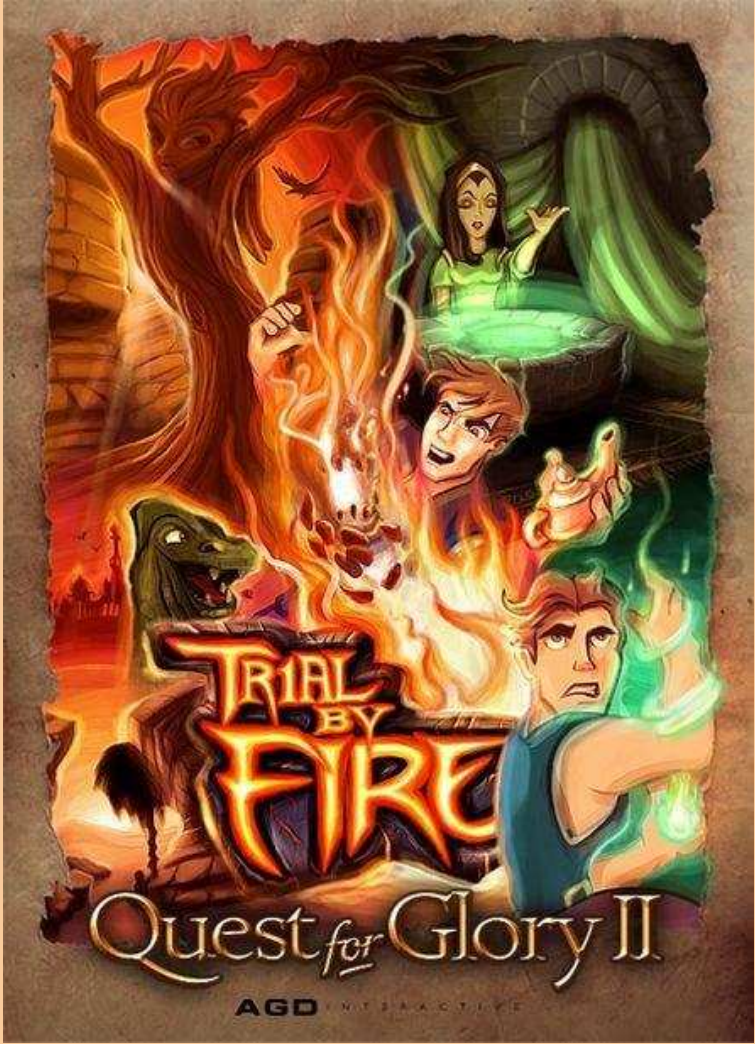


Quest for Glory 2: Trial by Fire & Quest for Glory 3: The Wages of War

a jumpchain by acheld, v1.4.1. 2022-06-13.



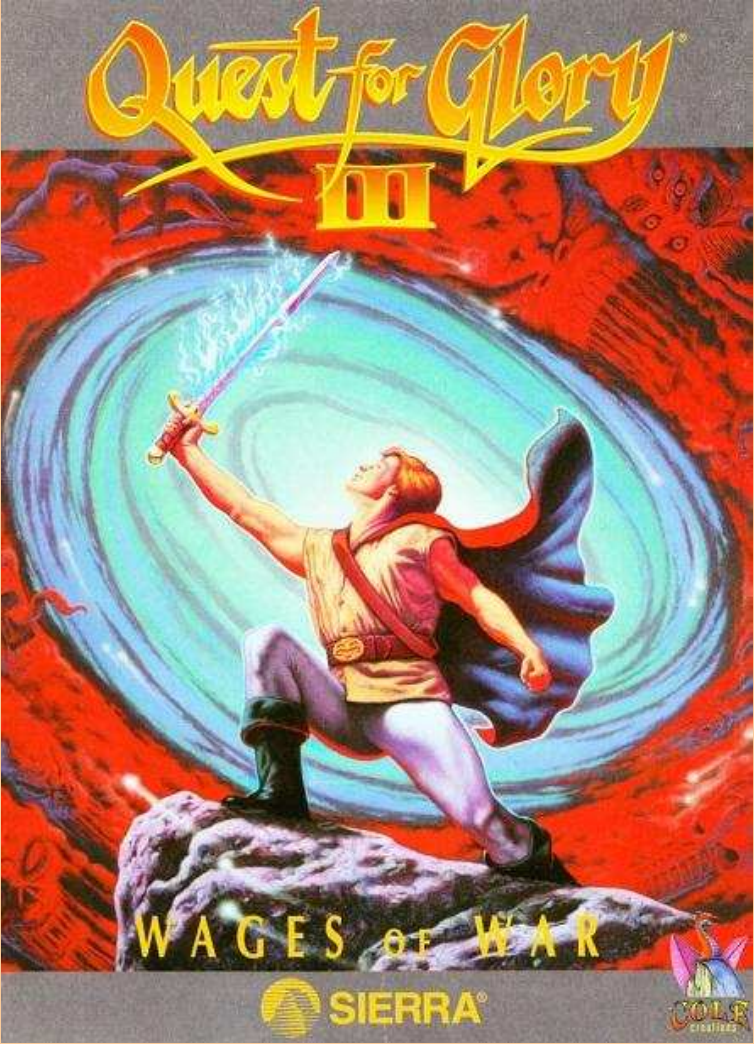
Welcome to the world of Gloriana! Or, perhaps, is it welcome back? No matter, no matter.

Gloriana is a place of great ventures, variety, villains and valor! Mystery, magic, majesty and monsters await! Not to mention the puns.

Your journey here begins in the Sultanate of Shapeir, a land straight out of Arabian tales. A great trade city built around a magical fountain, the sultanate includes the city of Shapeir, the sister city of Raseir, and the valley between. While the cities are maintained by their fountains and by trade, the valley they lay in is a harsh landscape of sand, heat and monsters.

Here is the homeland of the Katta. Here is the home of Aziza, the powerful enchantress. Here is where elemental djinn roam.

The enlightened Harun Al-Rashid rules here, and Katta and Human live in peace and harmony. However, not all is as peaceful as it seems, and the dark wizard Ad Avis seeks dark power in order to rule all that he surveys.



Perhaps when you are done with your time in Shapeir, you will travel to the land of Fricana? The great city of Tarna lies at the edge of Savannah and jungle, and the boundaries of civilization and wilderness blur. The city itself is ruled by the Lionataur, but inhabited by humans as well, and tensions sometimes run high. The savannah and jungle are both host to a cornucopia of strange beasts and beings, magical pools and leaking darkness.

The Simbani tribe, a nomadic warrior culture, is prepared to do war with the shapeshifting Leopardmen; each has stolen a sacred artifact from the other. Unbeknownst to all, there are dark stirrings in the Lost City, hidden deep in the jungle. A demon, once driven back by Rasha Rakeesh SahTarna, has awoken and stirs the fires of war for its own ends. He seeks nothing less than to open the very gates of hell...

Sound fun, friend? Well, to help you on your way, take these **1000 CP** to use on choices below...

Continuity

If you have not visited the Quest for Glory 1 jump, then as a special provision of *this* jump you can choose to be shunted to *that* jump immediately instead of continuing. Otherwise, you must choose **Fresh Start** below. Due to the carry over and expansion of perk trees it is suboptimal to do these jumps in “reverse” order.

If you are currently in the Quest for Glory 1 jump, and the narrative conflict of that jump has been resolved, you may choose to come immediately to this jump at any time. If you do, you must choose **Import Character** below. You may either have a new ten years, or ten years plus whatever time was left over from that jump.

If neither of these apply, then you may choose either option below.

Fresh Start: Treat this as a new continuity. Freely select a new background, and begin in a world where Devon Aidendale (the canon protagonist) completed the events of Quest for Glory 1. You begin in the city of Shapeir, with a reason that varies based on your background. In this case, you have the normal ten year timer.

Import Character: Treat this as a continuation of your story that began in Quest for Glory 1. You can freely select a different background (which represents a change in focus, and is true to the setting). If you stick with the same background you had previously, you receive +200 bonus CP (1200 to start.) Your race remains the same as in the previous jump at no cost (you do not receive bonus perks or CP from your race choice a second time). You *may* choose to purchase a different race as an alt-form, in which case you do receive any bonuses the race purchase provides.

Background

<i>Fighter.</i> 	The most popular of the adventurer vocations. Simple and straightforward, the fighter views the world as an opportunity to test his strength and courage against the universe. A fighter is one who, when faced with a foe, takes arms against a sea of troubles, and by opposing, ends them. He is the artist whose body is his palette. Exercise is his daily bread. The fighter relishes every battle with any foe, for though he is beaten and blackened and bruised and blemished beyond all recognition, he knows that he is the better for it all. If this is a Fresh Start, then after graduating from the Famous Adventurer’s Correspondence Course, you have spent a few years proving your worth against bandits and other foes, engaging in minor adventures here and there. You now find yourself in the land of Shapeir, with an invitation to apply to join the Eternal Order of Fighters headquartered there, and a desire to meet the famed lionataur warrior, Rakeesh. AGE: Pick 19-27
<i>Magic User</i> 	Master of mystery, propounder of power, intimate of intuition, the magic user is the intellectual among adventurers. He must master his mind to mold the mysteries of the ages. Through the use and control of the magical spell, he can selectively alter the fabric of the universe and create things out of whole cloth. Spells are usually learned by reading specially created scrolls that brand the spells upon the brain. If this is a Fresh Start, then having completed your apprenticeship some years ago, you have been a traveling wizard since. You spent some time in the valley of Spielberg, where you made the (odd) acquaintance of the wizard Erasmus. While it was trying, he did end up teaching you a trick or two. In his mysterious and (just a bit mad) way, he recommended that you consider making Shapeir the next stop in your education, with a letter of recommendation to one “Aziza - Enchantress”. AGE: Pick 21-37
<i>Thief</i> 	Sultan of Stealth, Chief of Chicanery, Potentate of Plunder, the Thief is the master of many skills. From subterfuge to housebreaking, Thieves live by their wits. Since the Thief cannot fight as effectively as the Fighter, or cast spells as the Magic User, he seems to be the weakest of adventurers. However, he is also the most powerful of adventurers, for he can get away with murder. If this is a Fresh Start, then you spent some time in Speilburg, freeing the locals of some of the burden of wealth that followed the actions of Devon Aidendale. The valley had become quite prosperous, actually, since he’d broken the apparent curse. You supposed that was good enough, especially since it meant you were all the richer. Still, things had been getting a bit hot, so you decided it was time to head to greener pastures. Or, at least richer ones. AGE: Pick 19-32
<i>Drop-In</i>	No memories of this world, nothing to aid you, but as a Drop-In there is nothing to hold you back. If this is a Fresh Start, then you come to awareness as the saurus caravan you were traveling with arrives at the main gates of Shapeir... AGE: Pick 18+

Races

Gloriana has a wide variety of intelligent races throughout the world. Whatever you pick becomes an alt-form for future jumps. Alternatively, you can combine the inherent benefits of the form with another morphologically similar form that you have.

