distinctive form of Chaos' might is to simply bring things to an end: You may channel the magical powers of Light and Darkness together now to form a destructive orb of power. It is not as strong as some spells, at least in pure firepower, but it is a constant entropic disintegration, very effective against most defenses. While other spells may be a metaphorical bolt of lightning, the power of chaos is a rushing waterfall that breaks its victims down through the sheer torrent of destructive power.



Gateway to Chaos(400): It's said that reality abhors a vacuum, but what's not known is that paradox abhors reality. As such, the power of Chaos is able to wound reality on a fundamental level, through two major channels: first, you can create powerful vortexes known as "Dark Holes", that swallow up living beings and the surrounding landscape with no remorse(not even for you!) The power of this and the risk of this is obvious, as the sheer gravitational power of the Dark Hole can crush even powerful enemies from this world...but being near impossible to escape, as even light and magic can barely outpace it. Secondly, you can produce a spear of Chaotic energy that can punch through dimensions(allowing you to make rough and ready gates into the Different Dimension, though it will cause devastation on both ends) and powerful barriers...again, with no protection against the amount of destruction such a power requires as collateral. They hold great potency, but if you use them recklessly, do not be surprised if you are among those destroyed by its power.



Chaos Form(600): The arts of Light and Darkness take great pains to teach you how to ensure that the two energies don't mix in your form, to prevent the inevitable entropic maelstrom that would occur. However, those who reach the zenith of the Chaotic Arts will know the second reason they take so long to teach neophytes how to mix the energies in their body: The resultant boost in energy is magnificent and dangerous in the hands of the foolhardy. You now know the technique known as "Chaos Form", which magnifies your power both physical and magical to a level above any other native of the Shadow Realm, even the vaunted Dark Magician and feared Blue Eyes White Dragon. However, it is not freely used. Every moment spent in this form is a moment it channels pure raw entropic power, eroding away your body and soul. If you were to fully lose yourself to being drunk on this power, without fail your very being would be eradicated as you were swallowed by Chaos. Until that point, however, finding a match for your power in this realm would be a very difficult task indeed.

Destiny of BLUE EYES: The Legend of the Blue Eyes White Dragon is told across the land, as the clan was considered the original royalty of this world. The Dragons were the first truly sapient species in the Shadow Realm, after all, and the Blue Eyes White Dragons were

their strongest and most beautiful representatives. Even when humanity came onto the scene, the Blue Eyes White Dragons inducted a few key families that fit their sense of royalty as their representatives and envoys among the young race, as well as people to worship them. Their sense of high breeding and purity is imbued within you now, as this Destiny shows.



Majesty with Eyes of Blue(100): Your eyes have become a beautiful shade of pale blue, marking you as kin to the Blue Eyes clan. Your sudden appearance may well have you be heralded by the clan as a messiah or a sign of a return to glory...and why wouldn't they? Your appearance is absolutely stunning, whether beautiful or handsome. Those who look upon you will instinctively recognize you as some sort of nobility, whether a crownless monarch or someone with a grand destiny. What's more, dragons will see you as kin to them, looking at you the way they would a cousin or a member of family. Be aware, this bond means less to some than others...but you will, if nothing else, be respected and heard out when you speak.



Silver's Cry(200): Should you call, they shall hear you. Your voice may imitate the cry of a Dragon's young, a call for help that Dragons or similar draconic beings answer by instinct. This cry is both unearthly and beautiful, having a powerful intimidation effect on the weak-willed and making the strong-willed hesitate. What's more, if your loud cry is heard by a Dragon or similar, they will rush to your aid and quickly work to dispatch of your attackers...assuming there are any. Be warned that once the initial battle has ended, Dragons may turn on you for taking advantage of such trickery, or at least give you a stern talking to. Try not to get a bigger problem than you started with. As a bonus, a Dragon you have a strong emotional bond or pact with will hear you regardless of distance when you make this Cry, and will instinctively know the fastest way to reach you, if it is possible.



Burst Stream of Destruction(400): The power of the Blue Eyes White Dragon should never be underestimated, the three-headed matriarch of the clan able to lay waste to empires as the sun rose and set. You have harnessed the power of her offspring, able to either enhance your own magical attacks with a blue wave of destructive that can turn castles into ashes, and mountains into a collapsing landslide. You may also use the destructive beam on its own without any additional magic. Initially, this is draining and unwieldy, but with time, you may unleash this destruction as easily as the dragons themselves, and increase its power. Let none stand before your might.



White Dragon Ritual(600): The Blue Eyes White Dragons were aware their number were a bit low, and that humans were both plentiful and intelligent enough to serve as worthy vassals. They devised the “White Dragon Ritual” as a way to ensure their purity and induct them into the clan, as well as marking their bloodline forever more. You can now use this ritual to grant people the benefits of the perk “Majesty of the Blue Eyes”, which can even be passed down the generations if given this way. More than that, however, a special version of this ritual was inducted after Lemuria arose.

They had feared that the Lemurians would decimate their number if provoked, and as a buffer against that they found a way to artificially increase their clan’s size, by taking chosen humans and granting them a Blue Eyes White Dragon form! This variant of the White Dragon Ritual is available to you, now, and you may transform willing people(including yourself) into a Blue Eyes White Dragon, with the power to fell cities in hours and kingdoms in days! You can decide if this transformation is temporary or permanent. If you make it permanent while on this world, it becomes an alternate form for you to

take after the jump ends.

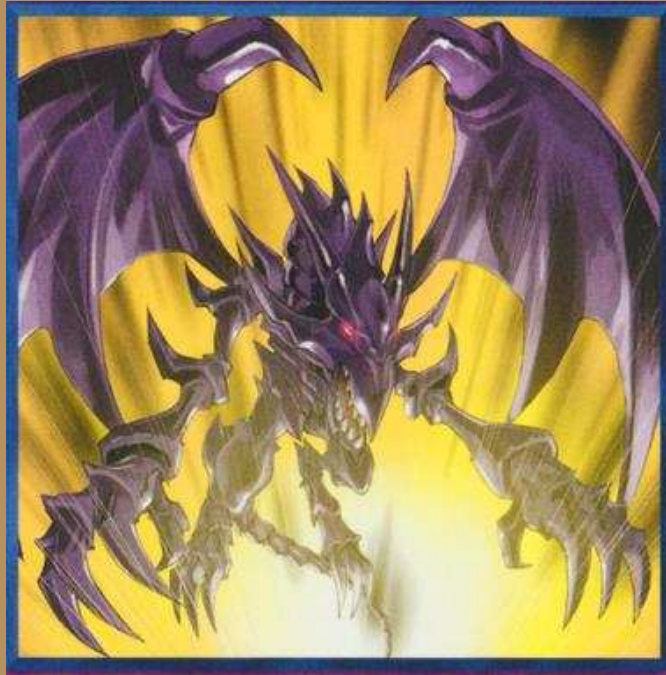
Destiny of RED EYES: The Blue Eyes White Dragons are not the only infamous clan of Dragons...the Red Eyes Black Dragons are in many ways the opposite of the Blue Eyes, however. They were the lowliest clan among the dragons. It is only through a sheer bloodyminded drive to become stronger they have risen up to this state, as well as their natural adaptive abilities. They have no low they won't sink to, in their quest to become the strongest! They too have inducted humans into their beliefs, and you can benefit from the desire to survive that defines the Red Eyes Black Dragons.



Red-Eyes Burn(100): The feature which gives the Red Eyes their name. You are now able to manifest Red Eyes, bright red lights in your eyes that the Black Dragons used as a young clan to come off as powerful and intimidating. Not only do they serve this purpose, but you also gain a strange attunement to the element of "Fire" while the red eyes are active, making you a bit resistant to it and letting you manipulate it with a greater ease.



Red-Eyes Insight(200): The Red-Eyes Black Dragons made their legend not through honor, but by being able to take whatever advantages could be scraped and stolen. You're no stranger to this, as you're now VERY familiar with deceit and cheating, and can quickly deduce when deception, illusions, or some sort of magical trap is laid out for you. Of course, being this familiar means you could use these tools to overcome those who earned their strength. Serves them right.



Red-Eyes Spirit(400): The Red Eyes Black Dragons weren't very original with their ideas, but they were astounding at adapting others'. They even created a much simpler(though limited) form of the transformative rituals of their Blue Eyes White Dragon cousins. You now can transform yourself into a Red Eyes Black Dragon, a good deal less powerful than a Blue Eyes but still capable of holding off an army on its own. They even have a benefit over the White Dragons by being rather hardy, you could rip out a Red Eyes Black Dragon's wing and replace it with a metal prosthetic with no fuss or muss, and magicians have noted that using transformative magics on them is a great deal easier than any other creature alive.



Red-Eyes Transmigration(600): The Red Eyes Black Dragons were not afraid to get their hands dirty, and there is even legend that one has become an Archfiend through dark magics while still retaining its agency. You are not any different, now: You can contain and mix corruptive powers with ease, and while their negative side effects may kick in, you gain a greater amount of power from them. Not to mention that whomever would use corrupted or 'evil' energy as a way to control you will find no purchase: You retain your sense of self, even being able to use the powers granted by a deal with the Archfiends against them with no fear of recourse.

Destiny of THE WILD: The beasts and beast-warriors aren't to be ignored in the history of the Shadow Realm. The beast-warrior kingdoms that started before the Pharaonics still stand to this day, and they attribute this nature of long life to being adaptable and staying to their roots as animals. They point out how humanity has created its own downfalls not once, but twice, while the Beast-Warriors merely keep to their own tribal struggles and joys. You are among their number, now, either as a human who has taken a beast's

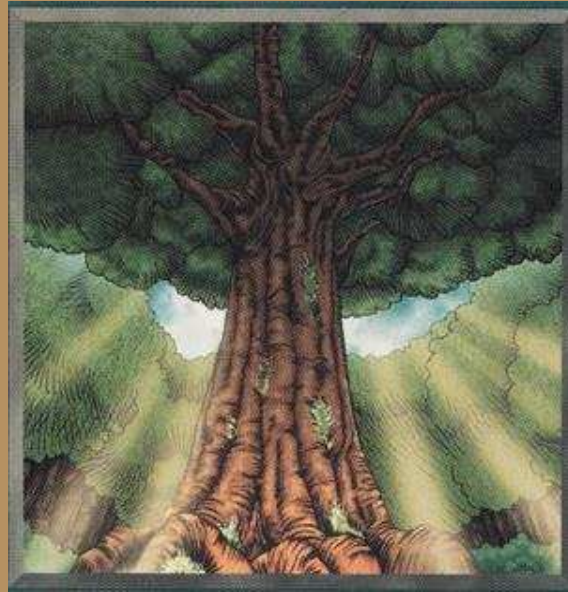
philosophy or even taking on the form of a Beast yourself.



