

Welcome to Summoner's Rift!

Greetings, and welcome to Runeterra- The world of the League of Legends. Far from a perfect place, Runeterra is a place torn by war and political strife. To remedy this, a council was created as an intermediary, an arbiter of conflict on the continent of Valoran- The Institute of War. The Institute proposed a system where each nation would offer up Champions to fight in 5 vs 5 matches against one another, with powerful magical Nexuses keeping them from ever truly dying. The goal would be to destroy the opposing nexus, and each Champion was paired with a Summoner to direct them, help them in battle, and see where the Champion could not. Soon, a sport of battle was created, and the Institute of War became the home of the League of Legends- A collection of the world's most powerful men, women, and yordles vying for supremacy on the battlefield known as Summoner's Rift.

That's where you come in. You were summoned to be a Champion in the League of Legends. While people die all the time on Summoner's Rift, while you fight for the League you are in no danger of your chain ending. The magic of the Nexus will keep you from truly dying, and instead you will be revived at full vitality. However, while on the rift, you will also be depowered to the same level of other Champions- It's only fair, you see, or a Yordle with a blowgun and poison darts could not possibly fight the likes of an almighty Star Dragon. However, do not think that you are completely safe from harm, because if you should meet your end outside of the protection of the Institute, then there will be no safety net to catch you.

You get a budget of **1000 CP** to begin with. Good luck, and have fun.

30 seconds until Minions spawn!

Origin

Drop-in (Free): You enter this world summoned by the Institute of war, with no olbigations but those of the League- But no memories or connections, either. You will have to navigate this world on your own, starting over with nothing but your wits.

Soldier (100 cp): You are a decorated and celebrated warrior, famous for your participation in many battles that would have been lost without your might. You are an agent of of your nation's military, and are thus expected to act on behalf of their interests.

Scholar (100 cp): You live for the thrill of discovery. Whether you're poring over dusty tomes in ancient libraries, pushing the limits of modern magic, or tinkering in a hextech laboratory, you've dedicated your life to learning and research. Despite spending more time in the study than the armory, you're no weakling- Knowledge is power, after all.

Adventurer (100 cp): You are an adroit explorer, well-traveled and worldly. You wander where the wind takes you, looking for whatever strikes your fancy- Whether that be ancient artifacts to uncover, challenging foes to defeat, or innocent people to protect is up to you- And when you invariably get yourself into trouble, you can count on your own quick wits to get you out of it.

Noble (200 cp): Born to a wealthy family with a prominent standing in your homeland's politics, you grew up with a mixture of priveledge and high expectations. Naturally charismatic and a born leader, you belong to the upper echelons of soceity - whatever that means to your particular homeland.

Nationality

You can choose your nationality for free- After all, it's not about where you were born, but where you call home.

- Demacia - The Kingdom of Demacia has long stood as a paragon of virtue, the shining beacon in the midst of darkness. Pursuing the ideal of absolute justice, Demacian citizens are trained to hone their body and mind in its pursuit- Always vigilant, always ready. Demacia has had an ages-long feud with the villanous city-state of Noxus.
- Noxus - The Nation of Noxus has long stood as a towering pillar of strength, the apex of humanity's power. Beleiving strongly in the virtue of strength above all else, position in Noxian soceity is determined solely by power- Physical might, cunning and wile, or political clout are all encompassed by the Noxian ideal. Noxus has had a feud with Demacia for generations.
- Ionia - An island nation brimming with natural beauty, Ionia is a haven for all those who seek spiritual evolution and enlightenment. A nation famous for its philosophers, Ionia is a peaceful nation that has little time to spend on matters of imperialism. Diplomacy and peaceful resolution is regarded as the ideal, but that's not to say Ionians are

incapable of defending themselves- Although they find violence distasteful, Ionia has had to defend its peaceful ways by force many times before, and will surely have to do so again.

- Piltover - The self-styled City of Progress, Piltover is the leading center of ecologically-minded techmaturgical research in all of Valoran, and it's an incredibly wealthy city of trade. Defined by towering skyscrapers and futuristic technology, Piltover is reknowned for its many academies and research centers, Piltover beleives that science is the key to the future of Valoran.
- Zaun - Also known as the City of Priveledges, Zaun is a city that has made its name through unchecked industry, mercantilism, and magic- for better and for worse. The freest city-state on Valoran, Zaun is a place where anyone can do anything, and while this has led to many scientific breakthroughs, it's also led to many crimes against nature and humanity. All the same, Zaunites are proud of their city, and the spirit of competition is what keeps the whole place together.
- Freljord - The icy north of the Freljord is less a nation than it is a region, home to many warring tribes and clans. This icy north has been fought over by disparite tribes for millenia, and while the Freljord has never been truly united under one banner, it has bred a hardy, friendly people who are warm and welcoming to strangers, but make no mistake- Freljordians are some of the fiercest people on Runeterra when angered, and will defend their homes with the fury of a mother bear.
- Mt. Targon - Mount Targon, like any other place of myth, is a beacon to dreamers, madmen, and questors of adventure. Even getting to its foot is an arduous journey, and even from there you can see the heavens with utmost clarity. The stars, The suns and moons, the planets, comets that streak the darkness... The tribes that live on the mountain's foot beleive these to be aspects of long-vanished stellar beings, and revere the mountain as a place of holiness, despite its danger.
- Bilgewater - An island nation rich in wealth and rum, Bilgewater is an important stop for sailors of all colors- Honest merchants and scurvy pirates alike. Business in Bilgewater is cutthroat, much like its people, and before you think less of them, it's better to be the cutthroat than have your own throat cut in this lawless town.
- Shurima - An ancient desert empire, once the most powerful in the entire world, brought low millenia ago by the treachery of one man. For a very long time, it has been nothing but a vast desert littered with ruins, but like the swirling sands, rumors have begun to stir of the ancient Emperor of Shurima's return, of an empire reborn.
- Shadow Isles - A mysterious island kingdom constantly covered in deathly fog, the Shadow Isles are a place whispered of in hushed tones, as if saying its name aloud would bring the wrath of the dead upon them. Indeed, the Shadow Isles are a cursed place where the dead roam as if they were living, where ghosts and ghouls and all manner of accursed creature stalk the night, seeking to slake an unquenchable thirst. Why you would wish to live in such a terrible place is beyond the understanding of many, but perhaps you have your own reasons- sinister or otherwise...
- Independent - You call no place home, hold no alleigance to any king. Perhaps you would rather make your own way in the world by going where the wind takes you,

perhaps you don't get along with authority, or maybe you just like being by yourself.