Human (0 CP) - Humans are the most widespread intelligent species of Gloriana, making their way across the world. The majority of kingdoms and nations are human dominant.

Centaur (0 CP) - Your classic centaur, these creatures can be found in most areas of Gloriana. Naturally stronger than a human, they also have better endurance and excellent senses. On the negative side, they are easier to hit, poor at dodging, and have a hard time fitting into human-built places.

Katta (0 CP) - A cat humanoid. Katta do well in heat, and poorly in the cold. They are somewhat smaller and have lower strength and endurance than a human. On the plus side, they are much more agile and quick than humans. Shapeir is the homeland of the Katta, though they can be found in small numbers throughout Gloriana.

Liontaur (100 CP) - Like a centaur, except the head is that of a lion and the torso is covered in fur as well. Stronger even than the centaur, the Liontaur are famed warriors. You receive Swordcraft 1 for free. If you have it already from a source other than this race, you instead gain +100 CP that must be spent in the Fighter tree. For you, Swordcraft applies equally well to spears and javelins.

Half-Faery Folk (200 CP) - Those of half-faery blood are rare, but have been some of the greatest wizards in history. Your magic is 20-25% more powerful due to the influence of your blood, and you start knowing two spells on top of what you otherwise would. Your life expectancy is three hundred years, not that that is going to matter to you. You receive +100 CP that must be spent in the Magic User tree.

Frost Giant (300 CP) - You are a powerful Frost Giant, standing ten feet tall. Your blue skin is as tough as leather, and highly resistant to magic. You have some inherent mastery of the magics of cold and ice. You gain the Mighty 1 perk for free. If you have it already from a source other than this race, you instead gain +100 CP that must be spent in the Fighter perk tree. Frost Giants are extremely reclusive and rare; you are unlikely to meet more than a bare handful of others.

Perks

If you have previously visited the Quest for Glory: So You Want To Be A Hero? jump, then you may notice that all the perks from that jump are here as well, with some **new ones** as well. If you purchased a perk in Quest for Glory 1 then you are considered to already have it here, whether you went with Continuity or not. For instance, if you have Mighty 1 & 2 from the previous jump, you can immediately purchase Mighty 3 from this jump. If you did not, then you must purchase Mighty 1 & 2 here in order to access Mighty 3

Fighter Perks

Armored Hero - (100 CP; free for Fighter)

You have extensive training in the use of armor and a shield; the weight of armor still slows you down, but you’re as agile in it as it is possible to be. Chainmail on you is as leather armor on another, and leather you barely notice at all. You bring your shield to bear with incredible reflexes.

Eternal Order of Fighters - (100 CP; free for Fighter)

You have earned a place in Gloriana’s Eternal Order of Fighters. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a member, not only will they automatically believe you, they will recognize that this means you are a competent and seasoned warrior.

Swordcraft - (200 CP for each of ranks one and two; **300 CP for rank three**; discounted for Fighter)

You know your way around a weapon. Thrust, slash, parry, **kill**. This aids with any melee weapon, but is most effective for a sword (a hero’s weapon!).

- With one rank you are adept with any well made melee weapon, as much so as a skilled medieval mercenary, soldier or knight. You will not find difficulty fighting most monsters around Spielburg, though some of the more fearsome ones can still give you trouble.
- With two ranks you are good enough to win tournaments; this skill is not supernatural, but it is the equivalent of one who has spent a lifetime practicing combined with natural skill. Those you’ll encounter here in the same league as you can be counted on one hand, and there is no wandering monster here you could not dispatch one-on-one.
- With three ranks, your skill is at the limit of what a human can achieve. There is no fully mortal warrior who can match you in swordsmanship. All but the greatest monsters in Gloriana will be laughably easy to dispatch.

Mighty - (200 CP for each of ranks one and two; **300 CP for rank three**; discounted for Fighter)

You are hale, hearty and strong. Each rank increases the amount of physical damage you are able to take and improves your general health.

- With one rank you are in very good physical condition, able to lift your own body weight off the ground without trouble. You can give great force to your blows, and can perhaps sever limbs with a sharp blade. Wounds heal, and your breath recovers at twice the normal rate. You are rarely ill.
- With two ranks you are *remarkably* strong, able to lift twice your body weight with ease, and give your blows a force to them far beyond your well-built appearance. With a strong enough sword, slicing through torsos is not beyond you. You can replace a week of bedrest for a wound with a single, good night’s sleep, and you will never suffer from everyday disease or infection (you are still vulnerable to magical, or exotic diseases).
- With three ranks your strength is the stuff of terror. You can lift five times your body weight, and with a sharp greatblade may cut a horse in twain. A night’s sleep is as good as a month recovering, and your cuts can be seen closing, if you watch closely enough.

Masterful Maintenance - (400 CP; discounted for Fighter)

For whatever reason, your sword, your armor, your shield? They seem to take care of themselves. Dents repair themselves overnight, and your weapons do not dull with use. No need to ever clean your gun again. This will not allow your gear to recover from dramatic breaks or damage (such as if your sword is split in two, or your armor rendered asunder), nor does it recover spent ammo or energy for weapons. The perk works on non-medieval gear as well, but not on large machinery that cannot be easily carried on one’s person. Power armor, yes, provided you are wearing it. Spaceship, no.

Fancy Footwork - (500 CP; discounted for Fighter)

You are an unparalleled master of fighting on the move. Keeping your feet in motion, rather than making it harder to focus on your blade or bow, actually makes it *easier*. In fact, the more you move, the better your aim and the truer your strikes. You are perfectly aware of the placement of your feet and everything around them without even looking, and it is impossible for you to lose your footing in any circumstance. Movement, too, improves your defense more than it otherwise would; you can literally *dance* in between the blades and arrows of your enemies in a way that cannot be anything but supernatural. This extends to activities such as climbing and swimming as well.

Slay Sense - (600 CP; discounted for Fighter)

Others may seek diplomacy, or a route of subtlety, or a more arcane solution. You? You know that almost any problem can be solved with the proper application of violence. Upon meditating on a problem that vexes you, you get an intuitive sense of who or what most needs killing to solve the problem, and a rough idea of their location. This does not tell you *how* to kill them. If a problem cannot be solved through violence, which is sadly sometimes the case, you will get a sense of that instead.

Path of the Paladin: To Seek, To Learn, To Do - (600 CP; discounted for Fighter)

The way of the Paladin is to seek to know that which truly is. The Paladin strives to learn his own inner nature and that of others. The Paladin does whatever needs to be done to bring light to the world. Not for glory, not for gain, the Paladin becomes a Paladin because it is his will. - Rasha Rakeesh SahTarna

The path of the Paladin is not an easy one to walk. If you have trained under the legendary liontaur Paladin Rakeesh, then you already know this. The paladin seeks peace and healing first, but is ever ready to defend that peace with a flaming blade and iron will. They must be honorable, forthright and self-sacrificial when necessary.

In exchange for these chains of duty, the Paladin is blessed with many gifts. As his courage and honor soar, so does his power, gaining more powers and abilities as he grows in heart. The two simplest are *danger sense* and *flaming sword*. As long as the Paladin remains honorable, these will always be activated unless he wishes them not to be.

Other magics are activated through his stamina and will, and from easiest to access to hardest, are: *heal*, which uses your stamina to heal wounds of yourself or others; *magic ward*, which provides some protection against spells; *honor shield*, which provides protection against physical attacks; *destroy undead*, which shatters the bonds that allow such abominations to exist, damaging an undead creature greatly; *peace*, which drains hostile intent away from all present; *sense aura*, which gives a sense of the emotions, nature and trustworthiness of the target; *holy strength*, which amplifies the might of the Paladin greatly; and *awe*, which sends most foes fleeing in terror.

Even without this perk, you may train to be a Paladin, but it is a long, difficult and arduous journey. The benefits provided by the perk are twofold: first, it provides an immediate mastery of the abilities of the Paladin, provided you have the strength of character. Second, you find that it is easier to avoid actions which may compromise your honor or bring darkness into the world. You have an intuitive awareness of straying close to any such action; a jolt which you may choose to ignore, but cannot possibly miss.

Magic User Perks

Magic Spark - (100 CP; free for Magic User)

You have the innate capacity to wield the magics of Gloriana. This does not imply any training or ability, just that you *can* learn. In theory, this is all that is needed to eventually master all the magic spells of Gloriana, but with **only** this perk you are decades away from doing so, at minimum.

Wizarding Institute of Technocracy (WIT) - (100 CP; free for Magic User)

You have passed the test for membership in WIT. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a member, not only will they automatically believe you, they will recognize that this means you are a competent and skilled wizard.

Magic Training - (200 CP for each of ranks one and two; **300 CP for rank three**; discounted for Magic User; requires Magic Spark)

Magic Spark may give you the inherent ability for magic, but this helps you learn and apply it. Each rank increases the rate at which you pick up new spells and expand your magical power. This may give a small boost to learning other forms of magic from other jumps as well. See **Info: Magic Spells** below for information on the spells.

- With one rank you start with one spell from the list of thirteen below, already known at moderate skill. In the course of this jump, you can learn a number of spells, and apply them to solve particular problems, but will not be throwing around fire bolts in combat for a bit. At the end of ten years, you can easily expect to have mastered eight of the spells, and be on track to learning many more.
- With two ranks you start out much more studied. You start with three of thirteen spells, and are skilled in all three from the start. Within a year, perhaps far less, you will have mastered eight basic spells. At the end of ten years you could be peers with some of the greater wizards of Gloriana and will have crafted your Magic Staff.
- With a third rank you start with an additional five spells of choice (eight total) and are well skilled in all eight. At the end of a year you will have mastered the full list, and will have reached the ability to craft your Magic Staff. At the end of ten years you'll be talked about alongside Erasmus, the greatest living wizard.

Clever - (200 CP for each of ranks one and two; **300 CP for rank three**; discounted for Magic User)

You are clever, quick and witty. Each rank increases your ability to solve puzzles, to see the truth behind illusions, to outwit foes, and to engage in witty repartee.