Beast Fang(100): It's rare to see a beast that can't defend itself in some manner or form! The law of nature requires that some form of defense can be mounted, and so you too have some natural weapons. If you're a human, then it manifests as charming animalistic features, such as the wings and talons of the Harpie Ladies. Otherwise, they're good enough to substitute for a blade or dagger in a straight fight.



Big March of Animals(2000): The beasts are united against civilization, they have a camaraderie even as they hunt and are hunted by one another. You can bring this camaraderie to bear, and call for a crusade of creatures: With a wild howl, you can call for a temporary union of wild beasts around you to strike and overcome your foes! Although if you wish, you can use this for reasons beyond simply attacking, and use the unique capabilities and teamwork to serve your goals.



Gaia Power(400): The Wild is your home, and it gives you strength. Your physical capabilities are at their peak in “Wild Places”, uncivilized and untouched by society. You can ‘make’ locations into “Wild” places, and as long as you are within a wild place you can move and attack unseen, a master of guerilla warfare. Become the nightmare within the forest...



King of the Beasts(600): The kingdom of the wild does not answer to nobility of blood, but power and power alone. You are rightly called the King of the Beasts, because you have physical might and durability(though not much else) that lets you come out of an all-out brawl with every beast and Beast-warrior in a region...and come out on top, with barely a scratch! Not only that, but you can command the respect of any non-sapient beast weaker than you, regardless of species or temperament. Animals are pure...they know who's strongest.

Journey of HEAVEN: In your times as a warrior, you came upon the forces of the Sanctuary in the Sky, and pledged your blade to their service, either once or till this day! In return, you have been granted holy boons and strength, becoming more attuned to the power of LIGHT as a result.



Miraculous Descent(100): The Sanctuary in the Sky has hundreds and hundreds of heavenly spirits with which it works miracles. As a warrior of heaven, you can call upon their number to support you. You can with a prayer call upon a “Mystic Shine Ball” or a “Mokey Mokey” to your side as a familiar, or a horde of them(around 99) to act as an army of Light. They’re not very strong individually, but they don’t value their lives and wave tactics aren’t out of the question for them.



Herald of Heaven(200): Your service to the forces of LIGHT has allowed you to be blessed by the Archlords and Lord Solemn himself,

granting you a few angelic additions to your form. The most obvious is that you have gained a pair of feathery wings, strong enough to lift your form of course...and because of this, the flaps of your wings create gusts powerful enough to bowl over lesser opponents! Your attacks and defense are also bolstered by heavenly succor, and both are much greater when fighting demonic forces.



Celestial Transformation(400): You have completely given your form a suffusion of LIGHT, giving you a holy aura that soothes weary souls and even allows for a slow restoration. Beyond this, however, you are able to enter a “Celestial Form”, that allows you to do great damage to supernaturally evil beings such as the Archfiends...however, you will leave no damage against mortals. Thus, you can bring down your full arsenal to bear on the vile demons with no fear of harming the innocent. Let them know the wrath of the heavens



Archlord(600): You have been granted the title of “Archlord”, a member of divine nobility signifying your prowess. You are now a powerful divine warrior, your skill and strength as a holy paladin giving you the power able to bring down hardened heroic warriors and strong spellcasters on your own. Much like Lord Solemn, you can during battle perform a powerful holy attack known as JUDGEMENT. A massive burst of light, enough to wash over an entire medieval town, will emanate from you and beings made of evil/demonic power will take an almost universally lethal wave of holy damage, leaving all but the lords of Pandemonium itself in ash. Even those who simply have evil hearts will be floored and purified by the attack, often weakened by the holy blast! You’ll also get a great amount of respect from angelic forces wherever you go, as this nobility can be evident to any celestial or heavenly beings you encounter. Tis’ better to Reign in heaven...

Journey of HELL: In your adventures and travels, you've made an encounter with the entities of Pandemonium or even the Dark Ruler Ha Des himself. You've made a deal with the forces of DARK, gaining an attunement with the forces of evil(either out of desire or necessity), its power evident within you. Though you may still walk the path of light and order, the urge to fight for chaos and disorder is strong.



A Deal with Dark Ruler(100): Your deal with the forces of Darkness has given you access to their number as your comrades, fickle though they may be. You can now summon a quintet of Feral Imps to battle alongside you, each one capable of defeating mortal warriors and knights by the dozen easily due to their strength and ferocity! Though they're not loyal to you and won't listen to your commands beyond who to attack, they are a potent ally in a pinch.



Falling Down(200): You've allowed the darkness to seep into your body, and grant you a power greater than what a blade alone could find you. You have a monstrous strength now, able to tear stone homes to pieces with your bear hands and crush horses in your grasp. You could also withstand blades and spell with greater ease, as if you were wearing a thick set of armor at all times! Is this what the darkness allows?



Dark Energy(400): You are not so weak as to require a limitation on

your powers, like the residents of the Sanctuary in the Sky. You can wield DARK power in the form of lightning, being capable of rending apart a town with a few quick blasts...however, this power is wild and will destroy without regard for who or what is in the way.



Archfiend's Roar(600): The power of Pandemonium is now fully flowing through your body, and you have become that unto an Archfiend! Specifically, you have the power of the Summoned Skull's lightning strikes, which are amplified with the power of the perk "Dark Energy" and even without that strength boost are capable of bringing down Luster Dragons(known for being scourges as their hide is thicker than full armor) in a single blow! Even heroic warriors will have a hard time causing you issue as you could resist their attacks with great effectiveness before slaying them easily. You even can access a technique known as "Checkmate", which gives your strikes a way to even damage the souls of your opponents in the bargain. For when you wish for someone to not even get the comfort of the afterlife...

Journey of DRAGON: Warriors in these lands often have a strange relationship with dragons. While many gain glory and prestige in the lands by slaying dragons, there are those who can join together with Dragons and become a unified duo with greater power than the sum of their parts! You are among their number, these dragon warriors.



Melody of Awakening D. (100): You know a song that has a pleasing sound to dragons, able to call them to your side in a non-hostile state with the melodious sound. Not only that, you also are able to flatter Dragons and get their good will much easier than other humans. Goddess knows they're a vain race at times...



D. Connection(200): You have a unique ability among warriors. You can ‘communicate’ with dragons mentally, allowing you to create a mental bond with them if they so will it. This is the key to becoming a dragonic warrior, as otherwise Dragons have a distaste for being ordered around outside of their native tongue.



D. Tactics(400): Now, as a Dragon Rider, you’ll have to be used to fighting from the back of a giant angry reptile! If you weren’t good at mounted combat before, you are now skilled enough to be approaching Gaia the Swift Knight, and can easily integrate your combat style to integrate itself with the powers of dragons you have connected to via “D. Connection.”



Lord of D. (600): As the master of Dragonic Tactics, you are now a worthier master than any other. The Dragons you have a mental bond with and fight alongside with using the “Draconnection” on can shrug off magical effects and powers off with their willpower alone, as long as their pride outweighs an enchantment’s strength they can resist it greatly. The Dragons are mighty beasts, but by your side they become mightier!

Journey of BLADE: As a warrior, you rely on your weapons to win the day. You have taken this as your creed and have mastered your weapon skill to the point the only place to go...is to make a better weapon. This represents the journey to forge or find a weapon as if not more powerful than the hand that wields it.



The Hunter with 7 Weapons(100): You're a fair hand with a blade, aren't you? You have a great deal of expertise with melee weapons of almost every make and kind, being able to pick up and use any medieval weapon and use it as if you were a veteran right away!



Salamandra(200): Ordinary weapons are beneath your skill, now. You'll have to make...better ones, then. You've learned the art of sealing spirits into weapons, allowing you to take monsters and either forcefully or consensually bind them to a mundane weapon, giving them a greater power. For example, you could bind a small dragon to a sword to give it flaming power.



Swordmaster(400): Choose a type of melee weapon. You get a disgustingly extreme fast and quick killing potential with that kind of weapon, moving with an unreal speed and precision while that weapon is in your hands. You could murder someone so cleanly and quickly you could hold a conversation with them for a moment, before they realized they were dead.





Guardian Weapon(600): Weapons have guardian spirits, you’ve learned, and with dedication as well as proper training, now you can call them to your side. You may summon a “Guardian” of any weapon within your hands, a strong spirit that can utilize the power of the weapon as well as carrying a copy of it in its hands. For example, a blade that could produce flames would have a Guardian that can manipulate fire on top of holding the weapon in its hands. You and

your blade shall fight side by side!

Journey of KINGDOM: Rather than spend your days as a mercenary or a sellsword, you have dedicated yourself to creating a bastion of order within the wild world of the Shadow Realm. Though you are not as keenly honed in terms of pure combat ability, you have the skills to raise a castle, stock it with warriors and run it as a true king.



Messenger of Peace(100): To run a kingdom, staying on the offensive and being aggressive at all times is a good way to be run into the ground. You need to be able to win without fighting, as one tactician put it, and you have a great deal of expertise in that front. You are a wonderful diplomat, able to pick out when a battle or war would be too costly for its purpose and have the greatest chance at averting an unnecessary war.



Nobleman of Crossout(200): The nobles of this land are often the ones who have education and teaching, especially in the arts and history of war considering the danger of the Shadow Realm at the hands of both humanity and monster alike. You've benefited from this, you now have a keen mind for tactics, able to see traps and ambushes from miles out. You can with this information also break through them and undo them!



Reinforcement of the Army(400): A kingdom cannot be carried on the weight of one warrior's shoulders. You'll need an army, and an army you shall have! You are excellent at grooming warriors and soldiers, as well as attracting the attention of already established heroes to your cause. Your charisma and training skill are great enough to raise an army from a single city and hold off the raiding hordes!