Roles:

You get one primary role that gets 50% discounts, and one secondary role that gets 25% discounts.

Assassin - You are a stealthy assassin, brought into the League because you're good at one thing: Killing someone really, really quickly. Preferably a squishy target like a mage or marksman, but all the same, you excel at taking your opponents by surprise and cutting them down before they can even react. Of course, your weakness is that you're not that great at fighting with a team and you're quite fragile yourself, but your skill at picking off targets is excellent.

Mage - You are a mighty sorceror, brought into the League for your talent with destructive magic. Able to bring destruction to many foes at once and control the battlefield, your presence in a fight is absolutely gamechanging- Although, you can't help it if you're a little squishy, and when someone gets up close you tend to crumple easily.

Marksman - You are a skilled marksman, brought into the League for your incredible skill with ranged weaponry. While others may scoff that your silly bow could never stand up to their mighty magic, you have the potential to become the single most dangerous Champion in any given match of the League- Provided, that is, that you aren't repeatedly shut down early on to prevent you from ever getting there.

Fighter - You are a mighty warrior, brought into the League for your skill at arms and fighting prowess. A jack of all trades, you combine power and durability all into one, and you can wade into the middle of combat and give as good as you get- The only problem being that bringing a sword to a fight where others brought guns or magic might not work well if you can't get close.

Tank - You are an implacable juggernaut, brought into the League for your incredible ability to survive punishment. Your role is to be the first into combat, absorbing all the blows for your comrades, and tie down your enemies for the killing blow. The only problem with this is that without the support of your comrades, you don't do much damage on your own, so you frequently have to rely on your allies for help in a fight.

Support - You are stalwart protector, brought into the League for your ability to support your allies and bring them to victory from the back lines. You're not particularly intimidating yourself, but you excel at empowering your allies whether through supportive magic, inspiration, or just getting in there and setting up your friend for the victory. The only problem with this is that you're not particularly strong on your own, and getting caught alone usually means you're about to bite it.

Race:

If for some reason you dislike your rolled age, you can pay 25 CP to change it within the rolling limits. Your sex stays the same, or you can pay 25 CP to change it.

Human (Free): Boring old humans, by far the most common race on Valoran. Completely unremarkable in every way, at least by their own metric, considering Humans usually compare things to themselves- But they have a knack for getting back on their feet after a disaster, and are admirable for their outstanding tenacity if nothing else. The average human in this world is still a few degrees stronger, faster, and tougher than the average humans of other worlds. You roll 1d8+17 for your age.

Yordle (Free): A diminutive race of social humanoids, Yordles are a frequently-overlooked race of small, fuzzy people who have carved out a niche for themselves in the city-state of Bandle City. Though small, Yordles are only underestimated by the foolish - they match humans in almost every respect, in addition to an innate affinity for magic and technology. Yordles also have a greater empathic bond with others, but this is also a downfall of theirs as extended periods of loneliness and isolation frequently cause them to develop psychopathic tendencies. Yordles will mingle freely with other soceities but usually hold their loyalty to Bandle City - a small, quaint city-state populated entirely by Yordles, but it's a very nice place to live and it's protected by a surprisingly vicious military. You roll 1d8 +17 for your age.

Beastman (100 CP): Not so much a race as it is a collection of disparate species, there are a great many demihuman races on Valoran that are a cross between human and animal, from the Ursine of the Freljord, the Minotaur of the Great Barrier, or even another sort of bestial species resembling a humanoid mammal, with varying degrees of anthropomorphism. In general, Beastmen possess greater physical strength and survival instinct than humans. You roll 1d8+17 for your age.

Marai (100 CP): The Marai are an aquatic race of merpeople who live deep under the ocean, very rarely interacting with the outside world. They have humanoid torsoes with fish tails, but are covered in smooth scales often in a myriad of patterns. Though dependent on water as aquatic creatures tend to be, Marai possess a small level of water magic to let them coalesce water around them, and hover slightly above ground to traverse over land. Marai generally possess greater magical power than humans. You roll 1d8+17 for your age.

Undead (200 CP): Not alive, but not dead either, the Undead hail from the shadow isles- Although there are members of other nations capable in necromancy, the vast majority of independent undead come from the Shadow Isles. A spirit inhabiting an inanimate body, usually either a suit of armor or the corpse of their former body, the Undead come in many variations. One thing remains true for all of them, however- They need not sleep, eat, or breathe, they persist for as long as their physical body is not destroyed, and they are driven

by a singular desire- Domination, vengeance, or perhaps something else entirely. Age is irrelevant to the undead, but you can roll 5d100+100 for your age.

Artificial (200 CP): As technology marches forward at a breakneck pace, the understanding of wizards, chemists, and engineers alike approaches the realm of creating life itself. You are one such creation- Either a biological experiment born in a tube, a normal creature changed by magic or medicine, or a robotic lifeform given a mind by the mysterious magic that animates you. You possess incredible strength and durability. Biological experiments will usually possess an incredible healing factor as well, while mechanical ones usually possess magical power to match their mechanical might. Experiments roll 1d4+3 for their age.

Half-Dragon (300 CP): The offspring of a human and a dragon, half-dragons are an incredibly rare sight. Dragons usually look down upon humans and consider the blood of a dragon to be sacrosanct, so to create a child with a human is unusual indeed. Despite this, Half-dragons often possess the full power of their draconic parent, inheriting the elemental affinity of their parent, cabable of intuitively breathing and manipulating gouts of fire, blasts of wind, pressurized water, or scouring sand. They are covered in durable scales and have great physical strength. When enraged, a Half-Dragon can even transform into a dragon themselves, granting incredible strength, durability, and even greater control over their element. Half-dragons roll 2d8+34 for their age.

Spirit (300 CP): Runeterra is inhabited by a great many things that are not strictly alive, and never were- Elemental spirits, mysterious beings made of magic, seemingly extant since time immemorial to guard over something- an aspect of nature, an area of wilderness, or even greater concepts like life and death itself. While you aren't something quite so grandiose, you are an immortal, needless creature who is bound to protecting a certain area, an aspect of nature, or even devoted to upholding a concept such as bravery or balance. Your form is determined by you alone, and you have a great affinity for magic- Both using it to destroy your foes, and resisting the influence of hostile magic. Spirits roll 5d100+100 for their age.