- With one rank you are very clever, able to solve most puzzles given a few minutes to focus on the issue. Riddles likewise pose little challenge, and it is a small fraction of the populace that has a chance to outsmart you.
- With two ranks, you're usually the smartest person in the room. Match wits with any of the archmagi around! Erasmus' little games and riddles will rarely pose a challenge.
- With three ranks there are but a handful alive in Gloriana that are on the same level as you are. You'll never be on the back-foot when it comes to cutting conversation, and can easily invent fiendishly clever riddles on the fly.

Potent Potioneering - (400 CP; discounted for Magic User; requires Magic Spark)

You've learned the art of channeling your magical spark into the creation of potions of Health, Stamina and Mana, and can learn other recipes. You have an intuitive and immediate sense of the magical properties of any components and materials that you find that might be used in some sort of alchemical recipe. This perk boosts alchemical abilities from other settings, and allows your spark to be channeled into those as well.

Elemental Expert - (500 CP; discounted for Magic User; requires Magic Spark)

You have a greater ability to manipulate the elemental forces of existence: fire, water, air and earth. In particular, you can easily substitute one for another in your magic, even on the fly. Your use of elemental magic in general sees a slight boost, becoming more potent, and you are better able to repel or reflect the elements when used against you.

Secondly, as you may know from your time in Gloriana, scholars here have long debated whether 'pizza' is the culmination of the four elements or an entirely separate fifth element. This perk gives you a better sense of the nature of 'pizza', able to furrow out its secrets with your arcane gifts, and mold them to your purposes. Perhaps you can put the age-old question to rest at last, or perhaps you will keep the secret knowledge for your ends alone.

Spell Sense - (600 CP; discounted for Magic User; requires Magic Spark)

You have an intuitive sense for seeing the underlying patterns magic leaves on the world. First, by spending a few moments to focus on something in front of you, you can always see whether or not something or someone is under an active magical effect. Second, when you meditate upon magic that you are aware of, you learn the general type of the magic, and you gain a sense of the best way to counter it. The more specific the magical problem, the more specific the sense. Meditating on "the curse on this land," might just get you "an inverted countercurse". On the other hand, "the magical lock on this door" might get you "a trigger spell on the hinges where the magic is weakest".

Staff of Many Magics - (600 CP; discounted for Magic User; requires Magic Spark)

The crafting of a magical staff is regarded as the mark of a true Wizard in Gloriana. Magic wood must be obtained and the staff ritually crafted in a difficult and skillful process. After a successful crafting, the staff is shunted into an extra-dimensional space: a realm of pure magic. Thereafter, a short spell will summon the staff to the wizard, and it will remain manifested as long as he wills it. While the staff is in his grip, the strength of his spells is amplified a bit (perhaps 10-20%), and the energy cost of all his spells is *halved*. Generally, these benefits only apply to Wizard magic, and specifically the Wizarding magic of Gloriana.

This perk comes with several benefits. First, you begin with a Magic Staff already crafted, and the ability to cast the Summon Staff spell. Second, you may specify an object other than the standard crafted staff to give you the benefits of Summon Staff, such as a weapon you favor. Third, and most saliently, the benefits of the staff extend to all magics you wield, not just Wizarding magics of Gloriana. This effectively doubles the amount of magic you can cast with the same energy, including Vancian systems.

Info: Magic Spells

Below are listed thirteen spells learnable through Quest for Glory 3, including the original eight from Quest for Glory 1. In game, these were the only spells available to the hero, but there is plenty of other magic, and there is no in-setting reason why you couldn't learn other magics as well. The descriptions given are general; a clever caster can no doubt figure out other uses for some of them. Note that Summon Staff is not included in this list; see **Staff of Many Magics** above for information about that.

Each spell has tied to it a skill level, so that a caster not only gets better at magic in general, but gets better at specific spells as they practice. The power and skill with which a spell is cast depends on the combination of general magic power, and skill with the specific spell.

Gloriana's magic is powered by mana; there is no preparation or selection of spells; you know the spells that you know, and can cast them if you have enough mana.

Finally, note that spells require one free hand to cast successfully, and so cannot be used with a sword and shield in hand.

- Calm:** This spell, if successful, causes nearby creatures to cease hostilities for a short period, or until they are attacked. As you improve, it has a greater chance of working, and lasts for a longer period.
- Dazzle:** This spell, if successful, blinds a single enemy (or multiple enemies close together) with a flash of light, stunning them. As you improve, it has a greater chance of working, and lasts for a longer period.
- Detect Magic:** This spell picks up any traces of magic in the immediate area. As you improve, it is better able to find concealed magic, and works on a larger range.
- Fetch:** This spell grabs objects from a distance. As you improve, you are able to grab larger objects from farther, and keep a hold of them with less concentration.
- Flame Dart:** This spell is more powerful than the name would lead you to believe. While a magic user just starting out may only manage a "dart", a skilled practitioner's casting is better described as a small fireball. The fire is summoned in the hand, and must then be thrown at the target.
- Force Bolt:** Slightly more energy intensive than the Flame Dart, Force Bolt packs pure kinetic energy. In addition to doing damage, it can push creatures and objects.
- Juggling Lights:** A series of floating lights, reminiscent of faeries, will float about the caster and move (somewhat) at his direction. As you improve, the lights can be made more numerous, brighter, and you have greater control over them.
- Levitate:** Levitate drains magical energy as you maintain it, but allows you to propel yourself upward or downward, essentially altering the effect of gravity on you.
- Lightning Ball:** An offensive spell that blasts a sphere of electrical energy at your foes. More draining than flame dart, but more damaging as well.
- Open:** This spell opens locks, doors and other containers. An increase in skill and power allows more complex and magical locks to be opened.
- Reversal:** This spell sets up a field that attempts to reflect back any magics cast into it. An increase in skill and power increases the power of magic that can be reversed.
- Trigger:** This spell sets off any prepared magic that exists in the immediate area. It allows you to set up contingencies and traps under which other spells may activate, for example.
- Zap:** This spell places a magical charge on a weapon you touch, which is released upon striking an enemy for extra damage. At first, the charge will last several minutes after casting, and give a nasty shock when discharging. As you improve, the charge lasts longer, and the electrical shock becomes greater.

Thief Perks

Lockpicking - (100 CP; free for Thief)

You know your way around a lock. This doesn't guarantee the ability to pick any lock you come across, but with a decent set of lock-picking tools, none of the locks in this podunk town are likely to hold you back for long, and you may be able to make a run at the castle. You'll start with a few lockpicks.

Guild Member In Good Standing! - (100 CP; free for Thief)

You have proven yourself worthy of inclusion into the Gloriana network of thieves' guilds. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a member, not only will they automatically believe you, they will recognize that this means you are a competent and skilled burglar, thief and pickpocket. If they are a thief, they will recognize you as "one of them".

Stealth - (200 CP for each of ranks one and two; 300 CP for rank three; discounted for Thief)

You are a master of not being seen. Too bad you'll never be famous for it, but that would rather defeat the point.

- With one rank, you are skilled at stepping softly and picking out good hiding spots; this is equivalent to the skill of a lifelong burglar. You'll often be able to avoid confrontation, or escape detection.
- With two ranks, your stealth abilities are on par with ninjas; you can flit from shadow to shadow, rarely making a sound unless you wish to. You needn't fight a monster face to face at all while here, and there will be few enough human foes that you will need to confront directly.
- With three ranks your stealth is edging into the supernatural. While you are sneaking, and not taking violent or overt action, you generate a kind of field of concealment that warps perception and expectation somewhat. This can fool things like infrared cameras, and all but the most sophisticated detection systems. You can often hide from sight in ways that logic would dictate to be impossible, such as throwing your bright red cape around you to 'camouflage' against a brick wall... with your legs still sticking out. The perceptive or powerful might still see through the obvious, but as long as you are trying to be stealthy no mook will *ever* spot you.

Agile - (200 CP for each of ranks one and two; 300 CP for rank three; discounted for Thief)

You are rapid, spry and dextrous. Each rank of this increases your dodging ability, manual dexterity, and foot speed.

- With one rank, you can clamber up trees easily, balance on ledges and dodge most blows from anyone, or anything, with less than expert skill. Your hands are deft and quick, able to conceal or produce a dagger in a moment.
- With two ranks, you are able to weave around a blade, tightrope walk, and scale standard city walls with relative ease. Further, you have the dexterity to be able to use both hands independently and well. This can serve to use a weapon in each hand, or perhaps swing a blade while casting a spell with the other. This does not provide training with weapons, just the ability to coordinate two at once.
- With three ranks, you're juggling flaming swords without difficulty. Your dodging is instinctual and smooth, adjusting to the aim of the archer, and gliding between attacks in a way that sees opponents attack each other.

One of the Boys - (400 CP; discounted for Thief)

You have a knack for finding an "in" with the wrong crowd. You know how to spot a fence for stolen goods, and have a sense for what shady bar has the entrance to the local thieves' guild, and can easily find where the backroom deals are done. Local gangs, robbers, even a corrupt cartel of businessmen, will be uncharacteristically willing to let you join their band, and no one will think you a plant by the authorities (even if you *are*) unless they see concrete evidence of it. That white supremacist gang? They're oddly willing to let you join in spite of you being black. In addition, in this jump you start knowing the secret thief sign which indicates that you are a member of the thieves' union. It will open doors. Figuratively. Literally is what the lockpicks are for.

Diabolical Digits - (500 CP; discounted for Thief)

What can I say: you have magic fingers. At the very basic level this greatly enhances your skill at things like picking locks and pockets, there's not a mundane lock in this world that could keep you out. You needn't even pay attention half the time; allow your amazing digits to do the work while you think about something else! Anything based on the skill of your fingers, from typing to tying, from knitting to kneading, is done with far more skill, nuance and ability.

Second, you are so skillful at using your fingers to bypass barriers, that you can use mundane lockpicks and the like to bypass locks, including magical ones, that would normally be literally impossible to pick in this way. It's not always *easy*, and it may in fact be extremely difficult for truly powerful locks, but it's always possible with sufficient training and practice.

And yes, this helps in the bedroom. *Obviously.*

Subtle Sense - (600 CP; discounted for Thief)

Forget the boorish blockhead and the obnoxious occultist; you do subtlety with style! When focusing on a problem, you have a preternatural knack for zeroing in on the solution least likely to be connected back to you. You know how to stay off the radar, and any plans you enact that involve *not* being noticed are much more likely to succeed (at least at not being noticed). This applies to everything from fishing for information without the mark noticing, to infiltrating a castle in a maid's uniform.