Royal Command(600): It takes more than a blade and some will to become a king. It takes a presence, a kind of undefinable allure that makes people wish to hear your voice. But, you have in you the qualities of a king! Your presence is heavy as lead to those around you, and you have the ability to intermediate as well as understand and interpret the wills of the many under your protection! Of course, it takes more than a pretty face, your mind is keen enough to coordinate and control vast groups of people, enough to wield an army with the ease and precision of a blade...or to conduct a Kingdom with the wave of your hand.

Journey of INNER POWER: You don't need a weapon. The human body combined with the human spirit is the strongest weapon in the

Shadow Realm! You have honed yourself to become a warrior unmatched in terms of bare-handed battling. In fact, your mastery has reached the level of being nearly mystic!



Monk Fighter(100): You are a hardened warrior, you learnt how to strike and not hurt yourself. From now on, you don't take 'backlash' from your bare-handed strikes, i.e if you punch a rock, you don't get the pain from the punch itself, though if the rock punches you back it won't protect from that.



Master Monk(200): Day in and day out training has allowed you combat reflexes that are unmatched by any other's! When you're attacking with your bare hands, you could strike with twice the amount of speed as normal, performing two blows in the time it'd take for you to normally land one!



Kaminote Blow(400): A wise karate mouse taught you this ability, in exchange for a warm meal and a soft bed. This martial arts technique focuses all of your striking power into a single knuckle. This may be hard to land due to the small amount of contact you can make with the knuckle, but if it lands it can break through the mightiest defenses in this land, crippling and defeating even heroic warriors in a single attack, and making titantic beasts like the Blue Eyes stumble or even fall upon impact.

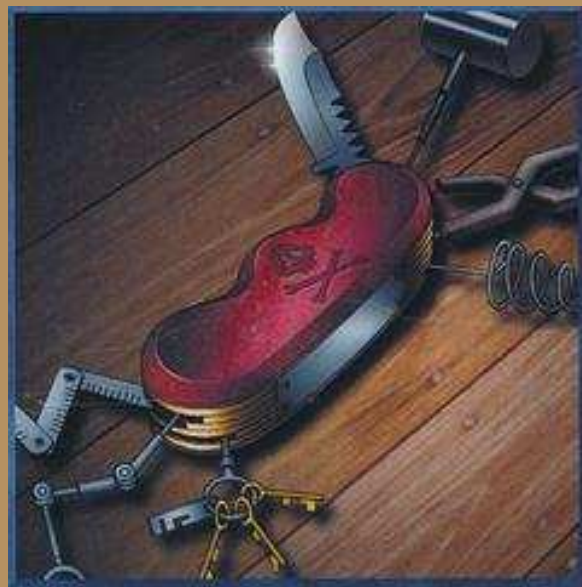


Lone Wolf(600): They say an unarmed man on his own is powerless before REAL strength in this world, that magic and might beyond a mortal human would fell such a man. But you know that willpower alone can overcome everything, at least for a while. During battle, you can enter the state known as “Lone Wolf”, where you are able to heavily resist the effects of magic and physical damage being greatly mitigated during the fight - blows that would shatter your bones merely bruise, magical firestorms lightly singeing you instead of reducing you to ash. However, once you enter this state you will be forced to keep it up until the fighting is over, and when the fight does end you’ll lose this benefit. Still, through your will and this technique, you could truly outshine a magician for at least long enough to kill them with your bare hands. Just take care - even with this durability, injuries can add up quickly.

Journey of INFAMY: Not all warriors make their living with their blade! Plenty of them, now yourself, rely on tricks and on thievery to get by. It takes a unique set of skills to make it as a master thief, and while it may get you no honor it’ll get you plenty of fame...and coin, of course.



Mustering of the Dark Scorpions(100): The first secret to a successful heist is that you can't do it alone. You need a crack team of experts: The Muscle, the Brains, the Beauty, the Sticky Fingers! Of course, you wouldn't get where you were by just picking up random folks off the street. You've got an eye for picking out experts in criminal fields and can convince them to buy into a heist or con pretty handily...maybe not for free, but they won't say no immediately.



7 Tools of the Bandit(200): Of course, being a chatty type won't get you loot alone. You're going to need something to back the talk. Well, it ain't just empty boasting, you're a superb burglar! You can break locks, cyphers, and security as an expert among experts, being so damn good as to be able to disable and disarm traps with pure skill. Of course, a stupid thief is a dead one, so you can also scope out the risk and reward ratio on a hare brained heist if you need to.



Dark Scorpion Combination(400): There's a little secret to planning you're hesitant to tell anyone else: All plans break down in the face of reality. What people call a plan is more of a guideline to you and your crew, really, and it shows. People you work with to pull off actions, and heists and cons all get a great sense of improvisation, you could conduct a master plan without needing to even talk to one another and adapt for when that plan inevitably blows up in your face...to an even more complex stratagem! How can your enemy out-think you, if you're not even thinking?



Ninjitsu Art Notebook(600): You found this in the Shogunate of the Blue Flame, some old coot sold it to you for a pittance. You didn't expect for it to actually work, though! You learnt 3 Ninja Arts, the utility of which'll make you an untouchable phantom thief! You learn the arts "Duplication"(which allows you to create shadow clones that can operate independently, you can make as many as you like but it takes up a portion of your stamina), "Decoy" (Which can allow you to quickly replace yourself with a nearby object if you have a second to react to the oncoming strike), and "Transformation" (which allows you to change your appearance to that of other people, or even inanimate objects!) You should be able to understand how these would allow you to become a truly legendary thief. The world is yours, my friend.

School of MIND: This school focuses on manipulating the interior of the mind. It's a rare school, and rightly feared, as even fellow magicians with no protections will be easily ensnared by its ties. It is only the limitation of it being less effective against alien and nonexistent minds that prevents it from being a method to rule Kingdoms.



Mind Hack(100): You're in. Their mind, that is. You are able to focus on a single individual within your line of sight, and can read their surface thoughts as well as their subconscious after a moment's focus. However, the longer you read one person's mind, the more they'll get the feeling of 'being watched' in their own mind, letting them potentially deduce what you're doing or guard their thoughts. Therefore, this is best used for short intervals.



Mind Wipe(200): The mind is a fragile thing if you know the right places to push and pull at it. By using your will as a metaphorical hammer, you can 'disrupt' or 'scramble' someone's thoughts, able to stun them with a temporary state of confusion and forgetfulness. This can be shaken off in minutes by a strong will, though there is a chance they'll forget what they were trying to do several moments earlier, giving you an advantage in a fight or confrontation.



Mind Crush(400): Why stop at disrupting the mind, however? Why not crack open the ego like the fragile eggshell it is? A step up from mere confusion, you may directly damage someone's ego and personality with an extended attack on their mind. This can disrupt their concentration and place them in great pain at base, but a sustained effort will let you induce severe mental trauma and reduce the weak-willed to catatonic wrecks. The only downside is that the target must have a personality and sentience to damage in the first place - unless you're unleashing this power on an advanced artificial intelligence, this won't work for automatons or simple animals.



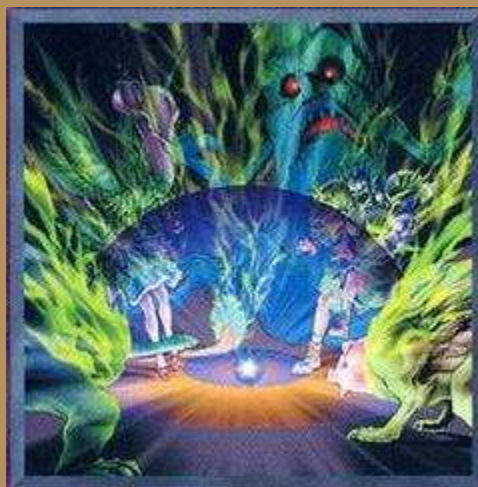
Mind Control(600): The brain and the body aren't as closely tied together as one thinks. By locking someone's mind into a state of complacency or emptiness, you may suppress their ego completely and take control of their body, directing it like a puppet with all the muscle memory and physical skills of the original. Even moreso, those lacking a strong will to resist will be blissfully unaware as you direct them to obviously suicidal orders or bloodied ends, the body waltzing to its doom while the mind remains quiet. This is an incredibly dangerous and grim power...I hope you will use it wisely. Of course, the only downside is that you have to be able to subvert the being's will in the first place...this is easier for some than others. Like Mind Crush, the being in question must have sentience to control in the first place.

School of SPELLCRAFT: This School focuses on the manipulation of magic itself, being a study on magic as theory rather than applying it to certain ways. This allows for some unique spells and abilities to be made, including spells that even target spells! This 'meta'-magic is useful for those willing to put in the effort to turn it from theory to

application, allowing for a unique style of combat if such studious types were to enter it.



Spellbinding Circle(100): A simple but potent spell, the Spellbinding Circle is able to 'lock down' a single individual or being into paralysis, holding them in place, though not harming them. This can be used to physically restrain a foe or provide breathing room to break a melee. The spell only lasts so long as the user sustains it, and beings of arcane knowledge or exceptional power can potentially break free on their own.



Spell Purification(200): Spellcasters are crafty, and more than that, they are incredibly prone to making warriors and other targets explode in several colorful ways. While you can work to dispel or counter individual spells, you can risk being overwhelmed against a group of spellcasters or a large amount of spells. This spell acts as a counter, forming an anti-magic field around yourself that greatly weakens or outright negates spells targeting you depending on the arcane power of the original users. This field can also be 'spread' to cover an area the size of a small building, disrupting spells similarly to De-Spell, though this will remove the protective field and require you to re-cast it.



Spell Absorption(400): Why let the efforts of your enemies go to waste, though? Better yet, why not recycle a spell you no longer have a use for? You can absorb the energies of a spell or enchantment cast by you or someone else (though you need to identify the spell or magic in question for the latter), letting it restore your magical energies and a tiny portion of your physical health if you had sustained prior injuries. While a useful tool and good for turning enemy magical weapons into glorified paperweights, your body can only contain so much energy,

and absorbing the enchantment of items or apocalyptic spells is liable to destroy your body from the inside of you cannot contain it. Also, the original effect of the spell or enchantment is lost upon absorption.