Voidborn (300 CP): Terrifying, alien creatures from another dimension, the Voidborn are hideous and unkowable. Driven by a primal desire to consume all they see, the Voidborn possess a primal intelligence that proves they are more than mere beasts- Often seeking out a certain ideal within their hunger. Some consume to perfect their self, some consume to gain knowledge, while others simply exist to slake their endless hunger. Usually somewhat insectoid in appearance, the Voidborn are varied creatures and it's unusual for any two to look exactly alike.

Origin Perks:

All discounts on origin perks are 50%.

Get Your Bearings (100 CP, Free Drop-In): As someone completely foreign to this world, you're going to be quite the outsider for a while. Since you'll be living here for the next ten years, you become adept at quickly memorizing the locations of things and you're good with directions in general.

Athletic (100 CP, Free Soldier): A life of combat and training has a habit of toughing up the body, and you're no exception. While your strength is by no means supernatural, you're in excellent physical condition and have above-average coordination, reflexes, and strength.

Educated (100 CP, Free Scholar): A life reading books is hardly a life wasted- You're well-read and have at least peripheral knowledge in a vast array of scientific subjects, and you're very perceptive and have an eye for detail.

Explorer (100 CP, Free Adventurer): Runeterra has an amazingly diverse array of places, from the freezing freljords to the burning desert sands- And all of them are pretty dangerous. Luckily for you, you know how to get around dangerous places, avoiding natural hazards and enduring extreme conditions better than most people who live in them.

Bravado (100 CP, Free Noble): Nothing scares you- Or, at least, that's everyone else thinks. While you're by no means fearless, nobody will ever know it because you've got a poker face like the best of them. So long as you will it, nobody will ever be able to read your emotions, through means mundane or otherwise.

World-Wise (200 CP, Discount Drop-in): You're good at picking up local cultures. By staying within a certain culture and interacting with its people, you can easily pick up the various nuances and traditions that make up the various cultures of the multiverse. Just a week's worth of hanging out in a bar and chatting with the locals will net you at least a basic understanding of their traditions, taboos, and customs, letting you get the embarassing gaffes out of the way quickly so you can make yourself at home.

Make a Man Out of You (200 CP, Discount Soldier): You're proficient at teaching others the ways of combat. Given only a few months, you could train a contingent of peasants into battle-ready soldiers. Your one-on-one teaching skills also improve, and you could teach an experienced student in the ways of advanced martial arts relatively quickly.

Fast Learner (200 CP, Discount Scholar): You're just better at learning than other people. You have an excellent memory, capable of absorbing entire books full of complicated subjects in one sitting, and your note-taking skills are so great that just by writing down a few mnemonics you can distill an hour-long lecture into a single page. Even when experimenting with trial and error, you seem to figure things out faster than most regular people.

Sense of Adventure (200 CP, Discount Adventurer): You have a knack for getting yourself into interesting situations. Whatever you do, excitement always seems to come to you, making sure you never have a dull moment. You'll always make just the right turn you need to make sure you run into someone interesting, and circumstances will contrive to make things as exciting as possible- And while excitement usually comes hand-in-hand with danger, you do have the ability to "turn off" your sense of adventure if you seriously need a breather.

Poise (200 CP, Discount Noble): You carry a regal posture that reflects your station in soceity, and your sense of balance is excellent. Walking across a tightrope is as easy as an afternoon stroll, and if by chance you get knocked down in a fight, you know instinctively how to spring right back onto your feet (unless, of course, you'd rather stay on the ground).

Blending In (400 CP, Discount Drop-in): You're very, very good at looking like you belong. You're able to pick up new languages with ease, you can pick out the local fashion trends fairly easily, and you're generally excellent at acclimating to whatever new place you might call home, to the point where most people would swear you're a local. In addition, whenever you take Drop-In during future jumps, you get a free set of clothing that will help you fit in with the general populace of your home location.

Master Tactician (400 CP, Discount Soldier): You are a masterful tactician, Both on and off the Fields of Justice. You're good at coming up with plans both in advance and adapting them on the fly, and your brilliant tactics will frequently turn even the ugliest odds in your favor. Don't be surprised if your superiors ask to be demoted so they can work under you.

Revered Inventor (400 CP, Discount Scholar): You are on the cutting edge. Ever the inventor, your head is constantly full of new ideas, new theories, new *things* to put to the test. Constantly experimenting, constantly learning, constantly moving foward with the implacable march of science, you are never without something to do- And while your inventions don't always work, and they aren't always that useful (last month you made about fifteen different kinds of lemon juicer), once in a while you'll have a *real* breakthrough that'll get you excellent results.

You Belong In A Museum (400 CP, Discount Adventurer): You have a knack for finding treasure. Chances are, whenever you explore any kind of ancient ruin, shipwreck, or abandoned building, you'll find treasure- A chest of pirate gold, ancient offerings to a forgotten god, or some historic artefact that a collector would pay a king's ransom for. Even just digging a ditch in the woods, you have a decent chance to stumble upon some old trinket that you can sell for a pretty penny.

Deceiver (400 CP, Discount Noble): Lying is, like, 90% of what you do. You're exeptionally good at deceit. You can make even the most obvious lies seem legit just by saying them in a confident tone, and you're amazing at manipulating others into doing your dirty work -

sometimes you do it without even realizing it. You're also a master of underhanded tactics - Tricking your opponents is as easy for you as breathing, and they won't realize that you've fooled them until you're already laughing all the way to your nexus.

Role Perks:

You get one free 100 CP perk for your primary role and one free 100 CP perk for your secondary role. Whichever 100 CP perks you don't choose as freebies are instead at a discount. Primary role perks have a 50% discount, while secondary role perks have a 25% discount.

Move Swiftly (100 CP, Free/Discount Assassin): You're light on your feet. You generally move faster than the average person when walking or running- About 20% faster, give or take.

I Will Taunt You (100 CP, Free/Discount Assassin): You're good at taunting people. You know how to make a badass boast when you need to, and if you know your enemy well enough, you can make a personalized taunt that's sure to push their buttons. You can also turn this skill towards your allies, offering flattery and encouragement- But where's the fun in that?