Malleable Morality - (600 CP; discounted for Thief)

Occasional violations of honor, morality or honesty do not tend to stick to your overall reputation. This does not absolve you of immediate consequences, but it does affect how people view you. For example, if you were to be caught out in a lie, you could be confronted with that lie and face the consequences of it, but afterward it would not cause people to trust you less. This effect can be strained or even broken if you press too hard; a pathological liar will shatter the effect.

These 'forgiven' violations also extend to powers that rely upon a certain standard of behavior, such as a Paladin's code, allowing you to violate the code's tenants while retaining the powers, as long as you do not do so too often or too egregiously.

Drop-In Perks

Storybook Life - (100 CP; free for Drop-In)

You have the option of having a respectable sounding, and at times wry or sarcastic, voice narrate your actions in the active tense. You do not have direct control over what the voice says, and it cannot reveal hidden information or secrets. It may, however, reveal generally known information that you do not personally have, such as names: “You walk into the town of Spielberg on a fine, crisp spring morning. The sheriff, one Schultz Meistersson, sits on a stoop smoking a pipe like mad.”

You can toggle between second person and third person narration. The voice is at normal speaking volume emanating from a bit above your head. It can be toggled to be heard only by you, or by you and anyone around you (anyone that would normally hear the voice), or turned off completely. It can speak in any language or accent you are capable of understanding, and is always heard as soothing by you.

Professional Hero/Villain - (100 CP; free for Drop-In)

You are a Professional Hero! Or, at least you're good at looking like one. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a “Professional Hero”, people will believe you as long as they don't have reasonable evidence to the contrary (for example, it doesn't work if they've just seen you shoplift... or murder). What kind of reaction this gets from people will vary, but they will take it seriously.

Alternatively, you may choose to be a “Professional Villain”, but only one or the other. You can vary between the two at the start of each jump, but once decided it is set for the rest of the jump.

Pun Pacification - (200 CP for each of ranks one and two; 300 CP for rank three; discounted for Drop-In)

Gloriana is a place where puns contain power. With this perk, you gain the ability to wield some of that power to your own ends. This ability is only fully effective once per foe, with diminishing returns on repeated use against the same target(s).

- One rank gains you the ability to give pause to others with a particularly bad joke, letting you finish a quick spell or make a getaway.
- Two ranks can disable those of weak mental fortitude, leaving them unable to take proactive action other than groaning for about a minute. They can still defend themselves if attacked directly, and those made of stronger stuff may be able to throw off the effects.
- With a third rank, your terrible jokes can completely stun a foe or foes into immobility, leaving them fully vulnerable to whatever follows up the joke. The very powerful or strong willed can resist this effect, perhaps suffering a lesser effect. Even creatures without even the concept of humor are at minimum affected as via rank one.

Masterful Marksman - (200 CP for each of ranks one and two; 300 CP for rank three; discounted for Drop-In)

For whatever odd reason, heroes in Gloriana rarely make use of the bow and arrow. No idea why; it's a perfectly serviceable weapon choice! With this perk, you become skilled in the use and maintenance of bows: crossbows, compact shortbows, english longbows. Anything that shoots arrows. Includes fletching skill commensurate with your archery skill.

- With one rank you are adept with any well made bow, as much so as a skilled medieval mercenary, soldier or peasant archer. If you can stay at range, you will not find difficulty taking down most monsters around Spielberg, though some of the more fearsome ones can still give you trouble. Nighttime might be challenging unless you have exceptional night-vision.
- With two ranks, you're no Legolas, but you could make Robin Hood work for his victory, at least. You can *definitely* do that apple-on-the-head trick, and can shoot rapidly, as a reflex. Point blank shots, long shots, you can even pull off a double-shot every once in a while!
- With three ranks, you are exceeding human limits. Now you *are* a peer of Legolas, and might even edge him out in a competition. Arching is a reflex for you, requiring not even the thought to adjust your aim for a ballistic path. You can often shoot other arrows from the very air, if you can see the archer. This provides some benefit to the use of other ballistic weapons, but not as much as for arrows.

Narrative Necessity - (400 CP; discounted for Drop-In)

The protagonist has a tough job to do, sure, but people don't give enough credit to the behind the scenes work that goes into their success. That carefully placed vine they use to swing across the river? The remarkably intact sword by the remnants of the skeleton in the catacombs? The ridiculous frequency with which they get the last copy of a book, the last room in an inn, or the last magical doodad the shopkeeper carries?

With this perk, some of that behind the scenes set-up can benefit you as well. A few times a day, you will benefit from a convenient coincidence, such as those described above. No single one of these should be particularly remarkable or unlikely, but the frequency with which they occur will be. Other examples include: finding a crucifix on a desk when being chased through a house by a vampire, meeting a produce merchant on the road just when you're getting hungry, or striking up a conversation in a bar with a stranger who just happens to know a bit about the evil you are investigating.

When trying to determine the extent of the power of ‘Narrative Necessity’, consider two things. First, it should not be twisting probability too much. It's never going to help you win the lottery, randomly pick the address of someone you are looking for in a city, or have you stumble upon the holy grail in a desert. Second, it's never going to fully resolve a narrative conflict all at once. You may meet someone in a bar who knows about the guy you are looking for, but you're not going to just randomly run into the guy himself by chance. As a rule, it will not influence the behavior of major characters in any way, but may give a nudge to minor or unnamed characters in innocuous ways that are beneficial.

Honor Re-Defined - (500 CP; discounted for Drop-In)

When you choose this perk, fix in your mind and being a code of honor. This code of honor must be reasonably comprehensive and not subject to too much vaguery. It should not contain, for example, "Kill people when I feel like it", or "Take what I want" but it may contain "Kill those who try to stop me from my goals" or "Steal all the wealth that I need". It could, of course, be a perfectly 'good' code, reflecting your own view of what is right, noble and just.

As long as you abide by this code of honor, you will be considered honorable by those you interact with. This doesn't mean they'll *necessarily* like you, or even trust you if your code of honor does not require honesty, but they do regard you as an 'honorable' being, and accord you respect for that.

Furthermore, this allows abilities (such as the Paladin's powers) that require you to abide by a code of conduct to work according to your new standards of honor. Any ability that requires a certain code of behavior on your part will be fully operational as long as you abide by *your* chosen code.

Once at the beginning of each jump, you may choose to alter this code of honor.

Dashing Diplomacy - (600 CP; discounted for Drop-In)

Stealing? Slashing? Spell-slinging? How utterly inelegant. The greatest heroes don't need to resort to such crude methods at all... though the threat of them never hurts. This perk gives you the skill and intuition to be a peerless diplomat, able to get an opening with the most odious of ogres, sign a contract with the most cantankerous of creatures, and mediate for the most murderous monsters. When you approach an intelligent creature carefully, if there is any chance at all for a peaceful discourse or exchange you will be able to find it. The more familiar you are with the creature, the more successful the exchange.

Note that this is not a magical ability; it gives you the skill and instincts, and the knowledge of what to do, but you must follow through, and this requires that you be *diplomatic*. If you insult a creature to its face, this perk will not prevent it from putting a claw through yours. Sometimes this will require (at least shows of) humility, contrition, or sympathy. If such displays are beyond you, Jumper, then this perk may be less useful.

Outsider Obfuscation - (600 CP; discounted for Drop-In)

You are never regarded as an outsider in a social, religious, ethnic, cultural or political group. Your style of clothes, manner of speech, different customs, race, language or accent do not raise eyebrows or prejudice against you. White-bread dude dressed in clown-school reject clothing, and you want to hang out with the cool kids of the savannah, or play cards with those aliens? Not a problem at all; might as well be one of them. Need to convince a guerrilla group to stand down? They listen to your words as if you had been fighting alongside them. That doesn't guarantee success, of course, but it certainly helps.

This doesn't let you get away with murder, or being an outright asshole to people, but if it's a difference of cultural expectations, then it's cool. Note that “family group” is not included; this will not let you be treated as a member of an immediate family.

General Perks

Throwing - (100 CP for each of **two ranks**)

The ability to throw a dagger, spell or stone true.

- At rank one, you can hit a man-sized target consistently from forty feet, a bullseye from twenty, and from ten... an actual eye.
- At rank two, triple the range of rank one.

Who Needs A Dentist? - (100 CP)

One of the most important qualities of a hero is their image. With this perk, that's a whole lot easier to manage. You may or may not be the most handsome or beautiful in the room, but you're always photogenic. Your teeth are without obvious flaws or stains, and you never need to brush or floss again. Your hair is well kept, unless you wish it otherwise, and your skin is free from smudges of dirt and obvious blemishes.

Sweltering Swagger - (100 CP)

Normally someone heading into the jungle or desert in chainmail would be called an idiot. With this perk... well, you may still be called an idiot, but in this case they'd be wrong. You are well adjusted to dealing with environmental heat, regardless of attire.

With regard to determining your endurance and comfort in a hot environment, it is as if you were wearing the ideal mundane, common outfit (e.g. white, loose cloth), AND as if it were ten degrees cooler. This will not provide the "benefits" of highly advanced equipment, such as a lava suit.

Additionally, you do not sweat from heat unless you wish to (while still receiving the cooling benefits of sweating).

Twirling Tangles - (100 CP)

The Whirling Dervish of Shapeir sits in meditation by the Oasis, unmoving as his beard grows up and up around the Palm Tree he sits besides. His hair is the stuff of legend, and so could yours be. With this perk, you have control over the hair on all parts of your body, in terms of color, volume, curl and growth. You can grow hair at up to a foot per minute (one million times normal human hair growth rate). You can leave any chosen area of your body hairless if you wish. You can break off the hair with nary a thought.

This perk doesn't style your hair for you (see **Who Needs A Dentist?**), but it does keep it clean and free of tangles, and it will hold a style much longer than is normal. You don't exactly have *control* over it, but to the fullest extent possible it seems to never be in your way (such as blocking your sight or tripping you up). There are limits; if you decide you want hair one hundred feet long, it's going to end up in your way sometimes.

Pontiff of Prophecy - (200 CP)

You've dealt with more than enough prophecies in your time, and you know the tricks of the trade. First, this perk lets you know if a 'prophecy' is legit. Second, you understand the correct interpretation of a prophecy (where applicable) with ease. If the prophecy has multiple correct interpretations, then you understand all of them. Finally, this makes you much better at creating fake prophecies that sound convincing, but the wise or clever *might* still see through them; it's not foolproof.