Spell Reproduction(600): There is no need to re-invent the wheel when it comes to magic, even with the various esoteric schools that exist in this world, from Attribution manipulation to enchantments. You need only walk on the shoulders of giants after stealing their notes. After witnessing a spell in action, you can quickly process the steps and energies involved in its execution, letting you memorize it and potentially use it yourself. This works best if you actually take time to digest and study the spell in question, however, especially for complex or powerful spells that may take weeks of study. While incredibly unique spells you are incapable of learning (due to a lack of an innate power or lacking the energies for it, for instance) remain impossible to cast for the reason involved, you can 'adapt' the spell to a magic system or school of your choosing. While the costs will be proportional

to what you're substituting for, and may not be a perfect recreation, you will find the mixing and matching of spells much easier to accomplish.

School of DARK: This school is named after it's innovator, the Dark Magician. You may have learned this directly from him, or you learnt from his classes in the Magical City of Endymion. In any case, it's focused on two things: Illusion and Destruction. The Dark Magician is famed for his ability to misdirect his foes, and the sheer power of attack and defense he can bring to bear. This school carries that same philosophy within it.



Thousand Knives(100): It is what it sounds like - You can spawn a thousand knives out of thin air around you, which then launch as projectiles. While threatening to unarmored foes or thin-skinned beasts, it mostly function as a distraction tool or an area-of-effect attack against others.



Illusion Magic(200): It's all just one big hat trick, after all. You are able to create visual and auditory illusions that can deceive and confuse the unwary, such as making a row of Magical Hats to hide in. You can even combine this with some clever spatial manipulation magic, letting you change places without your foe being able to guess your location correctly without some way to overcome the illusion.



Dark Burning Magic(400): Of course, knives and hat tricks are nice and all, but that's not why you spent all this time learning Dark magic, is it? By focusing your magical energies into a single, destructive point, you may create a powerful blast that can reduce castle walls to ash and turn villages into craters. With time and practice, this burning magic may even wipe cities from the map. However, it is draining and has a

setup time, which can lead to others interrupting it or making use of magical resistances.

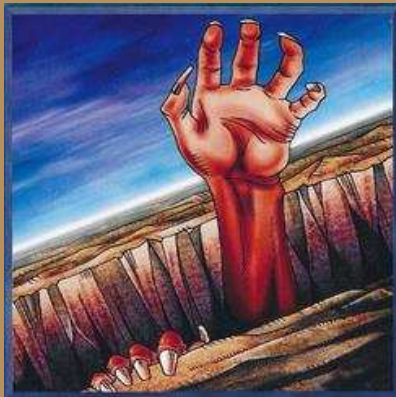


Dark Magic Attack(600): Accept no substitutes. By focusing the corroding and obliterating power of Dark Magic, you may create a powerful magical projectile that incinerates foes or outrightly 'shatters' weaker ones like glass, erasing their bodies from existence. Those who think magical protections will avail them will find them destroyed by their hubris, for this attack weakens or outright erodes resistances and immunity to offensive magic upon contact with the target. This can be dodged, as with most projectiles, but arcane barriers will do an enemy no good.

School of ELEMENTS: This school is a common one amongst the wizards and magicians of this land, for good reason. The elements of nature are an ever-present force that can be tapped into by nearly anyone, and their effects are useful enough that they can be relied on for everyday casting.



Flame Manipulator(100): The flames around you will rise ever higher! You can produce and manipulate fire strong enough to send houses and homes ablaze, wielding it as a weapon against your enemies as well as being able to snuff it at a will.



Fissure(200): Don't count out the earth. Fires rise and become smoke on the wind, but when the earth shakes and rages everyone can feel it...and people will die. You can create fissures and holes in the earth, underneath people's feet. While this isn't as fast as fire, someone caught in these cracks and fissures is going to have a lot harder of a time recovering. Even flight may find issues if you can shake the earth hard enough to drop boulders on top. Either way, you can make the earth quake within an area around you with ease.



Aqua Madoor(400): The ocean has a power both subtle and terrible, and it's within your grasp with this secret art. You can manipulate and produce vast walls of water and ice, the tides and currents of which are an amazing defense against many kinds of attacks and magic. While a raging Red-Eyes may be able to break through, it'd take an enemy that grand to punch through these oceanic barriers. Dance, water, dance!



Heavy Storm(600): Wind Magic is seen with a solemn air amongst those who practice the elemental magics. While offensively it can cause some damage, via razor winds and buffeting enemies away with gale forces, it holds a mysterious and unexplainable attribute that earns it a great respect: Wind magic has an anti-magic property to it, eroding away enchantments and destroying magical items within the mystical vortexes. Both its utility and this anti-magical ability leave it as considered the strongest elemental magic there is, and rightfully!

School of ARTIFICE: Magic items don't come out of the ether. It takes hard work and dedication from a spellcaster to craft them, or the blessing of LIGHT or DARK. Thankfully, this School is also common due to it being very useful and approachable to many hedge wizards in small villages. Don't mistake this for weakness, however. A wizard with enough time and swords can outfit a formidable army indeed.



Hidden Armory(100): You need somewhere to keep all your shiny new weapons, don't you? With this spell, you can create a pocket dimension capable of carrying an armory's worth of weapons within it, being able to draw out whichever weapon stored in there you want with a thought.



Red Medicine(200): Potions and Salves are a useful form of healing in this world that has no time to wait for bones to set. Thankfully, wizards like you exist here, and your arts can have a fun variety of effects! You can create magical concoctions such as the Paralyzing Potion(A concoction that renders the drinker in a comatose state if they lack the proper constitution), the Red Medicine proper(which is capable of restoring you from a critical state back into full health), and even the Stim Pack(an empowering potion that could turn a mortal warrior into a hero for a while, though with some nasty side effects.) There's a dizzying amount of applications for this, but for now healing potions and magical poisons are your staple products.



Iron Blacksmith(400): It takes a unique mix of blacksmithing skill and enchanting prowess to create the artifact weapons of this world, and thankfully you've been able to learn both in tandem to great effect. You have the skill to smith a medieval melee weapon or armor with the proper materials, and furthermore you could infuse magic spells or properties you are already familiar with into it, so that those who wield it can benefit. This gets more flexible as you can see more enchanted weapons and learn their properties, integrating them into your own works. Of course, not all enchantments must be positive...you could also curse an Axe to make the one who carries it a pacifistic fool, or have a piece of armor drain the life out of someone over time.



Knight's Title(600): It's one thing to be one who works with Spell and Blade in tandem, there are many examples of this in this world...but you take it to another level. Trained in the halls of Endymion, you are among the few who could lay claim to being a Mage-Knight, one who can purely mix spell and sword together as a unified whole. Your weapons and armor can be considered extensions of yourself magically speaking, and you could easily use a blade as a magical focus. Your skills are top notch as a magic warrior, you may not be (with this ability alone) able to match veterans of either in their art, but you can more than make up for it with the combination of spell and blade.

School of CHARMER: Many young magicians make up for a lack of expertise by taking on familiars to boost their prowess. Some even keep their familiar at their side for the rest of their career, and they are collectively called the Charmers as they can use their bond with the familiar to create entirely new arts as well as enter a state of mastery over an element even those the ELEMENTAL school members can't reach.

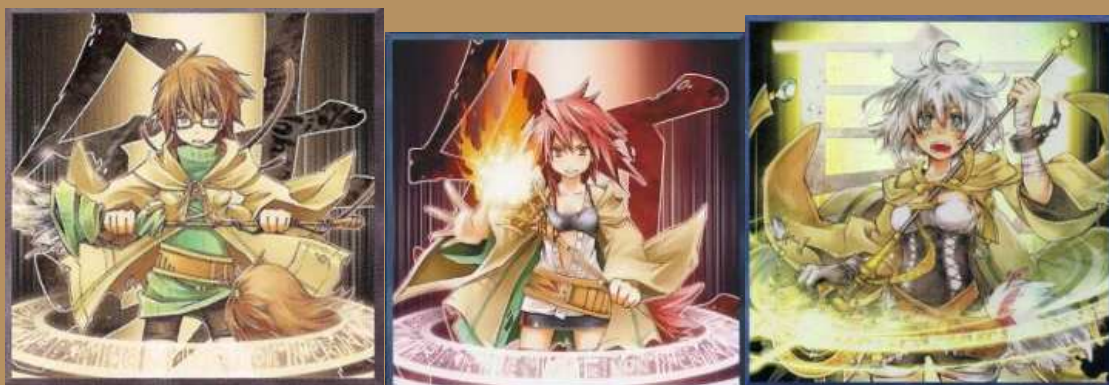


Jumper the Attribute Charmer(100): You can select an attribute(FIRE/WATER/WIND/EARTH/DARK/LIGHT), you've found a small monster attuned to that attribute that can take on your burden of concentration and magical energy while using that attribute to cast magic. It's also mentally bonded to you, and will do its best to serve your will however it can.





Familiar-Possessed(200): Your bond with your familiar has grown to a great degree, even allowing it to bind itself to your soul and body to assist in your trials. If you have a familiar(such as that given by Jumper the Attribute Charmer), you can ‘fuse’ with it to gain a substantial boost in magical potential as well as casting strength, and if it’s attuned to an attribute you’ll find it phenomenally easy to cast magic of that attribute.





Spirit Arts(400): You've learnt much from your familiar, and you now can put those lessons into action! You're capable of creating "attribute"-based versions of other spells you know(to make them easier to cast for you), and you can also teach your Familiar(if you have one, such as from Jumper the Attribute Charmer) to cast spells of that attribute independently of your own capabilities. They grow up so fast.



Cataclysmic Charmer(600): You've reached the pinnacle of your art. You can now draw upon the full powers of your attribute-based magical arts, having a vast amount of potential with the Attribute of your "Jumper the Attribute Charmer" familiar. However, that's not all. You can also call upon a great many spirits of that attribute, as if you had dozens and dozens of familiars! They're individually still as strong as a as your original familiar, but in great numbers...and you can still draw upon them for power, if you already know how. The true king or queen of the elements, you are!