Magic Bolt (100 CP, Free/Discount Mage): Why dirty your hands with physical combat, when this alternative works just as well? You're capable of conjuring bolts of magic in your hands to fire at your enemies. Extremely easy to use, these bolts of magic hit just about as hard as a good solid punch, and have a maximum range of around five meters. You can only throw one every second or so, but so long as you keep your opponent at a distance you won't ever have to worry about busting your knuckles ever again.

Magic Theory (100 CP, Free/Discount Mage): You've spent your whole life around magic, and it'd be a darn shame if you hadn't learned a thing about it. Whether through formal education or through trial and error, you know the basics of how magic works on Runeterra, and how to apply it towards various minor cantrips that make life just a little bit easier.

Ranger (100 CP, Free/Discount Marksman): You have received marksmanship training, and you have impressive competency with all manner of ranged weaponry- Bows, Crossbows, Firearms, or even thrown weapons like darts or javelins.

Kiting (100 CP, Free/Discount Marksman): You're good at keeping your enemies at a distance. Since you use a ranged weapon, having someone up close and personal usually isn't something you want, so you've developed techniques to outrun your opponents and deal damage at the same time. While they're not foolproof, running and gunning is usually better at keeping you alive than staying in one place.

Warrior (100 CP, Free/Discount Fighter): You're handy with weapons and armor. On top of basic competency with the use of weaponry and armor, you're comfortable wearing them on your person and you can go weeks at a time without taking it off, with minimal discomfort (and minimal body odor).

I Know Jokes (100 CP, Free/Discount Fighter): You know how to tell a good joke, and tell it good. Seriously, you could be a comedian. While not a terribly vital skill for a fighter like you, more often than not it's a great icebreaker and makes it easy to establish a sense of camraderie. You're also good at cracking wise in the middle of fights.

Guardian (100 CP, Free/Discount Tank): You're good at protecting your friends. As your role is to dive into the enemy team and be a big target, you've gotten good at taking punishment. Your toughness reduces incoming damage by a small amount, and whenever you're in the line of fire for the sake of a friend, your damage reduction increases- It'll never be anything more than marginal, but every little bit helps.

Dance Party (100 CP, Free/Discount Tank): You know how to dance like a maniac. Seriously, you can bust a move like nobody else. Even with no music, you can burst into dance and people will usually be impressed- And as a bonus, people are generally not inclined to interrupt you while you dance (so long as it's apparent you would extend them the same courtesy). Heck, you may just get people to join in.

Truly Outrageous (100 CP, Free/Discount Support): You are truly outrageous- Truly, *truly* outrageous. Your appearance is glamourous and glorious, almost otherworldly in its beauty. Expect to turn heads and receive compliments on a daily basis. Alternatively, you can choose to have a fearsome, frightening appearance instead of a beautiful one, inspiring fear and loathing in others rather than admiration. If you really want to, you can take this perk twice to be both beautiful and frightening, though that might be a confusing experience for onlookers.

Friendly (100 CP, Free/Discount Support): You've got to make a good first impression to work as a team. You possess a disarming disposition that makes other people find you approachable and affable, and starting a conversation is easy for you. Whether or not you're as nice as other people think you are is entirely up to you, but people usually get a positive first impression of you.

Don't Chase (200 CP, Discount Assassin): You're difficult to pursue. You have a number of techniques to throw people off your trail when you're being chased by your enemies- suddenly doubling back through undergrowth, dashing over obstructions and creating more for your enemies, or even just laying a number of traps behind you to make pursuing you either a difficult or deadly endeavor.

Evil Laugh (200 CP, Discount Assassin): You have a deep, ominous laugh that inspires dread

and loathing in the hearts of your enemies- as well as anger. If you're in a position of dominance over your enemies, then your mocking laughter will anger them, causing them to make further mistakes for you to exploit. Just be careful you don't get careless yourself, or you might look like a fool for laughing at someone right before they punch your face in.

Elemental Affinity (200 CP, Discount Mage): You have an affinity for a certain kind of magic. While there's no such thing as the four elements in Runeterra, there's still certain schools of magic that use fire, earth, wind, water, or even electricity, ice, metal, or plantlife. You have magical abilities relating to one of these, and your magic has minor effects relating to your chosen element- Fire will burn your foes over time, ice will slow and freeze your enemies, et cetera. You can take this perk multiple times for multiple affinities.

Wave Clear (200 CP, Discount Mage): You're good at hitting a lot of things at once with your magic. Whether through large areas of effect, sweeping lasers, or spreading fires, you have the skills required to take out large amounts of weak enemies at once.

Scout's Code (200 CP, Discount Marksman): You're an accomplished woodsman and know your way around the wilderness. While in nature areas, you find it easy to find food and make shelter, and on top of that you're quite good at picking out special plants and determining their properties- It's quite simple for you to improvise poisons or drugs on the fly using local flora and fungi.

More Guns! (200 CP, Discount Marksman): You're capable of carrying way more firepower on your person than you really ought to be able to. Carrying firearms or other weaponry doesn't ever seem to encumber you, and neither does the ammunition. You could carry a minigun, a rocket-launcher, an electric zap-pistol, and a gigantic rocket all at once, and move around just as freely as you would otherwise.

Backdoorsman (200 CP, Discount Fighter): On the Fields of Justice, the objective isn't to get the most kills, though that certainly helps- The objective is to take down the enemy nexus. To that end, you've trained yourself in the art of the distraction. When your enemies are distracted fighting your allies, you're able to quietly slip past enemy lines and take out a vital objective. Alternatively, you can make *yourself* the distraction, intentionally and effectively drawing your enemies' attention long enough to let your allies do what they need to.

Fury (200 CP, Discount Fighter): You thrive in the heat of battle. By taking and dealing damage, you accumulate something called Fury that can empower your physical attacks. When you leave battle, your Fury depletes, instead allowing you to rapidly heal wounds. This effect won't close entire wounds by itself, but it might give you that extra boost you need to get back in the fight.

Tenacity (200 CP, Discount Tank): A lot of Champions in the League of Legends have abilities focused around disabling their opponents so they can't fight back while they get torn to shreds. Stuns, slows, abilities that knock you around or charm you... You, however, are difficult to stop once you get moving. Disabling effects have less of a hold on you, and you're able to shake off things like stun grenades or blinding poison much faster than you would otherwise.

Sizable (200 CP, Discount Tank): You cut an imposing figure on the battlefield, towering over even other Champions with your sheer size. You're 50% taller than you were before, and your newfound bulk comes with an increase in durability, as well- It's harder to hit vital organs when there's more flesh to go through.