Continuity for NPCs & Companion Import

If you purchased any of the companions from the Quest for Glory 1 jump, and you chose the **Import Character** (continuity) option at the start of this jump, then those companions may join you in this jump without any CP cost. Each of them, as detailed in short below, will increase in power and ability over the course of this jump. These advancements assume the normal time scale. If you cut short the ten years (and there are ways to do so) they will not advance as much as specified.

Zara Shashina - Zara is a powerful half-Faery Wizard. At the beginning of this jump (in addition to whatever abilities you may have gained for her) she has the magic of her blood, and the equivalent of the perks: Magic Spark, Magic Training 2, Throwing 1, Potent Potioneering, Clever 1, Agility 1. In addition, she has mastered most of the spell list here. She does not yet have a Magic Staff. Over the course of this jump, if Zara journeys with you, she will gain Magic Training 3, Throwing 2, Elemental Expert, and master the remainder of the spell list. She will create her Magic Staff, and she will become a member of WIT (though not with the corresponding perk, unless you purchase it for her).

Brauggi - Brauggi is a physically powerful Frost Giant who you may have convinced to join you in the first jump. At the beginning of this jump (in addition to whatever abilities you may have gained for him) he has a huge, magically sharp axe that bites with cold, extreme resistance to cold temperatures, and the equivalent of Swordcraft 1, Throwing 1, and Mighty 2. His skin is at least as tough as leather, and magic resistant besides! Over the course of this jump, if Brauggi journeys with you, he will improve to Swordcraft 2 and Mighty 3, gain Masterful Maintenance and Armored Hero, and become a member of the Eternal Order of Fighters (without the corresponding perk). He will also complain a lot about the heat.

Fox Friend - Your fox friend doesn't exactly grow much more powerful, but he does seem to have a knack for ~~ferreting~~ foxing out secrets and hidden information. He has the equivalent of Clever 1, Stealth 1 and Dashing Diplomacy. Over the course of this jump, if he journeys with you, he will gain Agile 1.

Dryad of the Woods - The dryad's abilities are not easily categorized into the powers available to you. She has potent druidic magics that, among other things, turn people into animals (willing or not) and manipulate plant growth. It's certain she knows more than that. Shapeir will not be her favorite place to be due to the lack of growth, but she will thrive in Tarna. She is the first Dryad to be freed from being tied to a specific region due to your CP purchase (though dryads don't seem to mind staying in one place), and is certain to expand her magic in unforeseen ways as she explores the different biomes that you will reach.

Devon Aidendale - If you picked up Devon in the last jump, then you would have built him with 800CP, and he may have earned a bit more from being the hero of prophecy. In this jump, for each of the two plotlines (Quest for Glory 2 & 3) for which he actively plays the role of the hero he gains another 400CP. If you took the *Heroic Plotline* drawback you can be "co-heroes" with him, but he only earns 200 CP for each in that case. For this extra CP, he can freely change his background once from what you chose in the previous jump.

Other Characters - The previous jump gave a method by which you could "build" a native character. If you did so, and chose to bring that character to this jump, then over the course of this jump they "earn" an additional 400CP with which to get new perks. For the purpose of spending this CP their background is unchanged from the previous jump.

You may optionally choose to give any of these companions additional CP via the Companion Import option below, in which case you are **not** restricted to their canonical class. That is to say, if you want to import Zara as a Thief, you can do so, in which case she will gain whatever CP purchases you make for her, in addition to the gains mentioned above for her.

If you chose the **Fresh Start** (no continuity) option, then you must import any companions you want via the option below. If you import companions from QfG1 in this way, they *do* gain the advancements specified above.

Companion Import

Imported companions get a background of choice; they must pay for their race if there is a cost. If an imported companion was also imported into the first quest for glory jump, and picks the same background as in that jump, they receive a bonus +100 CP.

- Import a single companion with 300CP for a cost of 50 CP,
- Import **up to** three companions with 300CP each for a cost of 100CP,
- Import **up to** eight companions with 300CP each for a cost of 200CP,
- Import **up to** twenty companions with 300CP each for a cost of 400CP.

You may pay the cost one additional time to double the CP that companions receive; you could do this for a subset of companions if you choose. They do receive free items associated with their background, and may not spend more than 300 CP on items. See the Items section for other restrictions on Item purchases by companions.

New Companions

Provided that you pitch the idea to them in a reasonably convincing manner, any one option below with a listed CP cost may join you as a companion at a discounted CP cost, or free if they would already be discounted; you must still meet any other requirements given.

Devon Aidendale - This canonical hero is always sticking his nose into the business of villains, and thwarting foreboding prophecies right and left. Not much is known about Devon; he's not a *bad guy*, but is he more a hero, or an anti-hero? It's unclear. Could be a wily mage, a skilled fighter, a roguish thief, or an honorable paladin.

If you did not pick up Devon in the last jump, you can join up with him here. Devon can be built fresh with any background, using 1000 CP.

For each of the two plotlines (Quest for Glory 2 & 3) in this jump that he actively plays the role of the hero for he gains another 400CP after completing the plot; he may have a different background for spending this CP. If you took the *Heroic Plotline* drawback you can be "co-heroes" with him, but he only earns 200 CP for each in that case.

Companion (200 CP; discounted for Drop-In) - Devon is the most versatile of any companion, but his personality is a bit of a blank slate.





Aziza - A human enchantress and member of WIT in good standing, Aziza is especially attuned to the magics of water and object enchantment. She is clever with an arch sense of humor, good hearted but prickly. Aziza does not easily tolerate those who trammel on hospitality or decency. She knows the majority of the wizard magic from this jump, is skilled in its use and is additionally able to heal and scry. She has recently finished her creation of a Magic Staff, and is all the more potent for it. Shapeir is her home, but she has traveled before and is interested in doing so again. In addition to these details, Aziza has the equivalent of Magic Spark, Magic Training 3, Throwing 1, Clever 1, and Spell Sense. She has the Magic User background, and if you purchase her as a companion, she gains an additional 300 CP to spend on skills.

Aziza has never really had time for romance, but is not opposed to it inherently if that is your inclination. Her first love has always been magic, and she is most interested in traveling with one who could help her expand her magical horizons.

Companion (300 CP; discounted if you are consistently honorable and hospitable as a person)

Erasmus is a human well over 100 years old, and the most powerful wizard alive. His sole and constant companion is his rat familiar, Fenris. Erasmus’ oddly inscrutable (and inscrutably odd!) behavior belies his immense magical power and experience. He is a good, if sometimes frustrating, friend to have. It can be difficult to get through to him due to his seemingly whimsical way of dealing with everything, but when push comes to shove he’s got the power to shove back the push. But god he can be aggravating.

He maintains a number of homes in all areas of the world, and seems to have taken a particular interest in you. If you’re of heroic inclinations, you can expect to have his help on a somewhat inconsistent basis. If you’re more of a villain, well... you may have to deal with him eventually.

Erasmus has mastered every spell in this jump, and many more. He has *at least* the equivalent of Clever 3, Magic Training 4, Elemental Expert, Spell Sense, Staff of Many Magics, Throwing 1 and Pun Pacification 1. He also came before Dumbledore, so don’t get snarky about it.

Companion (300 CP; discounted if you tell bad jokes frequently) - As a companion, Erasmus is a Magic User and gains 300 additional CP.



Rasha Rakeesh Sah Tarna - The legendary warrior and Paladin Rasha Rakeesh SahTarna (just Rakeesh to friends) is famous for driving back a demon wizard intent on overrunning his homeland with the forces of darkness. He slew the creature in single combat, but suffered a grievous wound to his leg that has pained him ever since. Many have failed to cure the darkness that infects it; some whisper that Erana may have been able to, but it’s been years since she was heard from. Even with this handicap, he is a fearsome warrior and symbol of true decency and goodness.

Rakeesh has the equivalent of Dashing Diplomacy, Masterful Marksman 1, Swordcraft 2, Throwing 1, Mighty 1, Path of the Paladin and Agile 1, though the latter is greatly reduced due to his wound. He has access to all Paladin skills and abilities at double power, and is considered to be the greatest living Paladin. He has the Fighter background, and if you purchase him as a companion, he gains a fiat-backed version of Soulforge (per the Items section).

Rakeesh is without pride or weakness of character. He abdicated the throne of his homeland to his brother in order to better seek out and purge evil that he believed to be infecting his homeland. For taking Rakeesh as a companion, see below.

Kreesha Mar Asha - Wife of Rakeesh, Kreesha is a notable sorceress and sits on the council of Tarna as the voice of the magical. She is one of a few Liontaur not biased against humans (Rakeesh being another). She purposefully makes her home in the human sector of the city, and easing tensions between the two primary species of Tarna is one of her self-appointed missions.

The love between Rakeesh and Kreesha is true and enduring, tested as they both serve their duty. They have two children. Reeshaka Dar Kreesh is their daughter and a powerful warrior. She is missing at the beginning of the events of Quest for Glory 3. Their son, Shakra Sah Tarna, is a magician specializing in enchantment. He learned from his mother, as well as training under Aziza in Shapeir.

Kreesha is the greatest living sorceress of the liontaur and capable of portal magic between distant locations that she is familiar with, though with great strain and focus required. In addition to this rare gift, she has the equivalent of Magic Spark, Clever 1, Spell Sense, and Magic Training 3. She has crafted her own magical staff. If you purchase her as a companion, she gains an additional 300 CP to spend on skills (as a Magic User).



Liontaur Companions (400 CP; discounted if you are a honorable individual with at least some magical ability) - It would generally be impossible to convince Rakeesh or Kreesha to abandon their duty to their people, but with this purchase they will do so, provided the land of Tarna is left in a place of peace and stability. They will accompany you as a pair, and only as a pair. The two of them may optionally count as a single companion between them, and can be imported as such.

When you import them as a single unit, each individually receives the amount of CP that a single companion would. However, perks or items purchased with this CP are halved in effectiveness or power. If it cannot be “halved” in this way, then they must pay double the cost to get the full power version.



Shameen & Shema - The Katta couple who you may have met traveling in Spielburg, Shameen & Shema are husband and wife. Shameen is a charismatic fellow who runs their jointly shared inn. He has a bit of talent for magic as well. Equivalent perks include Magic Spark, Magic Training 1, Clever 1, Agile 1, and Throwing 1.

Shema cooks and serves food for the guests, as well as providing entertainment as a skilled singer, dancer and acrobat. She has some history with thievery as well, but seems to be on the straight and narrow. Perks include Lockpicking, Throwing 1, Agile 1, Stealth 1 and Masterful Marksman 1.