School of RITUAL: There are entities hidden away in the folds of the Shadow Realm, experiments and mistakes by Horakhty in how powerful things may be or how eldritch they can become. Though they are sealed or kept far from the eyes of man, they can be summoned or called upon by those skilled in the arcane arts. They are called Ritual Monsters, and can bring to bear a great amount of strength if summoned...



Preparation of Rites(100): The rites to awaken the Ritual Monsters are hidden away, and there are so many incorrect or incomplete variants it can be a dangerous field to study without putting yourself at risk.

However, you've managed to get the footwork out of the way: You have a number of accurate rituals and methods of both contact and appeasing Ritual Monsters, allowing you to get your foot in the door. Your summoning skill with similar entities is also greater, though you'll have to do the research in other worlds yourself.



Fulfillment of the Contract(200): Summoning Ritual Monsters is often a costly endeavor in terms of magical reagents and whatever else the creature will desire. You may not want them around, either, but...you've found a workaround at least. You can create a "Contract" with a Ritual Monster or a similarly powerful and alien beast, now. This mystical pact will grant you a measure of that being's power as long as you stay to the precepts of the contract, which is often decided by the Ritual Monster themselves(though you're free to bargain with them safely.)



Advanced Ritual Art(400): “Preparation of Rites” may grant you the knowledge and theory, but you’ve got ritual magic down to a science! You can easily prepare and execute a summoning ritual, no matter how specific and easily-flubbed, as long as the materials are available to you. Not only that, but with this you can guarantee that the Ritual Monsters of the Shadow Realm are capable of answering your call, no matter how far you are from the world itself.



Ritual Foregone(600): The ritual arts may be well and good, but if you're far from a ground where you are capable of performing them or even in the midst of battle, they may fall flat...However, you have one ace up your sleeve. You've made a pact with a Ritual Monster(which can be decided now or changed later) that states if you would fall into a state of near death, the beast would be summoned into the world on your behalf and defend your very life. Whether it succeeds or not is not given, but it will try, and it will ignore summoning costs and rites entirely when it's called out by this.

GEAR

Drop-in



Rose Whip(100): A gift from the Harpie Ladies, this whip is enchanted as such that when struck against a wild beast or a beast-warrior, they feel a strong urge to follow the command of the one who lashed them. If used enough times in succession, or regularly over a long time, it may even become a complete brainwashing effect.



Curse of the Masked Beast(100): From a far off land, these are a small collection of cursed masks. Their curses range from annoying(such as never being able to take the mask off, unless you hop 3 time on one leg) to debilitating(like feeling an utter desire to kill all you love.) Mercifully, they appear to require someone putting them on in order to take effect, which means unless you already have an opponent at your mercy or can convince them to wear the mask, it's very unlikely they'll be effected.



Flute of Summoning Dragon(200): This instrument(it can be a flute or a guitar, I won't judge) has a curious effect on dragons, often calling them to your location out of curiosity. While this doesn't necessarily

guarantee their friendliness, they won't fail to answer the call of the Summoning Dragon. Sometimes an angered dragon is as much a threat to your foes as it is to you.



Jam Breeding Device(200): This curious device was found at the bottom of a Labyrinth, and created numerous issues for the surrounding farm folk. Simply put, it produces mindless but loyal(to the one owning the device) slimes that can float through the air. They're acidic to the touch, but insubstantial. However, the Breeding Device can produce them constantly at a rate of about 1 a minute. This can build up, and even the insubstantial Jams can cause heroes a problem in such a vast number. Be very wary of how long you leave this unattended...



Ancient Gear Drill(400): This drill was found as the remnants of an Ancient Gear golem and reconstructed from what knowledge the tinker knew of them. It needs no power to run, and can punch through solid steel walls with enough of a running start! To help, it even has a rocket or two on the shaft you can activate to boost off! (Uncontrollably, at first.)

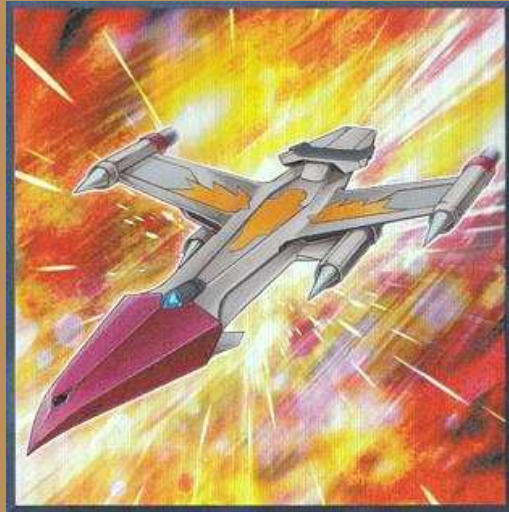


Ancient Gear Workshop(400): This workshop is filled with spare metal mechanical parts here and there, nothing more advanced than you'd expect out of a carpenter's shed but surprisingly high tech for

this world. It'll refill with scrap and spare parts every so often. It of course has plenty of tools with which to work whatever mechanical magic you want to here. It attaches to your Warehouse once you leave this jump.



Gate Guardian(600): This mystical golem was created to defend an ancient Kingdom, perhaps even Lemuria itself. However, it was lost to the oceans...until now. This golem is vastly powerful, capable of even holding a Blue Eyes White Dragon at bay singlehandedly in sheer brute force. It could truly ruin a kingdom by simply rampaging through it mindlessly, and it is loyal to you now. It has another capability, however. It can split into 3 different components, and while they are weaker than Gate Guardian individually, they also are able to project a shield on par with "Swords of Revealing Light" around themselves. They can only take so much damage before the shields pop, however, and will need to recombine into Gate Guardian to replenish their energy once more.



D.D Jet Iron(600): This ship was found floating amongst the oceans as well, though it was actually thought to be a ship at one point. It's a large metal vessel capable of flying through the air, armed with heavy cannons that can pelt a castle into submission in one array and even (if you can get the engine fully online) capable of punching through to the Different Dimension. It's otherwise got a very comfortable crew's quarters and can be piloted by one person, though it has space enough to comfortably accommodate a crew of 8. It's Dimensional capabilities remain even post-Jump, though going by much the same limitations as "Different Dimension Savant"-made ships.

Warriors



A “Legendary” Sword(100): This blade is well-weighted, it never breaks, is reasonably sharp...and that’s the long and short of it’s strengths. It’s a very serviceable sword that’s enchanted to stay serviceable for a long time. It’s not a legendary weapon by any means, but it’s one that’ll be a faithful friend by your side nonetheless.



Emergency Rations(100): An army marches on it’s stomach, and soldiers of course are a part of that. This is an army’s supply of tinned food and crackers, as well as bottles of water. It’s not the most

glamorous meal you could ask for, but it's in heavy supply and if you ever need more you'll find a brick-like crate in your warehouse to feast on.



Ballista of Rampart Smashing(200): Usually you don't use a ballista bolt in melee combat, but you might make an exception for this one. While it's merely an unwieldy club against living beings, against buildings and the landscape it's a weapon of mass destruction. Any damage this weapon inflicts against those two is amplified by a large amount, letting you swing and take out support pillars with frightening ease. While it might not be great at killing directly, it can be a wonderful demolition tool.



Supply Squad(200): What people often forget is that hirelings are needed to get any real adventuring done. Who else is going to set up camp, put a knight's armor on, and carry the torches? In any case, this is a group of goblins that show up whenever you need grunt work done(ditch digging, setting up camp, even cooking the food) and are loyal to you besides. They're pretty wimpy in a fight, but they're excellent servants.



Axe of Despair(400): An axe said to have come from Pandemonium itself, it is cursed to never leave your side(though this is more of it showing up out of nowhere when you're ready to kill someone.) It easily conducts and magnifies the power of evil energy through itself, and is quite the potent weapon otherwise.

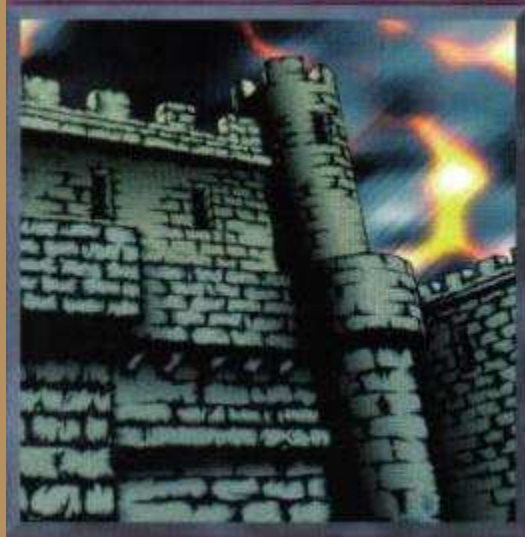


Divine Sword(400): A gift from The Sanctuary in the Sky, this blessed blade channels divine magic through it with a good amount of power, much like the Axe of Despair it is able to come to your side when you will it. The weapon itself carries an aura of holiness that lessens the defenses of demonic forces it strikes at.



Buster Destruction Sword(600): The legendary Buster Blade was said to be able to slay nearly any Dragon on this land, and was a great asset in the ending of the Age of Fire as he charged the Blue Eyes Clan alongside the Dark Magician. A great deal of it was his own expertise, but a substantial amount was due to a blade like this. This sword is ritually attuned with the supernatural ability to Slay. That is to say, if dipped in the blood of a creature, it gains a supernatural strength

against the creature, as if it were many times as powerful a blade(and it's already sharp enough to cut a tree in one swing)! It can only be active with one kind of blood at any time, but you can easily switch between the creatures it will "Slay" with a dab of that creature's blood. Manslayer, Wizardslayer, Fiendslayer...It's only desire is to slay.



Castle Walls(600): This fortress is your own, both officially and by virtue of having it stocked with dozens and dozens of soldiers! It's a well built castle with everything you'd expect from such a thing, enough to make you feel like a proper king. It can either be attached to your warehouse, or you can deign to deploy it wherever you go. The individual warriors that make up your army aren't much, but as a group they can achieve some proper victories!