Antitoxin (200 CP, Discount Support): On the Fields of Justice, it's important to keep calm. You excel at keeping a level head in combat, and you're difficult to make angry. You're also adept at keeping your teammates calm and you can help them regain their focus after a costly mistake makes them doubt themselves.

Map Awareness (200 CP, Discount Support): Paying attention to your surroundings is of utmost importance. Being caught in an ambush is frequently a lethal experience on the Fields of Justice, so you've trained yourself to become more aware. You're perceptive and often see things that others miss - Such as the enemy coming down the river to try and ruin your day.

I Was Hiding! (400 CP, Discount Assassin): Catching careless enemies off-guard is one of the easiest ways to win fights, fast. To that effect, you've become very effective at ambushing foes. Hiding in bushes and trees comes naturally for you, and you could even be right under someone's nose for over a minute and they'd never notice. You even know how to wait for *just* the right moment to really screw someone over.

Wuju Style (400 CP, Discount Assassin): A graceful martial art famed throughout Ionia, Wuju Style focuses on speed and agility over brute power. You can use your ki to heal your wounds by meditating, and you can also focus it into pure speed- You can strike many times in a second, and by focusing your energy on pure speed you can move so fast you're barely perceptible to the naked eye and impossible to slow.

Illusionist (400 CP, Discount Mage): Your foes can't kill you if they can't hit you. You possess illusory magic that allows you to fool your enemies with ease. You can create copies of yourself, make yourself invisible, and place sigils upon the ground that you can teleport to instantaneously, so long as you're within 20 meters.

Shapeshifter (400 CP, Discount Mage): You're in touch with your wild side. You possess the ability to transform into a single animal of your choosing, at will. Your animal form is roughly the same size as your humanoid form. You can choose to morph into anything from

a giant spider to a jungle panther to a killer crocodile. You also gain a slight tell in your human form as to your nature, and you gain magical powers based upon the animal you transform into- For example, a spider form grants you to cover your foes in webbing and venom, even in humanoid form.

I Make Death Fun (400 CP, Discount Marksman): You thrive on attention. The more showy your fighting style, the more effective it is. Unconventional weaponry, stylish flair, and showing off are all encouraged - No matter how ridiculous your fighting style is, you make it work, and work better than anyone else could. In addition, your showboating is considered universally impressive - People are more likely to enjoy your ego the more you show it off. However, the benefits you get from a showy fighting style only apply to your physical abilities, not magical ones.

Auto Attacks (400 CP, Discount Marksman): Projectile weaponry behaves a bit oddly when you use it. Whenever you're within a certain range of your enemy (usually around a maximum of ten meters, depending on the actual range of your weapon), projectiles will always hit their target when fired at an enemy. Always. So long as the target was in this range when you fired your projectile, it will curve midair or go impossible distances to follow them, even if they teleport past walls or lead your bullet through a maze.

Rage Gene (400 CP, Discount Fighter): You possess an ancient, genetic ability that was long ago lost to the sands of time - The Rage Gene, an ability that transforms you into an enormous, hulking brute when you are enraged. Though you have no control over this transformation, it grants you massively increased size, strength, and durability - letting you toss around people like mere ragdolls, dig up boulders and launch them at your foes, and smash the ground with enough force to knock people off their footing. Your increased size also comes with diminished speed, reflexes, and intelligence, but as soon as your heart calms you will return to your normal form.

Armsmaster (400 CP, Discount Fighter): Anything can be a weapon in good hands- And your hands are the best around. Not only do you have mastery of anything that can be called a weapon, you're a menace even with improvised weaponry - Even a brass lamp-post is something to be feared in your hands.

Feel No Pain (400 CP, Discount Tank): You can't be stopped by mere wounds. For others, pain brings fear and causes them to run like cowards, but you can wade through a field of blades to get to your goal. At will, you can dull your ability to feel pain, lowering even the pain of a sword through the stomach to a dull awareness that you've been stabbed, without even flinching. However, this doesn't actually mean you're not being hurt- Just that you can ignore the pain until you're done fighting.

Implacable (400 CP, Discount Tank): It's hard to push you around. You hold your ground a lot easier than others, and whenever someone tries to physically move you, whether with brute

force or with some sort of magic, they will find that more often than not, you're staying right where you are. On top of that, you have an excellent sense of balance and are difficult to trip, and if you're dedicated to standing in one place then your legs will never get tired.

Team Builder (400 CP, Discount Support): You make teamwork work. You're a natural leader capable of fostering a sense of camraderie in any environment, combat or otherwise, and when you work in a team you can quickly get a sense of each individual's strengths and weaknesses, and you're excellent at directing your allies to take advantage of their strong points and cover their weak ones.

Lifegiver (400 CP, Discount Support): You know the selfless art of Healing magic. By pulling from your own lifeforce, you can heal the wounds of those around you with a soft green light. Your magic's comforting embrace will also bolster the defences of your allies, but your magic will tap your own reserves, slowly making your allies' wounds your own. Using this to bring back the dead might be possible, but may endanger your own life. By inverting this magic, you can also draw lifeforce from your enemies to heal your own wounds, but it's not terribly efficient at killing your enemies.

Focus (600 CP, Discount Assassin): As one who works in the shadows yourself, you hold supremacy over the world of the unseen. By closing your eyes and focusing your senses, you gain a sort of sixth sense for everything around you, able to locate hidden objects, hiding enemies, and even things that might be invisible or illusory in nature.

Steel Tempest (600 CP, Discount Assassin): Your blade moves with the wind itself... Or maybe it's the other way around? You've learned an extremely rare and powerful brand of swordsmanship, one that doesn't even have its own name- Using nothing but a blade, you can create cutting shockwaves of wind, create tornadoes that throw your enemies into the air, dash around your foes as if you were the wind itself, deflect projectiles with air, and strike with such speed that your blows are barely even visible to the untrained eye.

Knowledge Through Disintegration (600 CP, Discount Mage): The best way to figure out how something works is to take it apart and look at it that way. The most efficient way to do this? Magic, of course! You gain a magical ability to disintegrate objects, machinery, and living beings in order to figure out how they work. You cannot glean the contents of an information-storage medium (such as a book, a USB, or a human brain) by disintegrating it, but you can learn how it works and possibly how to recreate it. This ability is difficult to use in combat- Your disintegration magic requires concentration and time to use most effectively, and using it with haste will not let you learn nearly as much information as if you'd spent the time to examine your subject properly. Bust enough heads, though, and I'm sure you'll get the jist eventually.