Katta Companions (200 CP; discounted if you are hospitable) - They will accompany you as a pair, and only as a pair. They follow the same paired companion rules as detailed under Liontaur Companions above. Each gains 300 CP to spend on skills here. Shameen may count as a Magic User or Thief (your choice), while Shema is a Thief.



Johari is a member of the Leopardmen tribe near Tarna. She is effectively a wereleopard, with the ability to transform from one form to another at will. She is a fierce, fast and ferocious warrior, favoring a spear. Additionally, she has some skill in magic, knowing the Lightning Ball spell and a few others. She could certainly learn more with training.

She has the equivalent of Mighty 1, Swordcraft 1, Throwing 1, Agile 1, Stealth 1, Magic Spark and Magic Training 1. If purchased as a companion, Johari counts as a Fighter or Magic User (your choice), and gains 300 CP.

Johari is prideful and strong. Prowess in martial arms or magic would be required to win her heart, or her friendship.

Companion (100 CP; discounted with any appreciable martial ability) - If you choose Johari as a companion, you may optionally become a wereleopard as well.

Dinarzad - Acting openly as the money changer of Shapeir, and secretly as the fence for stolen goods, Dinarzad has her hands in many pockets, and hears all the whispers of the underworld.

Money-Changer (200 CP; discounted if you regularly steal things from others) - Dinarzad will **not** join you as a companion, but rather “set up shop” in your Warehouse, or other locale of your choice. You’ll notice the addition of a barred window, empty but for a bell. Ring it, and Dinarzad will show up soon enough, wherever you are.

She offers two services. First, she can exchange any currency for any other, at a fair price (for you), no matter the world or reality.

Second, she can fence any stolen goods you may procure. She knows a buyer for anything, and can get a better price than you ever could, even after her cut. She may even know a few jobs to do around where you happen to be..



Other Companions - Some other persons of interest are below, with a CP cost if they can be recruited as a companion. You can also recruit characters not normally seen by the narrative (OCs). They cost either 100, 200 or 300 CP. OC or not, these companions here start with a (non Drop-In) background for free, and have perks/race built with 400 CP for every 100 CP in their base cost. If they are an OC, then they are discounted if their background matches yours, or if you are a Drop-In.

Other Persons of Shapeir

Ad Avis (300 CP; discounted with any 600 CP Magic User perk) - An evil wizard of immense power. Power-hungry and manipulative, Ad Avis has spent decades in preparation for his takeover of Gloriana. He is capable of a wide array of magical abilities from the animation of the elements to mind-control and subversion of his enemies. He was trained by the Dark Master but has since fled her influence.

Khaveen (100 CP; discounted for Fighter or Thief) - Ad Avis’ chief enforcer, and a highly skilled (and highly cruel) warrior.

Keapon Laffin (200 CP; discounted for Magic User) - The gnomish owner of the only magic shop in Shapeir, Keapon has a bizarre collection of oddities. A few might be useful.

Issur (100 CP; discounted for Fighter) - Member of the Eternal Order of Fighters, and blacksmith is Shapeir, Issur has no patience or respect for anything but martial skill.

Omar the Poet (Sultan) - Omar the Poet is the alter ego of the Sultan of Shapeir, who moonlights in order to hear what is on the lips of the people.

Ali al-Din Hasan - The weak-willed Emir of Raseir, the canonical puppet of Ad Avis.

Zayishah (100 CP; discounted with Who Needs a Dentist?) - The daughter of Ali al-Din Hasan. A beautiful, strong-willed and charismatic young woman, Zayishah canonically resisted Ad Avis’ influence and was later installed as the new Emir of Raseir upon his defeat.

Iblis - An ancient and immensely powerful Djinn who once attempted to enslave the world. Trapped in a statue for a thousand and one years, Ad Avis intends to summon him again.

He Who Waits Behind - The lesser Djinn who was tasked with watching over Iblis’ statue to ensure he remains trapped.

Julanar (100 CP, if freed) - A woman and healer from long ago who was turned into a tree in order to escape a pursuing brigand. Canonically she is freed by the love of Salim, a healer of Tarna, after the hero takes steps to begin breaking the magic.

Other Persons of Tarna

Demon Wizard - This powerful, unnamed creature is back after being defeated by Rakeesh long ago. He (it?) is the instigator of the war brewing between the Simbani and the Leopardmen, and intends to open a gate to hell.

Rajah Sah Tarna - Rakeesh’s brother and the ruler of Tarna, Rajah took the throne when Rakeesh abdicated. Rajah is not *evil*, but he is extremely prideful and condescending toward humans. He often belittles Rakeesh for putting the call of the Paladin before his “duties” to Tarna.

Uhura (100 CP; discounted for Fighter) - A great warrior of the Simbani, she left her people to come to Shapeir because in her homeland she was not permitted to be both a wife and a warrior. In Shapeir she had a son with one of the Sultan’s guards. She and her son will likely return to Tarna at some point soon.

Laibon - The leader of the Simbani people, prideful and impatient.

Yesufu (100 CP; discounted for Fighter) - A youthful but skilled warrior; son of the Laibon and likely future leader of the Simbani. Canonically, Yesufu marries Johari leading to a lasting peace between the Simbani and Leopardmen. Gains a fiat-backed Spear of Death as companion.

Items

Below are a large number of items to purchase, ranging from the mundane to the quite powerful. Free items can be received for free only once (per person) over all quest for glory jumps. Unless otherwise noted, any gear purchased here will be restored to new in your warehouse at the end of each jump if destroyed or lost.

Items purchased by a companion must be for the primary use of that companion where applicable (such as for a weapon); some loaning is fine. Duplicates made of the item, or things the item is absorbed into, have the same restriction.



Items: Notable Gear

Replenishing Stamina Pill (25 CP): A stamina pill that reappears once per day; it gives as much energy and revitalization as a one hour nap; useful in the midst of battle.

Replenishing Healing Pill (50 CP): A healing pill that reappears once per day; will cure all minor wounds completely, or turn a deadly blow into a few days rest.

Replenishing Mana Pill (50 CP): A mana pill that reappears once per day; will restore enough magical power to throw two dozen elemental attack spells, or equivalent.

Replenishing Dispel Potion (200 CP, discounted with Potent Potioneering)
This powerful potion has played a key role in almost every major magic conflict in Gloriana. Applying this version of it to a magical issue will remove and void all but the most amazingly powerful of spells. Examples include restoring a polymorphed creature, bringing down a magical barrier, or banishing a summoned creature. Refills once per day.

Complete Starter Spellbook (200 CP; discounted for Magic User or with Magic Training Rank 2)
This convenient book contains all eight of the most common spells of wizardry in Gloriana: Calm, Dazzle, Detect Magic, Fetch, Flame Dart, Open, Trigger & Zap, as well as a number of interesting tips and applications. Anyone with the spark for Gloriana’s magic will be able to learn all of these spells in a relatively short period through study of the book, and speed the process of mastering them. Unlike scrolls you may purchase in-setting, the book does not disappear upon use, and so may be shared with companions (presuming they have the required Spark). The book cannot be copied, but will self-repair if damaged, or return to you if lost.
Note that this does not give you access to any magic you could not obtain in the world itself, but it does give you much earlier, and much easier access, and access that you can share with others. Multiple people can study from the same book, subject to reasonable time constraints. e.g., two people studying side by side should not slow each other down too much, but three or four may have to take turns, slowing learning.

Bottomless Waterskin (50 CP): This skin always has fresh, clean, cool water to drink when someone holds it to their lips and quaffs, but water will otherwise not pour out.

Saurial Mount (50 CP): A well-trained saurial mount to call your own. About as fast as a horse, these creatures are well suited for desert terrain in particular, but may need insulation from the cold. This one has a perfect sense of direction for where it’s been, and has no need for food or water. If killed, a new one will find its way to you within a week.

Magic Grapnel (100 CP; discounted for Thief)
A grappling hook and rope. The grapple attaches firmly to any surface without making any noise, even where there is nothing to grip. Gripping the rope is easy, and never leads to rope burn. The rope retracts and extends up to 200 feet; one can therefore “retract” the rope to be pulled up, for example.

Erana’s Medallion (100 CP; one free with Magic Training 1 AND either Path of the Paladin or Dashing Diplomacy)
A more compact version of the gifts offered by Erana’s Pool. While worn openly, as long as you intend no violence or hostile action, then it very powerfully inclines nearby creatures (100 feet) to peaceful action. If submerged in a gallon (or less) of water and a prayer said, the water obtains the same properties as Erana’s Pool (lasting a day).

Soulforge (200 CP; discounted with Path of the Paladin)
Soulforge is the sword of Rakeesh, and has seen countless battles against evil foes. It is magically sharp and hard, and nearly impossible to damage. Soulforge enhances the abilities of any Paladin that wields it, especially the flaming sword aspect.
If you purchase a copy of Soulforge with this option, then it is a flaming magical sword even when not in the hands of a Paladin. However, the full value of the sword will not be realized unless the bearer is a Paladin. Note that canonically the Hero can be awarded Rakeesh’s sword if he proves himself honorable and true.

Spear of Death (200 CP; discounted with Throwing 2 or Swordcraft 2)
A holy symbol of the Simbani, this is also a potent magical weapon. While it will not completely compensate for a lack of skill, it seeks the weak points of your foes with deadly accuracy. The spear is razor sharp and is perfectly balanced for throwing. Canonically the spear could be used to defeat the Demon Wizard with a single throw. The spear receives the full benefits of the Swordcraft perk.
You could just steal it of course, but that will make peace very difficult.

Drum of Magic (300 CP; discounted for Johari)
A holy symbol of the Leopardmen, this potent magical object is what allows them to ritually become wereleopards.
While the canon item works only for leopards, this version of the drum will allow people to become a “were” version of any mundane, natural beast, able to transform to that form, to their natural form, and to a hybrid form, at will. A live specimen of the creature involved is required. The process takes several hour-long rituals spaced out over the course of a month, though many individuals can be “blessed” at once, as long as it is the same animal.
A creature cannot have more than one were-form from this item, though they may replace an old one with a new one.

Djinn of the Ring (150 CP)
He Who Waits Behind lay within the ring, but only one wish remains, and He Who Waits Behind isn’t the brightest bulb in the box, stuck on the last wish made by the canonical hero. Specifically, once per jump this version of the ring can take you, your companions, and any nearby allies safely to any place that you know of within your current jump.