Spellcaster



Wonder Wand(100): This superb-looking wand is of a solid make, with a thick wood and brass and even a properly cut spherical emerald at the end! It's a basic rod, but it does well to act as a magical focus. It even can cause a bit of damage if you swing it as a bat, though it's obviously limited in combat potential without magic.



Magician's Robe(100): This robe is loose-flowing and comfortable, being of a color and make that's tailored to your tastes. It's actually surprisingly durable, and can turn away a dagger as if it were a thicker set of leather armor.



Book of Moon(200): Part of a set of 3 Spellbooks, this book penned by Endymion teaches a spell that allows you to create a massive wave of cowardice in your enemies, as well as cover something or someone you desire in a cloak of magical shadows.



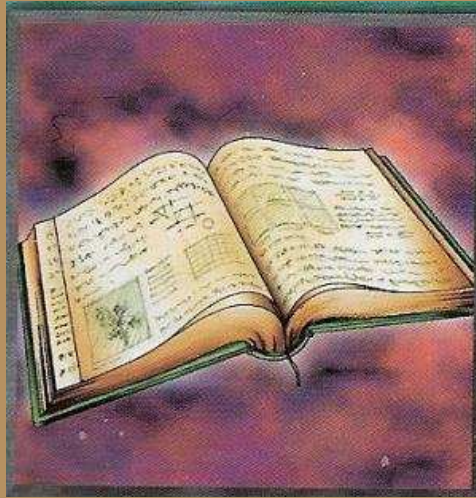
Book of Sun(200): Part of a set of 3 Spellbooks, this book penned by Endymion teaches a spell that allows you to reveal hidden objects and people even if they used magical means to hide, as well as grant your allies and yourself a great amount of courage and determination.



Bound Wand(400): This wand is as clingy as an inanimate object can get, but it 'knows' your casting style well and can shift itself to both fit your aesthetic tastes as well as your preferred ways of casting magic. It's by default a simple black rod with a red ruby focus, but...who knows what it'll become to get your attention?



Book of Life(400): Part of a set of 3 Spellbooks, this book penned by the Heretic Gravekeeper teaches a set of spells that allow you to raise and bind spirits as undead, both skeletal and ghostly. You start off being able to raise Skull Servants with relative ease, and can expand to call upon all sorts of zombie and vampiric creatures as allies with time...



Book of Secret Arts(600): You won't find this book in the library of Endymion. It holds 3 forbidden spells: The Change of Heart, the Monster Reborn, and Graceful Charity. Change of Heart allows you to permanently change the allegiance and loyalty of any creature you encounter with a weak enough willpower, the Monster Reborn allows you to revive a creature as long as it's soul resides in the realm you're in, and Graceful Charity allows you to exchange your magical energy for another kind of energy, either restoring your health or stamina...or any other kind of energy your body may have, depending on how seasoned a traveller you are.



Magician's Rod(600): It's said to have been made from the wood of the Ancient Tree of Enlightenment, in the same style as the infamous rod that the Dark Magician uses. This magician's rod amplifies LIGHT and DARK magic by a great degree, turning a basic attack into one capable of taking out a worthy foe. It does the same benefit for all non-elementally attuned magic, as well.

Companions

Companion Imports(100): You didn't come into the Shadow Realm alone! By purchasing this, you can import or create 2 companions with 600 CP to spend here, and a Background to boot. However, they can only pick one "Path"(Destiny/Journey/School) instead of 3 to take Discounts on.

Canon Companions

In this world, there are a wide variety of monsters and men who seek

their fortune and power. Many of them are even acquainted with travelling other worlds, and so they may see value in joining your side. However, there is no gain without sacrifice.

This Scapegoat Token will act as the currency of choice.



This is a “Tribute”, a sacrificial spirit. You may spend these to attain monsters as companions. A monster’s power determines how many tributes it may require to take alongside you.

You begin with 2 ‘free’ Tributes, however you can only use these free tributes on monsters that match your Origin. You could reject this, however, and take 1 ‘free’ Tribute to use for any monster type regardless of origin.

Drop-ins may use their ‘free’ Tributes to purchase Dragons, Beast, Beast-Warriors, Winged-Beasts, Insects, Reptiles, and Machine-type monsters or monsters designated with Drop-In.

Spellcasters may use these ‘free’ tributes on Spellcasters, Fiends, and Fairies .

Warriors may use these ‘free’ Tributes on Warriors, Dragons, Fiends, and Fairies.

Monsters between Levels 1 and 4 take up 'half' a Tribute, so One Tribute may purchase 2 '½'-Tribute monsters.

You may purchase more Tributes for 200 CP per tribute.

If you're using the Tribute to purchase a monster that matches your origin(as shown above), you can buy the Tributes for said Companion at a discount, but all Companions purchased with that "discounted" Tribute have to be of a matching Monster-Type.

You may companion any monster from a Yu Gi Oh Booster Pack up till the "Rise of Destiny."

Extra Tributes you purchase but don't spend can be manifested as "Scapegoats", fluffy goats that are friendly and loyal to you.

Use the following site to check the monsters available as well as their levels to determine Tributes needed to companion them.

https://www.db.yugioh-card.com/yugiohdb/card_list.action

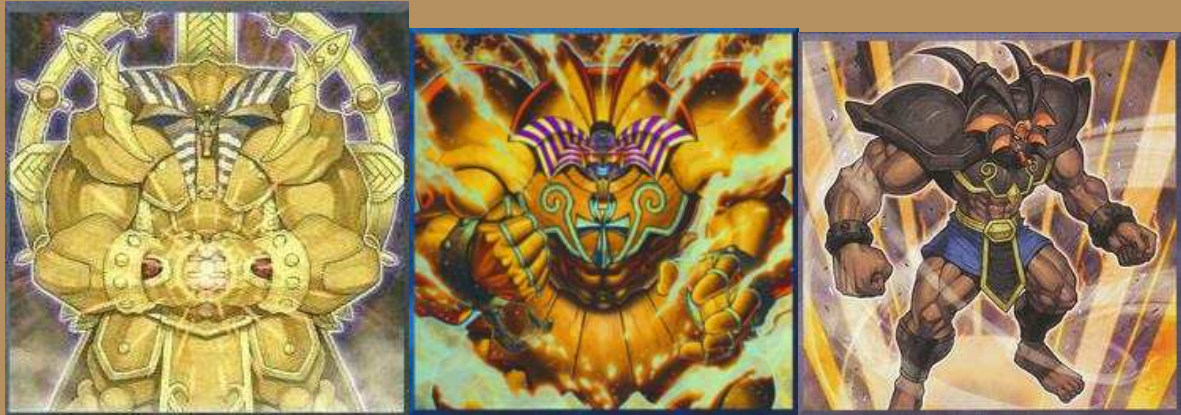
In case you aren't aware:

1-4 Stars = ½ Tributes

5-6 Stars = 1 Tribute

7-8 Stars = 2 Tributes

The following are notable individuals who have special exceptions to the normal companion rules.



Exodia, the Forbidden One(Forbidden): An ancient weapon created by the Pharaonics, Exodia was divided by the Goddess Horakhty. Exodia is forbidden to be companioned with pure purchases, and his individual pieces are a guarded secret in the most dangerous parts of the Shadow Realm. It should be noted that all Exodia-based cards, such as Exodius or Exodia Necross are also underneath this umbrella of banned monsters.



The Pharaonic God(Forbidden): The 3 Pharaonic gods. Ra, Osiris and Obelisk. Their power alone is great, but combined they are a fearsome trio. As the guardians of the Pharaonic Kingdom, they were capable of defeating any array of beast, archfiend or dragon that threatened the kingdom! However, in the betrayal of the Pharaonics they were sealed away and sleep deeply underneath the Necrovalley, awaiting the day

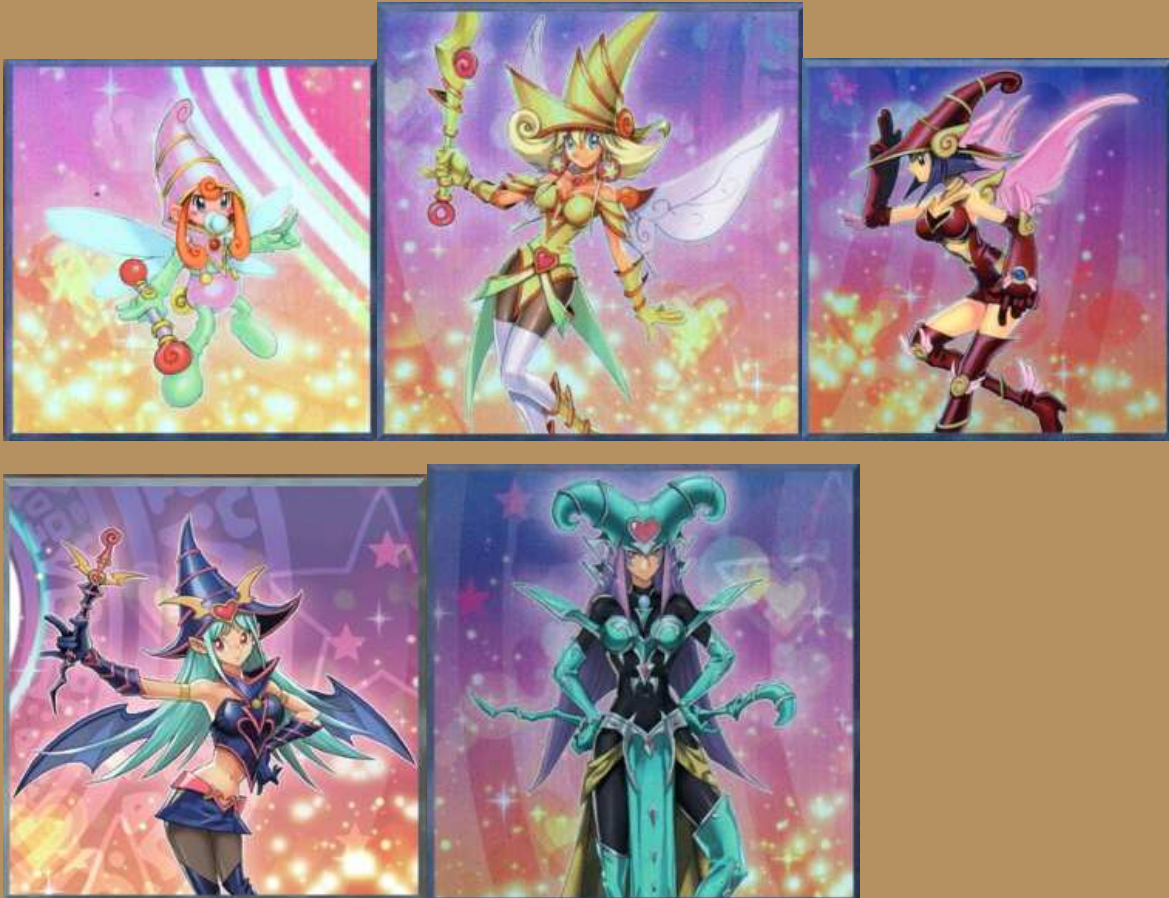
they are awakened once more...though they may be wrathful.