Rune Magic (600 CP, Discount Mage): You use an extremely powerful and rare variety of

magic, capable of harnessing pure energy as a weapon. Using magical runes stored either in a spellbook, a scroll, or on your skin you can create blasts and vortexes of energy capable of blasting people apart with ease, cast a spell to lock someone in a prison made of energy, or create a portal to warp yourself and your companions anywhere within a kilometer after 2 seconds of delay. This magic's power is reliant on pure, magical energy- So, the only limit to how powerful this magic is is how much magic you can store in your being, the power increasing in proportion to the magical energy you pour into it. Beware, however, for careless use of this magic could easily lay waste to entire landscapes, rendering them inhospitable wastelands.

Boom, Headshot (600 CP, Discount Marksman): You're remarkably good at making prescision attacks with ranged weaponry. It's quite easy for you to land a shot from a fair distance away on a moving target, and on top of that you're quite capable of specifically targeting an opponent's vital organs (or maybe just their head) to maximize the effect of your attacks.

Virtuoso (600 CP, Discount Marksman): You have impeccable timing, rhytym, and kinesthetic sense. You know how long every individual movement of your body and weaponry will take, from the pull of a trigger, to the gun's recoil, to how long it takes to chamber the next round. You're also very good at estimating where other things will be once you're done any given movement - Such as enemy projectiles, allowing you to dodge attacks with fluidity and ease.

Eternal Student (600 CP, Discount Fighter): The teacher who does not learn from his pupils cannot be called a Master. You're the greatest teacher in the ways of combat around, but not because you teach others in *your* ways of combat - Instead, you teach others how to unlock their own potential. Your pupils will develop their own styles playing to their individual strengths and weaknesses, and under your careful tutelage, even someone who was previously completely unremarkable might become League material. You might even learn a thing or two yourself.

Riposte (600 CP, Discount Fighter): Skill with a weapon doesn't merely mean attacking. Defense is also important - and your defenses are impregnable. In your hands, a weapon is as good as a shield, and you can use one to block just about anything. Enemy blades, Enemy arrows and bullets- With supreme skill and timing, you could even block magical attacks. Explosions, lightning bolts, charm magic, disintegration lasers... With enough skill, you can deflect any impact that won't also break your weapon. However, this merely means it won't effect *you*, and it's entirely possible to block the initial impact of something that can still kill you in other ways.

Health Bar (600 CP, Discount Tank): You don't get hurt the same way everyone else does. When you're wounded by an attack, instead of an actual wound, the damage goes to an abstract "Health Bar". This Health Bar is a measure of your durability, and instead of having

your arm cut off or your ribs smashed, your health bar simply decreases by an amount proportionate to how devastating that wound would have been- But you don't actually suffer that injury, meaning you're running at peak condition right up to the moment you die. When your health bar runs empty, you die, but things like medicines or healing magic can restore your health bar, and it regenerates over time in accord with your body's natural healing. You can check how full your health bar is whenever you want.

Resolve (600 CP, Discount Tank): You're really, really hard to keep down. So long as you're not dead, you can come back from just about anything. So long as you stay out of combat and don't exert yourself, your natural regeneration speeds up to the point where you can be in fighting shape only an hour after crawling away from a battle near the brink of death. You cannot regenerate severed limbs or lost organs this way, but other wounds like cuts, gashes, and broken bones will heal themselves in minutes when it should take weeks.

Take Heart (600 CP, Discount Support): People often come to you for advice or help, and there's a good reason for that. You always know how to be supportive and positive, encouraging other people with your mere presence and spurring them towards great things. All but the most black-hearted of souls will respect you and look up to you as a hero, unless you actively perform evil actions.

Maven (600 CP, Discount Support): Your melody moves the soul, and your silence sunders the body. You gain incredible talent with a single musical instrument of your choice (Your singing voice is a viable option). Whenever you play this instrument, you gain access to powerful magic music that can bolster your allies and hinder your enemies. One chord can heal and shield your allies, and the next can create a powerful blast of magic to knock your foes off their feet. You can even use your magic to force your foes to drop what they're doing and dance, if only for a couple seconds before they realize what's happened.

Nationality Perks:

All discounts are 50% for Nationality perks.

Paragon (800 CP, Discount Demacia): There's no magical secret to your abilities. You're not empowered by any magical artefact or otherworldly being - You've simply trained to the point where you've broken the limits on what a normal person can do. Your physical abilities and mental acuity are all at at the apex of humanity in every way, and may be pushed beyond even that with training and hard work.

Might (800 CP, Discount Noxus): In Noxus, strength is everything. The strength of an individual is the sole factor in determining their worth and their station in their militaristic society, and you represent the apex of this ideal. Your physical strength bolsters your charisma and force of personality, and the inverse is also true - Your charisma grants you strength beyond your body's own, giving you the true might and presence of a Noxian hero.

Kinkou (800 CP, Discount Ionia): You're a flippin' ninja. A member of the Kinkou order, an ancient clan devoted to the preservation of balance, you are trained in a number of deadly arts. You're a top-notch fighter with whatever your weapon of choice may be, you're unerringly presice with thrown weapons, and you are skilled at stealth- However, your true power comes with your training that allows you to harness your inner Energy. Using a rapidly-replenishing store of inner energy, you can work feats that others would call magic- Become invisible, create spiritual weapons, or even charge your weaponry with energy, mixing physical and magical power. There is also the forbidden art of the Shadows, but the last guy who tried using it went insane and started killing people, so be careful, maybe...

Hextech (800 CP, Discount Piltover): You're an expert in the field of magical technology. By blending the two fields into one, Hextech accomplishes what neither field alone could. Using liquefied magic as fuel, Hextech can be used to create powerful death-lasers, transforming hammers, impossibly light weapons and aircraft, strength-augmenting bodysuits, the list goes on... Using this new, unlimited (and probably very volatile) power source, you can do just about anything so long as you build your devices sturdy enough to contain all that energy. Or don't, and watch it all explode in grandiose fashion. Whatever works!

Mad Doctorate (800 CP, Discount Zaun): Who says you're mad? They're the ones who're mad, for not being able to see the brilliance of your work! Indeed, you are a brilliant biochemist, and your work is revolutionary- You can create potions and chemicals that can do just about anything to the human (or otherwise) body. You could augment your own strength or intelligence with chemicals, give yourself besital features, or create toxic, corrosive poisons to mow down your enemies. With significant time and investment, you might even be able to create life itself! Yes, you'll show those fools, you'll show them all...