Fast Travel Map (200 CP)
Navigating the streets of Shapeir is a pain in the ass. Luckily, this magical fold-out map shows you the region near you, up to the size of a major city. It includes all publicly known information about streets, buildings and points of interest, and can be zoomed in or out. As you acquire more information, the map is updated in real time. You can select any location on the map, will yourself to go there, and you will be automatically guided to the most direct/safe route there, given all the information available to you (it will not, for example, predict an ambush you have no knowledge of). You can request alternate routes as well.
This “guidance” tells you what steps to take in a way that you can naturally follow without thinking about it, including things like hailing a cab. It does not, however, interfere with any reflexes or reactions to danger or the unexpected that you might encounter.
Optionally, you can have your conscious awareness essentially blank out until you arrive at your destination. This effect automatically breaks if something unexpected occurs.

Air Elemental Bellows (200 CP; discounted with Elemental Expert)
These bellows have bound to them an air elemental of notable potency; it cannot be defeated by mundane arms. The power of the creature scales with your own to a limited extent; it may not always be as useful as when you first get it, but it will never be useless. At its base power level, it is ten feet tall, and capable of sucking up a full grown person into it.
Once per day you can release the Air Elemental which will do your bidding for up to an hour. That is the extent of its binding, but you could negotiate with it for more...

Earth Elemental Bag (200 CP; discounted with Elemental Expert): As above, but an Earth Elemental. At its base power level, it is ten feet tall, and capable of shattering a shield and battering a man into the ground.

Fire Elemental Lamp (200 CP; discounted with Elemental Expert): As above, but a Fire Elemental. At its base power level, it is ten feet tall, and can burn men alive.

Water Elemental Skin (200 CP; discounted with Elemental Expert): As above, but a Water Elemental. At its base power level, it is ten feet tall, and can drown a man within itself.

Magic Carpet (100 CP): Magic carpet, seats up to half a dozen human sized creatures comfortably. About as maneuverable as a horse would be on the ground, though a bit faster. Never runs out of steam so excellent for long-distance travel.

X-Ray Glasses (100 CP): Your standard issue x-ray glasses; adjustable to see through up to one foot of most materials. Can appear to be any form of external eyewear.

Items: Locations

Unless stated otherwise, these locations follow you from jump to jump, and manifest in an appropriate location in that jump, rewriting history to have always existed there. If you are familiar with the setting of the jump, you can influence their location. You can also choose to have them not manifest in a given jump.

The Mother of the World (500 CP; discounted if the Dryad of Quest for Glory 1 is with you on this jump, regardless of who buys it)
The Mother of the World is the greatest, oldest and most powerful tree in Gloriana, stretching thousands of feet into the sky. It is said to be the source of all life on Gloriana. At its top is a chamber called the Heart of the World, teeming with life magic.
With this purchase you get the tree as an add-on for your warehouse; it can be placed in any other natural setting add-on (which will expand appropriately), or as its own area. Once for each jump you are in, you may grow a twin of The Mother of the World in any place of nature. The tree takes a month to reach full power and maturity, growing at around one inch of height per minute. It has all the powers of the original.
First, whomever is linked to the tree (the purchaser) is twice as powerful with regard to druidic or life magics or abilities; this is not enhanced by additional trees. Second, anyone who practices such magic within the tree (or a twin), on or while in contact with it (or a twin), likewise has their power doubled (this does compound with the first effect). Third, natural creatures of all sorts will be ecstatically joyful to be near the tree; they will grow larger, healthier, faster, stronger as they remain there. This only affects creatures closer to nature than to civilization, so will not affect (most) sapient creatures. The one linked to the tree may prevent select creatures from gaining this benefit if desired.

WIT Portal (300 CP)
The Wizarding Institute of Technocracy is the premier training academy for Wizardry in Gloriana. Most members there are fairly reclusive, focused on their studies. There are few restrictions, and only one wizard has ever been expelled for doing truly horrific things.
With this purchase, a permanent portal to WIT is installed in your warehouse, and you are able to visit and discuss with the members at any time. They will respect the purchaser enough to generally at least give advice, and perhaps magical aid, but they will never leave WIT to enter a jump (other than Gloriana jumps, and even then it will be pulling teeth). After all, Wizardry is more important than the “real world”. If the purchaser has Magic Spark then they will find very willing teachers here, capable of helping them master the spells of Gloriana in a fraction of the time it would otherwise take.
Individuals who are not the purchaser can also find training here, but they will find the more canonical restrictions: they will have to demonstrate mastery of a number of spells before individuals here will deign to train them, and respect and training time is not automatic. Think of it like being a grad student.



Temple of Sekhmet (300 CP; discounted if you are a Liontaur, or have Liontaur companions)
The great temple of Sekhmet in Tarna is a place of great majesty and secrecy. The center of the Tarnian religion and rites, it provides guidance in troubled times. With this purchase, you have such a grand temple as an add-on to your warehouse; you can redesign the details, including the statue, if you wish to. The fires and other ritual elements are maintained without outside interference. You may, optionally, create an external entrance to the temple in any jump you are in. The one linked to the temple (the purchaser) has a notable increase to their wisdom and introspection.
In addition to just being bad-ass to have a giant temple, the Temple of Sekhmet was famed for its prophecies. Once per jump you may have a prophecy given to you about what will happen in this jump. The prophecy has some vague language, but it is actually remarkably descriptive. See Notes section for an example.

Hero’s Tale Inn (200 CP; discounted with Shameen & Shema companions)
Modeled after the inn of Shameen & Shema, this warm and comforting place is a respite from the elements. The Hero’s Tale Inn is large enough for a hundred people, complete with benches, tables and pillows in the common room, a crackling fire (when appropriate) and music that comes from nowhere in particular. There is always a delicious menu available, and warm and comfortable beds to sleep in. Every restful night spent here gives all the benefit of two full days of rest. If no one desires to be the keeper of the inn, then Unseen servants perform all routine tasks, something that strangers won’t find remarkable unless the owner of the inn (the purchaser) wishes it.
If Shameen & Shema are your companions, they will make the inn their home when they are not otherwise occupied with adventure.
The inn has an entrance from your warehouse, but also manifests physically in every jump that you go to and can be separately entered from the outside world. You can select the location if you have knowledge of where you are going, otherwise the inn chooses its own (appropriate) location. The entrance to your warehouse has all the normal protections such an entrance might. The extradimensional space that is the interior of the inn is indestructible, though the exterior manifestation in the jump could be destroyed normally. If so, this merely closes off that entrance. The inn will then re-manifest within a few days elsewhere in the jump.
The owner (purchaser) of the inn can exclude any being from entering the inn, or expel them at will (in which case they manifest outside the entrance to the inn).

Erana’s Pool (400 CP; discounted with Magic Training 1 AND either Path of the Paladin or Dashing Diplomacy)
Also called the pool of peace, this oasis of calm and coexistence was another of the Archmage Erana’s masterworks.
This purchase, first, gives you a warehouse add-on consisting of a three-acre plot of land. At the center is a half-acre shallow pool filled with the purest and sweetest water imaginable. Were one to drain the pool entirely, it would refill (from bubbling springs) within a couple days. The rest of the terrain is whatever natural environment you wish it to be. As Erana’s other works, no intentional violence is possible here, and you always feel at peace. Sleeping here gives restful sleep and sweet dreams.
Drinking the water restores one’s vigor and stamina; the water can be taken from the pool, but loses its potency after a day or so away. The water is also magically reactive; substituting it for normal water in potions and similar enhances the power of the magic somewhat, but only if the magic is not violent or offensive in nature.
Second, the one tied to the pool (the purchaser) can bless a location with the power of Erana through a one hour ritual, up to three acres in size. Whatever the environment is, a spring will rise up and fill a pool like the one described above, and the area around it will be filled with the same tranquility. They can do this at least once per jump. If a jump has multiple worlds, dimensions or realms, they can do it once for each. If they exceed this limit, the former location’s magic will fade.
Finally, the one tied to the pool is much more magically powerful when using peace or harmony magic.

Items: Basic Gear

Basic Gear (free for all): A set of trail rations, good for a week. One water canteen. One sturdy pack. One basic grooming kit. One basic first aid kit. One coarse and sturdy blanket.
Heroing Outfit Mark 2 (free for all): You receive, complementary, a full set of genuine, original, heroing clothes! Three pairs of green socks, three pairs of heroic undies (with your choice of pattern!), one pair of bright purple pants, a blue vest, two white undershirts, black belt and black boots. All of the clothing is well made and quality, and seems to never wear or become dirty. It can be damaged and pierced normally, but somehow seems to be fine the next day. Brownies, maybe?
If you are a centaur or liontaur, the pants are replaced with a fine tabard of the same color.

Money (25 CP; one free for Fighter & Magic User; three free for Thief): Enough gold to stay in a decent inn for two weeks, including meals.

Shield (25 CP; one free with Armored Hero): A finely balanced, well crafted and very sturdy steel shield (though not magical). Nothing short of an ogre will be even denting this. You would eventually be able to afford a shield in town, but nothing of this quality or durability.

Leather Armor (25 CP; one free for Thief or with Armored Hero) A well-made suit of quality leather armor made by the best tanners in the land. Once you’ve made a little cash, you’ll likely to be able to scrounge up some leather armor at the general store in town, but nothing that fits you this well.

Chainmail (50 CP; discounted with Armored Hero, **free if you also have Mighty 2**): A high quality, tailored set of chainmail; this can be worn under an outer tunic, and covers torso, upper arms, thighs and includes a chainmail coif. Finding chainmail in setting is not impossible, but it is very expensive, and you’re not going to find anything that fits as well as this. A jumper who purchases this at a discount or for free does not receive the Leather Armor they would otherwise get for free.

Sword (25 CP each; See Below): A finely made sword crafted from steel of the best quality in the land, and better than anything you will find in Shapeir, short of stealing the sword of a Sultan guard. It is extremely sharp when you get it, though not immune to dulling (at least not without the Masterful Maintenance perk). There’s nothing magical about it, but it is perfectly balanced for your use, and is eminently enchantable if the opportunity arises. Includes a quality scabbard.

- Any jumper with the Swordcraft perk (at any rank) or Path of the Paladin receives a long blade, such as a longsword, for free.
- A Fighter or Thief without Swordcraft receives a shorter blade such as a rapier, gladius or short sword. These classes are assumed competent, if not expert, in its use.
- A jumper with Swordcraft at rank 1+ AND Agility rank 2 instead receives BOTH a long blade and a short blade for free.