Dark Magician(2 Tributes, Spellcaster): Once known as Mahad, the Dark Magician was a legendary sorcerer in his life before becoming part of the Shadow Realm. He quickly rose in status, becoming known as “The Ultimate Wizard” due to his dizzying variety of knowledge and magics as a spellcaster. However, despite this he tends to stick to his pioneered style of magic, DARK magic. Despite his status as a premier magician, he can go even further in his career from here. **You may purchase Dark Magician as a companion only once**, which includes any fusion monster or effect monster that uses “Dark Magician” as a material, such as Dark Magician Knight or Dark Flare Knight.



Dark Magician Girl(1 Tribute, Spellcaster): A girl known as Maya to those who are close to her, she's Mahad's adopted daughter and a genius prodigy with magic. She has no memory of her life before coming into the Shadow Realm, or even if she's a native or not, but it was so long ago it doesn't matter. She's very popular among the spellcasters at Endymion, even warranting a fan club within the student body. It's been rumored by much of the elder magicians that she may even surpass her adoptive father given enough time. **You may purchase Dark Magician Girl as a companion only once**, which includes any fusion monster that includes her as a fusion material.



The Magician Girls(Each is ½ Tribute, except Kiwi, who is 1 Tribute): A squadron of spellcasters, these 5 sorceresses comprise of the “Magician Girls”, Dark Magician Girl’s fanclub. They comprise of Berry Magician Girl, Lemon Magician Girl, Apple Magician Girl, Chocolate Magician girl and Kiwi Magician girl. They’re individually pretty unique in how they cast, having a shared odd quirk of casting their respective attributes(Earth, Light, Fire, Dark, and Wind respectively) with their namesake ‘flavor’ on top, unlike many others of Endymion’s magical academy. Despite their differences, they work together to strive for the kind of skill and prowess their idol Dark Magician Girl reaches.



Clan with Eyes of Blue(½ Tributes for each member, Drop-in): A family that served under the Blue-Eyes White Dragons, they tend to the Mausoleum of White(A temple dedicated to the clan) awaiting for the day their masters return. They comprise of the Maiden, the Sage, the Master, the Priestess, and Protector, all with Eyes of Blue. Their skills in magic are meager alone, but they are capable of as a united clan being able to call upon the strength of a Blue Eyes White Dragon. If only one could find them once more and take advantage of their loyalty...



Blue-Eyes White Dragon(2 Tributes, Drop-in): The Legend of Blue Eyes White Dragon is known far and wide across the Shadow Realm. They were considered the ruling family of the Dragons, who were in turn the mightiest and most majestic beasts in the realm. However, with their power, beauty and nobility came arrogance. They had allowed humanity to flourish underneath them, paying them no mind as they kept to their own devotion to the purity and nobility of the Blue-Eyes clan. It was only until the Lemurians and the Age of Fire that they realized that mankind posed a genuine threat, and attempted to attack while they were at their weakest. They made the mistake of getting the ire of the greatest heroes of the Age of Fire, and their family was directly attacked. Their matriarch was slain, and many of their number were dead at the hands of the Dark Magician and especially the Buster Blader. Only a trio of sisters remain, seeking out a way to restore the glory of their clan. As such, **You can only purchase 3 Blue-Eyes White Dragons as companions in total.** There aren't that many to go around.



Red-Eyes Flare Dragon(2 Tributes, Drop-in): The elder of the two reigning two siblings of the Red-Eyes Clan, Red-Eyes Flare Dragon is an ambitious queen of the mongrel clan. She sees the fall of the Blue-Eyes as the Red-Eyes' opportunity to rise to where the strongest should: The top. Before that point, she'd challenged the eldest White Dragon multiple times and was defeated. Unfortunately, she feuds with Red-Eyes Darkness Dragon(her younger brother) over how to handle the remaining daughters of the Blue Eyes clan. Flare Dragon sees them as a threat that must be extinguished, while Darkness Dragon desires in bringing them into the clan and adding their noble might into their blood. Either way, Flare Dragon reigns as a unique Red-Eyes Dragon, and can **you may only purchase one Red-Eyes Flare Dragon as a companion.**



Red-Eyes Darkness Dragon(2 Tributes, Drop-in): The younger of the reigning two siblings of the Red-Eyes Clan. He's content to get by via scavenging power from magic places in the world and devouring weaker dragons, but ever since before the Age of Fire he held a burning desire to join the Blue-Eyes White Dragons and the Red-Eyes Black Dragons as a single powerful family, admiring their power...and their beauty. However, until now they had ruled so unquestionably that he would be spurned no matter what. Now that the clan is in dire straits, his hope has been reignited, but his elder sister feuds with him constantly, demanding he assist in destroying the clan of Blue-Eyes forever. No matter where this tale goes, **Red-Eyes Darkness Dragon is a unique ruler among the Red-Eyes and can only be purchased once as a companion.**



Amazoness Queen(1 Tribute, Warrior): While many of the other Amazons are available normally, the Amazoness Queen is a good deal more reclusive, and unique among her number. She has a great amount of wisdom among her tribe, and can lead them to victory against all odds. **You can only purchase one Amazoness Queen.**



Harpie Queen(½ Tribute, Drop-in): Much like the queen of the Amazons, the Harpie queen is a unique individual in this world and is not normally available unlike the other harpie ladies and harpie sisters.

You can only purchase one Harpie Queen.



Harpie Artists(Both ½ Tributes): The Harpie Harpist and Harpie Dancer are both playful bards of their tribe, normally peaceful and unavailable, but an exception will be made for you.



Gaia the Swift Knight(2 tributes, Warrior): A brave hero known to the Warrior Kingdoms, especially the Empire, Gaia is a master at mounted combat. While mounting his trusty horse, Gaia could overcome an army on his own, even single-handedly putting down an empire-wide rebellion. It's telling he's one of the few warriors that genuinely could match the Dark Magician without a lick of magic, and that's simply taking into account his potential on a mundane horse with mundane

lances! It's clear if he had any more advantages, he could be a warrior with little to no other compare. There is only one Gaia, and that is why **you can only purchase Gaia the Swift Knight once.**



Archfiends(All Members are ½ Tribute, Warrior): The true masters of Pandemonium, they follow a chess-themed hierarchy. This consists of the Terrorkings, the Infernalqueens, the Desrooks, the Darkbishops, the Shadowknights and the Vilepawns. They're not individually strong outside of their realm, Pandemonium, but they are aggressive and there's a great many of them. They also are antithetical to magic, often causing lethal backlash to any spellcaster foolish enough to try and strike them down.



The Dark Scorpion Burglars(Gorg the Strong is 1 Tribute, all others are ½ Tributes, Warrior): A team of 5 Burglars, they consist of Don Zaloog, Chick the Yellow, Gorg the Strong, Cliff the Trap Remover and Meanae the Thorn. **The Dark Scorpion Burglars monster may not be taken, but the individual members can be taken separately.** Don Zaloog is the mastermind and leader of the crew, due to being the expert thief among them. Meanae the Thorn is the face of the group, as well as the one who's capable of whipping the ruffians as a whole into shape(as they're as ragtag a group as you'll meet after all)...She's the grease running the group smoothly. Meanae is by far the most competent, save for her unrequited love for Don Zaloog. Chick the Yellow is the demolitions expert, being rather eager to bust out gunpowder barrels as the response to any given situation. He's the most meager, however, and cowardly when it comes to actual direct combat. He won't willingly fight unless he's got a major upper hand, hence the name. Cliff the Trap Remover is a bit of a neurotic mess, his

paranoia from dealing with multiple deathtraps in his day often showing up whenever anything vaguely mechanical is involved, but he's learnt how to deal with them as a result. Gorg the Strong is a boisterous giant of a man, who loves going along with Don's harebrained schemes to make a ton of money. Together? They're the Dark Scorpions.



Flame Swordsman(1 Tribute, Warrior): A well known warrior and close friend of Dark Magician, it's implied that he was once two separate men known as Masaki(a veteran from the land of the Blue Flame) and Igneo(A flame manipulating magician). Whatever brought them together, as a union the Flame Swordsman is deceptively strong, while alone he's not much greater than Celtic Guardian as a swordsman, his enchanted blade Salamandra allows him to compete among even Gaia the Fierce Knight and his spellcasting comrade. Salamandra and Flame Swordsman are unique, which is why you **may only purchase 1 Flame Swordsman.**



Machine King(1 Tribute, Drop-in): The feared lord of Machines, The Machine King is known for his ambition and desire to see the rise of Machines(cast away experiments of the Goddess Horakhty) over the biological scourge on the Shadow Realm. The Machine King's unique abilities are detailed in the perk "Machine King Prototype", but this one already comes with a vast ambition and is unique in this world at the moment, and as such **you may only purchase a single Machine King.**

Drawbacks

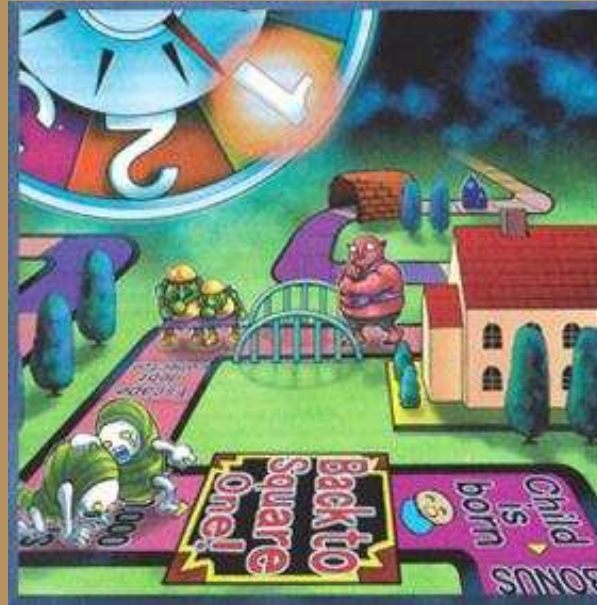
There is not much resources to waste, in the Shadow Realm. You may only benefit from +1000 CP worth of Drawbacks.