Iceborn (800 CP, Discount Freljord): The legendary Iceborn are ancient beings, possessed of immortality and powerful magic. Pale blue, icy humanoids, Iceborn are ageless and have an innate connection to ice. As one yourself, you can manipulate ice as easily as thinking, manipulate your appearance freely, and and even sense your surroundings perfectly using temperature. You even know the secret to the creation of True Ice - Supernatural ice, harder than any metal and colder than any winter. However, while Iceborn are ageless, they are just as prone to injury as any normal human.

Aspect (800 CP, Discount Targon): Your power is, in the most literal way, heavenly. Blessed by one of the aspects of Targon, you possess fantastic magical powers, themed around celestial objects. Whether your powers are themed around belts of asteroids, constellations, or something like the sun or the moon are up to you. All aspects of your physical person are enhanced, giving you incredible strength, speed and agility. In addition, you have a wealth of knowledge, from all the previous lifetimes of your Aspect- Giving you access to ancient, forgotten lore from ages long past.

You Are A Pirate (800 CP, Discount Bilgewater): Yarr! You're a mighty pirate! Your piracy skills lend you a way with ships, money, and men like none other. You're a fantastic navigator, able to steer a wooden galleon through whatever kind of storm the Bearded Lady could throw at you. You're a shrewd businessman and a fearsome negotiator, able to wring wealth out of a stone, and you're a mighty leader able to inspire loyalty (or fear) in the hearts of entire cities. Even the scurviest of sea dogs will not think of mutiny for a moment. And on top of that, you can hold your grog like none other. On top of that, you have the knowhow to get your men into all kinds of places, spreading your network of influence through entire nations.

Ascendant (800 CP, Discount Shurima): Through the power of Shurima's Sun Disc, You have gone beyond the realm of mortal men and become a demigod. As an Ascended being, you are ageless, sleepless, have no hunger or thirst, and have natural physical and magical capabilities well beyond those of mortal men. Your form is changed by Ascension, giving you a humanoid body with the head of an animal. Even you are not immortal, though, and you can still be killed through violence.

Necromancer (800 CP, Discount Shadow Isles): You hold command over the souls of the dead. You possess a dreadful magic that allows you to raise and command all manner of undead, infusing all those you touch with your magic with a sickly teal glow. Not only can you create mindless zombies and skeletons, you can also bring people into the wonderful world after death with their minds and personalities intact (though they may start to fixate and obsess on something like vengeance, or cruelty, or whatever). If someone is reluctant to accept your gifts, you can use your magic to attack as well. With time, you can even corrupt the land itself, creating undead plants that grow like live ones- An entire unliving ecosystem.

Void-Touched (800 CP, Discount Independent): You once visited Icathia, and you were graced with a glimpse into true nothingness. For normal men, this would be enough to drive one mad, but you saw the method behind the madness- Allowing you to wield the unfathomable power of the Void. Whether you use this to combat the alien creatures of the void or herald their coming into Valoran is up to you, but the benefits are the same either way. You can summon blades of nothingness to slice apart your foes, infect them with terrible visions and nightmares, and summon fell energy to render them silent and unable to use magic. You can even give someone an (unwilling) glance into the depths of the void, probably irreparably damaging their soul and driving them insane in the process, but foes with strong willpower can resist the call of the Void. Your void abilities are most effective against mages and Void creatures, but that's not to say they're not perfectly capable of tearing apart normal people, too.

Items:

Gold Pouch (25 CP): 1000 gold peices, enough to pay for room and board for a good while, at least long enough for you to start making actual money.

Total Biscuit of Rejuvenation (25 CP): Delicious and high in calories, these bread snacks were created and popularized by a scorned nobleman. These biscuits rejuvinate and invigorate the consumer, healing minor wounds and energizing the body and mind. By purchasing this, you receive a daily supply of them, with three appearing in your warehouse every sunrise. You can purchase this multiple times, to get more biscuits a day.

Pet Poros (50 CP): Ah, the Poro. A hardy Freljordian creature, small and rotund yet surprisingly quick, Poros resemble small, spherical goat-things with very large tongues that they like to stick out at people, whether in mockery or in jest. Universally beloved, Poros are irresistably cute and intensely lovable, making them the favorite pets of many. By purchasing this, not only will you receive 9 Poros that resemble small, fluffy versions of you and eight of your companions, you will start encountering regular poros everywhere you go, even in climes that ought not support these arctic creatures. Comes with a replenishable supply of Poro-Snax.

Sunglasses (50 CP): An extremely important accessory for the outdoors, these snazzy shades not only loog good, but they also protect your eyes from harsh sunlight and provide marginal protection against sun-based magic.

Refillable Potion (50 CP): This bottomless flask produces a refreshing blue-green elixir that heals wounds when imbibed. It holds enough to hold two drinks, and slowly refills over the course of the day, enough for a drink every 12 hours. Tastes like Kiwi and blueberry.

Recall Amulet (100 CP, Free Drop-in): This simple blue pendant is imbued with powerful teleportation magic. Whenever you want, you can invoke the power of this pendant to return to a set location- Such as a safehouse, a fortress, or a Fountain. So long as you remain undisturbed for a full eight seconds while the amulet powers up, you are teleported instantaneously past any and all barriers to the preset location. You can change the preset location by spending at least an hour attuning the amulet to your location of choice. If you are interrupted by taking damage during the eight seconds while the amulet readies itself, then the magic is lost and you will have to start over.

Doran's Shield (100 CP, Free Soldier): This simple wooden buckler was created by a young artificer, and was imbued with a small measure of resolve. Wearing this shield will very slowly heal wounds and slightly bolter your innate toughness against physical attacks.

Doran's Ring (100 CP, Free Scholar): This simple iron ring was created by a young artificer, and was imbued with a small measure of cunning. Wearing this ring will slowly regenerate magical energy, and when you strike a creature with your magic, you are able to steal a small amount of magical energy from them.

Doran's Blade (100 CP, Free Explorer): This simple steel short sword was created by a young artificer, and was imbued with a small measure of ferocity. Wearing this sword on your waist will heal your wounds whenever you wound another living creature.