Long Dagger (one free for Magic User & Drop-In): Strictly inferior to other blades in combat, those without any combat skills at all may have to settle for this. This is well made, but not of the quality described above. Anyone is assumed to be able to use this without stabbing themselves in the foot.

5x Throwing Dagger (25 CP per set; one set free with each rank of Throwing): Well balanced throwing daggers, of similar quality to the swords described above.

Bow (25 CP; free with Masterful Marksman rank 1+): Any standard type of (medieval-era) bow of choice, high quality materials and well made. A Fighter or Thief without the Masterful Marksman perk is competent but not particularly skilled with a bow.
Includes quiver and 25 durable, excellent quality iron-tipped arrows good for at least several shots each, assuming you can retrieve them. For an additional 25CP, receive a magical quiver which has an unlimited supply of mundane but high-quality arrows.

Drawbacks

Gain up to +600 CP. Companions cannot take drawbacks, but certain drawbacks give CP to companions where noted.
“Heroic Plotline” and “A Shadow of Power” provide separate ways to achieve +800 CP.

One Hand Tied Behind Your Back (+200 CP to you, +100 CP to all imported companions)

Any exceptional powers or abilities you have are locked for the duration of this jump, and any previous knowledge you have of the Quest for Glory setting is removed, including knowledge granted by this document (you retain knowledge granted by your background). Nothing beyond the **potential capability** of a normal human being in the “real world” is retained. Access to items from previous jumps is restricted to that which would be entirely mundane in this setting. If you have a prior sword, you can use it still, but it won’t have any magic powers. No magic spells, no superhuman thinking, no extra lives, nada. The same applies to any companions that accompany you. The exception to this are perks purchased in the Quest for Glory jump(s), which provide benefits as normal. Any memories or skills that are lost as a result of this drawback are restored at the end of jump.

Both Hands Tied Behind Your Back (+200 CP to you, +100 CP to all imported companions; requires “One Hand Tied Behind Your Back”)

Your powers, and those of your companions, are further restricted. Skills and abilities are fully reduced to those of an **average human being**, other than perks purchased in the Quest for Glory jump(s), no exceptions. Further, you have zero access to any items from previous jumps, mundane or not, purchased with CP or not, and you cannot access your warehouse. You and your companions retain your memories of self, and past experiences, but somehow cannot bring them to bear in this jump. For example, you may remember that you have used guns in the past, but you have no capability to introduce gunpowder into this world. Any memories or skills that are lost as a result of this drawback are restored at the end of jump.

Heroic Plotline (+200 CP; does not count toward CP limit)

Maybe you were the hero of Spielberg, maybe not, but there are now two more kingdoms in need of one. Up for the job? This drawback makes a victory condition of the jump to complete the canonical role of the hero of Quest for Glory 2 and Quest for Glory 3.

First, in Shapeir you must defeat the four elementals that threaten Shapeir. Then, you must travel to Raseir and unravel the plot of Ad Avis, who seeks to release Iblis from his thousand year slumber. All of this must be done in a month or so, or it will be too late, and your chain will be over.

Traveling from there to Tarna by portal, you must then be instrumental in fostering peace between the Simbani and Leopardmen, and stopping the Demon Wizard from opening a portal to hell itself. There are perhaps two months before nothing can be done, and your chain will be over.

If you accomplish all of this, you may end your jump early, or elect to remain the full ten years, or choose to immediately proceed to the Quest for Glory 4 & 5 jump.

You may optionally elect to have an imported companion play the role of the hero.

Heroic Style (+100 CP; +50 CP to any imported companion who also has to wear the clothing)

Did you see the Heroing Outfit Mark 2 under Items? Yeah, for the duration of this jump, this is the only clothing you may wear. You must, at minimum, wear the full outfit at all times you are outside. In addition to the bold fashion statement, I hope you don’t plan to keep a low visual profile, or hide effectively in the forest. Other gear, including armors in jump, may be used as long as the outfit remains predominantly visible.

For only +50 CP, you may vary between the styles of any of the first three Quest for Glory games (tabard colors are brown, green and purple for Liontaur/Centaur).

Which Way Was It, Again? (+100 CP) - The streets and deserts of Shapeir are confusing for all newcomers, but *you* have absolutely no sense of direction. You will be consistently lost without someone to guide you, and the Fast Travel Map does not help.

Monster Mash (+100 CP)

The deserts of Shapeir, and the jungle and savannah of Tarna, are not safe places to be, especially at night. Still, it’s not as if you are constantly under assault by monsters. That is, unless you take this drawback. If you do, the deserts of Shapeir will be crawling with ghouls, scorpions, jackalmen and terrorsauruses at all hours; you will also see more than just the one set of elementals. In Tarna, Crocmen, giant ants, flying cobras and dinos are everywhere. The demonic forces have leaked further into the jungle as well; expect to see demons, doppelgangers, doppelgangers, demon worms and gargoyles.

All of them seem to be especially drawn to you.

A Punny Hell (+100 CP; +50 CP to each imported companion who has to regularly hear the puns)

Gloriana can be a punny place, but now it’s goddamn unbearable. Every two-bit shop-keeper and official is dropping bad puns and dad jokes right and left, never mind people like Erasmus. He might make blood come out of your ears. And the gnomes are absolutely *giddy*.

Any extraordinary resistance you might have to bad jokes is muted for the duration of your time here. You will have to suffer through it.

Foreign Customs (+100 CP; +50 CP to each imported companion who will be notably inconvenienced by these laws)

The laws of these lands are harsh, and you can expect their full weight to come down onto you and your companions. In Shapeir, there is something akin to Sharia Law in force. In Tarna, extreme and often violent views of honor and retribution reign supreme. Neither of these places is pleasant to live in, and you can expect to step on a lot of toes. The Outside Obfuscation perk helps, but only so far.



EGA Life (+100 CP)

Hope you like bright colors! Now you get to see in... sixteen of them. For the duration of the jump everything is seen in a palette of sixteen colors, with some intensity adjustments (allowing for 64 total shades). It’s guaranteed not to cause physical damage to your eyes; psychological damage is another story. It will also make it harder to discern subtle differences in your surroundings.

A Shadow Of Power (+600 CP; increases bonus CP limit to +800; cannot be combined with “Heroic Plotline”)

Only consider this drawback if you are already extremely powerful, otherwise you *will* lose. If you take either of the Hands Tied drawbacks, you *will* lose.

In addition to the below, take “Monster Mash” for no CP.

Something’s gone terribly wrong; Iblis is free! The legendary Djinn who once threatened the world itself has broken from his thousand year slumber, Ad Avis as his willing servant. Any who might have resisted Iblis’ might are either dead or driven into hiding. The Whirlish Dervish is a twisted monstrosity; Aziza has fled to the besieged halls of WIT; Rakeesh is locked into a dream of torment by Ad Avis’ magic. Elementals gather in countless swarms under Iblis’ control. Soon he will have enough power to realize his dream of complete conquest.

The moment you manage to defeat him, the disturbance of the act empowers the Demon Wizard of Tarna to complete his gate. The armies of hell, in endless number, begin to pour out into Tarna, beginning with the destruction of the Mother of the World and the corruption of Erana’s Pool. Without you, they will inevitably pour across Gloriana, leaving nothing but wasteland in their path. If you go after the Demon Wizard first, the events simply happen in reverse order.

You have a new victory condition: defeat these threats, and ensure that both Tarna and Shapeir are on the path to full recovery before your ten years are up.

Companion purchases are restricted with this drawback: you can purchase them as normal, but you must rescue them from their situations before they can act as your companion.

Notes

The Prophecy of Suleiman (Quest for Glory 2)

One thousand years and a Year, so shall Ibis be caught, In the tombstones of the City, where he and I once fought.
Until moonlight has been captured, twixt the Scorpion and Drake, Then comes a hero from the North, and ancient powers wake.

Led and followed by a Dark one, guide to deceit and despair, Passing through the Trial by Fire, Trials of Water, Earth, and Air;
Passing through the Door unopened, barrier that yields to none, By my name of Suleiman, So shall this be done!

Come at last unto betrayal, and to 'He who waits behind', Seek ye then to capture Ibis, 'ere he rises unconfined.
Else shall come the night eternal, Darkness overshadows Light, Unless a hero seeks the darkness, and restores the wrongs to right.

The Prophecy of Sekhmet (Quest for Glory 3)

"Thou hast unleashed the Darkness. And darkness encircles thee. Ye must walk a narrow path to bring back the light.
Let the first part of thy path be guided by friendship. Thy feet already walk upon this path. Two thou hast known before. Three thou shalt free. One thou hast brought low, then helped to rise again. One shall stand thy rival and thy friend.
The Sword shall cross thy path, and bonds shall be cut asunder.
Seek thou the least of guides to lead thee to the depths of darkness.
Now thou art Opener of the Way and all thy heart has called shall draw near to thee. Two shall stand and five shall follow to face their greatest foe in a battle they cannot win. For thou must walk alone to free them all.
Seek thee now the highest tower to find the Door to Darkness.
Living stone shall block thy way then bridge thee to thy foe. When thou hast destroyed the Master of Magics, then must thou close the Demon's Gate.
There thy powers shall be as naught, until thy greatest spell is broken. Then thou must close the Demon's Gate.
Make thy path above thy foe. To win thou must lose thy greatest treasure.
This is that which might yet be. Thy path is thine own to follow or not. Go forth now, bringer of light."

1.1: Rank 3 of Swordcraft, Mighty, Magic Training, Clever, Stealth, Agile, Pun Pacification, Masterful Marksman reduced in cost from 400 to 300. Fancy Footwork, Elemental Expert, Diabolical Digits, Honor-Redefined reduced in cost from 600 to 500. Note this still leaves two 600 cost perks for each background. Companion imports made more flexible. Added discounts to most potential new companions. 1.2: Buffed up canon companions a bit. Tweaked companion import. Added an alternate version of the Djinn ring. Note race remains unchanged in import option. 1.3: Slight buffs to some companion progressions from previous jump. Note that previous companions gain CP for consistency. 1.4: Removed double spacing. Continuity section cleaned. Slight buff to Fancy footwork perk, Temple of Sekhmet item. Companion import numbers restructured to be closer to “standard”. Buffed “carry over” companions from QfG1 progression. Can take a new race with Import option (as an alt-form). Tweaked new companions. Some items clarified. Djinn of the Ring changed to just be the teleport option, since the ‘wishes’ added nothing but complexity. New drawback. Saurial mount. Bottomless waterskin. 1.4.1: companion items+