Heart of the Cards(+100): On a world quite unlike this one, a young man named Yugi Motou will play the game known as “Duel Monsters.” Many of the monsters in that game are based off of entities born in the Shadow Realm, and now you’re no exception...except you have a bit more of a burden. Now, Yugi Motou will occasionally summon you(and your companions) as monsters during his duels, how long he uses you isn’t important, as no matter how quickly you’re used or defeated in that game it will still be hours lost when you return...This can happen at any time or place, unfortunately. The only real recompense is that if you’re used enough times, you may end up getting your own archetype or support in the legitimate Duel Monsters card game in Yugi’s world.



Multiplication(+100): In this world there's a cute little fiend known as Kuriboh. They're fuzzy, soft, and have big eyes! However...they have a tendency to multiply asexually, and now they're a bit hungry for the flesh of a jumper. Their sense of survival is also minimal, which is not great when combined with their natural ability to...ah, explode. This adds up to a suicidal army of exploding fiends, capable of recreating itself from whatever survivors there are of their suicide rushes. Do keep on your toes.



Back to Square One(+100): Traps. Aren't they grand? They're all over the world, common due to the vast amount of dungeons and experimental places created by Horahkty to amuse her and to provide challenges for the men of the world. However, one particular one is tailored JUST to you and is so common(as well as easy to miss due to its specificity) that you're bound to run into it at least once. Back to Square One. This trap simply sends you back to the original place you started this jump in...sans all equipment and items, as well as causing a big ruckus when it does so. To make things worse, it transports living creatures in your vicinity, so enemies chasing you down or allies who could fight on without you will get sent back as well. Frustrating.



Return of the Dragon Lords(+200): The Age of Fire never ended. While the Celtic Guardian had created a critical opening by his sacrifice in the battle against the Ultimate Blue Eyes White Dragon, his gambit failed and the tables turned against mankind. The Dark Magician, Buster Blader and Gaia the Fierce Knight as well as their followers were defeated handily by the Blue Eyes clan, which now is on a crusade to end the reign of Spellcaster and Warriors. The Beast-Warriors and turncoat Warriors/Spellcasters(much like the Clan with Eyes of Blue) are now underneath the banner of the Blue-Eyes. What's more, even those aligned with the Eyes of Blue will be seen with much greater scrutiny as the zealot Ultimate Blue Eyes White Dragon is now culling off members of both the dragon and human clans she considers "weak" that could "taint the dynasty."Whether you pick up where the heroes of the Age of Fire left(Many of them still live, though in hiding and ashamed from their failure) or you could join the side of the Blue Eyes and their quest for purity, or simply try to survive this tumultuous time, the Age of Fire continues to rage on.



Tribe-Infecting Virus(+200): The shadow realm doesn't have much in terms of actual medicine, as reliance on magical healing meant that they could stitch wounds and cure minor illnesses with some investment. However, a magic-resistant virus that decimates entire species has broken out, and it doesn't seem limited to just biological creatures...it'll do a number on the populations of the Shadow Realm, and you're not excepted from the potential casualties it could cause. The only hope this land has is for someone to find the reclusive cure master Dian Keto and bring them a sample of the virus. Else, the land may become a wasteland...



Jumper, the Forbidden One(+200): It's not spoken widely, but there is a sense of "fair play" to the Shadow Realm, whispered to have been instilled into the world from the very beginning by Horakhty. It was said once upon a time Pot Of Greeds were simple to create as any masonry, and that while skilled magicians were few the ability to use the Monster Reborn was common among the ones that did exist, ensuring that those who were not banished to the Different Dimension as spirits would be reborn. However, the Shadow Realm enforced a sort of "limitation" ...and now your power is under those limitations as well. You'll find every so often(About twice a year) your powers and abilities become under scrutiny from a strange intelligence. While the most powerful abilities will often be prohibited directly, others will be limited in some way, and what is 'banned' or limited can change drastically or arbitrarily from season to season! Still, on average you'll find your most regularly abused "Win buttons" are locked down to some degree.



The Huge Revolution(+400): It appears the United Resistance succeeded at their revolution...a little too well. Society all across the Shadow Realm has completely broken down in a violent, bloody coup. Even the Magical City of Endymion is falling apart as the students steal and take forbidden spells, casting apocalyptic disasters upon the town out of a zeal to rebuild the world. Bandits and tyrants equipped with looted magical items are now common, and rabid Beast-warriors taking advantage of the chaos to pillage and murder across the lands. You can't rely on any town being safe, or being there the next time you come across it. Everything is uncertain, and in a world with dangerous magic and power such as the Shadow Realm...uncertainty surely means death.



Machine King - 3000 B.C(+400): While the Warrior Pass was held fiercely even in the face of the Ancient Gear golems laying siege to the 4 Monarch Cities, the Machine King found a secret hidden within the Grey Wastes that crumbled the vast walls of Warrior Pass. The Machine King was replaced by a vastly more powerful version of itself, known as Machine King 3000. MK-3000 is able to absorb the powers of its followers into itself directly, devouring its already strong allies to become a beast capable of smashing its way through mountain ranges in its quest to ascend the Machine as the dominant species. If the Machine King 3000 still lives by the end of your stay here, you have failed and must take the “Go Home” option.



Archfiend Black Skull Dragon(+400): The Red Eyes clan has sunk to a historic low, and unfortunately they gambled with their clan's agency...and came up snake eyes. Save for the ruling siblings(Red Eyes Darkness Dragon and Red Eyes Flare Dragon) and a few loyalists, the entirety of the Red Eyes clan and their followers have become tainted with the dark chaotic energy of the Pandemonium, becoming enslaved to the Archfiends who wish to rise up with their new draconic army, and make another bid for control of the Shadow Realm. The Archfiends themselves have shored up their number and will use the homeland of the Red Eyes as a gate into the Shadow Realm, arriving in droves to murder and destroy. Unless you can defeat the leader of the tainted dragons, Archfiend Black Skull Dragon, and destroy the portal to Pandemonium, the entire world will fall under the madness and chaos of the Archfiends.



Obliterate(+600): You'll have to be on your lookout, as the 5 Pieces of Exodia are now public knowledge...which is bad for you. If the 5 pieces of Exodia are joined together, you can consider your journey over. People will constantly seek to join the pieces and claim its power, no matter where you place it. Even if you were to send them to the deepest reaches of the multiverse, a Different Dimension dweller will be able to reach it with their dimension leaping abilities. What's worse, multiple members across the monster-types will join together to claim the pieces. Even heroic spellcasters and warriors will join with Archfiends to try and seize the pieces. All you can do is fight them off, or constantly hide the Exodia pieces from sight(from active searchers, many of which have magic and treasure finding skill.)

The pieces themselves are indestructible, and refuse to be placed into any kind of inventory. No, the pieces were made to be found. All you can do is fight to keep them separated until your last breath.



The Paths of Destiny(+600): Lord Solemn has made a final attempt at ultimate providence, and has used all of his might to call for one plea towards Horakhty - "One more chance." She has listened. You have 10 years as normal, but at the end of the 10 years the Creator Goddess will look over the entirety of the Shadow Realm in judgement. She was spurned away by the hubris and hatred of both man and beast, and wishes to see a world that has created things both bright and beautiful. Even if there is conflict, she wishes to see the Shadow Realm be a land of adventure and wonder, not of greed, ambition, and viciousness. You must ensure that this world is a place of both wonder and majesty under her (somewhat perfectionistic and unique) judgement, or you will be destroyed alongside the Shadow Realm in Horakhty's scornful wrath. This will not be easy, as she would easily strike the land down as it stands when you enter. The presence of the fiends, the desolation of the Grey Wastes and the Necrovalley, the hubristic studies of Endymion, the growing lack of wilderness under the desire for resources by the Kingdoms, the absence of her wonderful Pharaonic

Gods, the presence of the Exodia Pieces and the savage manner of the once-Noble Dragons all are things that in her eyes dirty this place. Unless they can be mitigated, destroyed or replaced, Horakhty will surely judge the Shadow Realm as a place worthy of obliteration. You MUST find ways to solve these problems or this world(And your own chain) will end.

You have been freed from the Shadow Realm's grasp, and now must make a choice.

***Return from a Different Dimension:** You are tired of questing and adventure, and the far off call of home is too much to bear. You return home with everything you've earned up till now in tow. This is your only choice if you died or were destroyed in this world.

***Different Dimension Master:** The Shadow Realm's chaotic nature suits you, and you will strive to become its lord by any means you can. You gain +1000 CP to spend here, and 4 Tributes as well. Happy trails.

***Different Dimension Gate:** You are finished with this world. It's time to move along, and find a new adventure. You move on to the next jump with everything you have in store.

Notes:

- Fanwank responsibly. The Shadow Realm's power levels are wildly inconsistent, if you use the card effects and attack as a

basis. If you go simply by ATTK value and effects as absolutes, this means that Jerry Beans Man(A bean with a sword) could handily defeat an entire peasant revolt singlehandedly. This presents issues, as you could imagine. The card game and its stats should be considered a rough guideline of the actual power that the Shadow Realm possesses.

- No, you cannot companion Horakhty the Creator Goddess.
- Exodia Pieces are bound to the Shadow Realm, and Exodia himself will not awaken outside of the Shadow Realm anyhow.
- Absolute effects within the Shadow Realm are not going to be necessarily absolute anywhere else, keep this in mind when flinging out Mirror Force and expecting it to be a perfect defense.



Author Portrait