Oracle's Extract (100 CP, Free Noble): This vial of glowing pink elixir, when imbibed, gives the drinker true sight for five minutes, allowing them to see through invisibility and illusion magic. The vial refills itself after 24 hours. Tastes like strawberries and cream.

Turrets (300 CP, Discount Drop-in): Stone fortifications imbued with very powerful magic, Turrets are towering stone statues that can obliterate nearly anything with their powerful magical blasts. Turrets come in two variations- Concentrated magic blasts that increase in power with consecutive uses, or a sustained, armor-piercing beam that shreds the protection of its enemies. These fortifications, once built, require no maintenance or power but their own and will attack anyone you deem an enemy, are resistant to physical and magial attack, and can see invisible foes. However, they cannot be repaired once damaged. In addition, Turrets have a very limited range (Around 10 meters) and cannot reliably target enemies outside of that range, and can only target one foe at a time, creating a vulnerability to swarms of expendable enemies. Turrets will prioritize those who harm you or your friends while you're within their area of influence. You may build up to 11 turrets at once- If you build another turret while you still have 11 operational turrets, then the oldest will drain of power and crumble harmlessly. You must supply the resources for creating the turret yourself (Namely, a large supply of stone to craft the statue, and a large gemstone or crystal to shoot the magic out of).

Elixir of Iron (300 CP, Discount Soldier): This stocky, sturdy flask houses a metallic gray elixir that, when imbibed, imbues the drinker with the strength of mountains for three minutes. Their skin hardens like iron, their size increases dramatically, and with every step they take, they leave a Path of Iron behind them that grants their allies faster movement. The flask refills itself after seven days. Tastes like drinking liquid steel.

Elixir of Sorcery (300 CP, Discount Scholar): This crystalline flask houses a sparkling blue elixir that, when imbibed, imbues the drinker with powerful magic for three minutes. A deep blue fog surrounds them, their eyes alight with blue flame, and their magic becomes capable of pericing almost any defense. The flask refills itself after seven days. Tastes like drinking distilled starlight and pure energy.

Elixir of Wrath (300 CP, Discount Explorer): This ominous, wrought-iron flask houses a pulsing red elixir that, when imbibed, imbues the drinker with a terrible ferocity for three minutes. A blood-red mist surrounds them, their eyes fill with an unquenchable bloodlust, and their muscles contort with inhuman strength for three minutes. When under the effect of the elixir, any physical wound the drinker inflicts on another being will heal their own wounds. The flask refills itself after seven days. Tastes like drinking reduced cinnamon

mixed with hellfire.

Creeps (300 CP, Discount Noble): For when you just don't want to do something yourself, you have these little guys. By using an amulet crafted out of a Nexus shard (it's supplied, don't worry), you can set up a small portal through which waves of minions come out. They're small, generally 2 feet tall, and individually they're not very strong at all. However, they come with the advantage of strength in numbers, and come in three vareities- Melee creeps come equipped with hammers and shields and are tougher than they look, Magic creeps come equipped with wands and are capable of doing more damage than melee creeps, and Seige creeps ride a cannon suited for blowing apart structures. Once you set up the portal, a wave of 7 creeps (3 Melee, 1 Seige, and 3 Ranged) will come through once every minute and a half, and will more or less march in a straight line attacking anything in their way until either they destroy an objective set by you, or their portal is destroyed. Creeps are ill-suited to complex tasks, but are reliable and expendable enough to acheive simple ones, given enough time.

Fountain (500 CP, Discount Drop-in): A large, round stone dais surrounded by running fresh water, the Fountain initially looks to be a normal, albeit well-crafted, peice of architecture, but the Fountain is a powerful magical item that is of great importance in League of Legends matches. Carved into the fountain's stone surface is five tombstones, and when a tombstone is engraved with the name of an individual, that individual enjoys a number of benefits when standing upon the Fountain. Their wounds are rapidly healed, magic flows into their body and replenishes any magical energy reserves, and they are relaxed and rested as if they had a good night's sleep. In addition, when paired with a Turret, the Turret gains immense power, incinerating anyone who dares step into the fountain without their name first being carved upon the dais. This fantastic peice of architecture is truly unique, in that you may only construct one at a time- Building another will cause the previous Fountain to dry up and become useless. Like turrets, you must supply the resources to create a Fountain yourself (A large, solid slab of stone at least 7.5 meters square and 1 meter thick to enchant, as well as two dozen litres of purified water).

Runic Blade (500 CP, Discount Soldier): One of the best weapons one could own, This massive sword is made of black Noxian steel and inscribed with magical runes. As tall and wide as a man, this mighty blade should be so heavy no normal human could lift it like a sword, no less swing it like one- But nonetheless, when you lift it, it feels like the weight of a normal sword. Not only does the blade's enchantment make it lighter for you, the blade is sharper and swifter than any other, and possesses an enchantment to keep it from ever dulling or breaking. It stores kinetic energy from your blows, unleashing blasts of magic from every impact. Even if the sword is somehow shattered, its magic will keep it together, the peices independently reassembling into the sword's form.

Hextech Notebook (500 CP, Discount Scholar): This thick, ornate book is a tome containing the reasearch of some of the world's leading minds in the field of Hextech. From

Heimerdinger's slick, efficient turrets to Ziggs' bombastic hexplosives to Rumble's ramshackle mech-suit, this book contains extensive notes on the magical theory and thaumatic construction behind many of the most famous hextech creations on Runeterra, up to and including Viktor's notes on the creation of the steam golem Blitzcrank. Learn what you will from these notes, just don't let anyone else know you have them- Most of these inventor-types guard their secrets jealously.

Shuriman Talisman (500 CP, Discount Explorer): An ancient amulet from the Shuriman desert, this talisman is a powerful magical artefact intended for Ascended - But somehow, you can use it just as well. With this, you can shoot blasts of energy, teleport short distances, or manifest a magical bow to shoot a magical shockwave that will travel over incredible distances. Fits neatly around your arm as a bracer.

Crown of Nobility (500 CP, Discount Noble): This gleaming, golden crown is a symbol of your nobility and leadership. This crown imparts its wearer with incredible charisma. The wearer will find incredible ease in assembling like-minded followers from all walks of life, to the point where if you really wanted to, you could become the monarch of a whole new nation with the people's support behind you.

Artifacts:

Artifacts are unique, legendary items of great power- Such that you may only hold six at once. You can purchase more than six if you like, but attempting to use more than six at one time may lead to spontaneous combustion (or simply the operational failure of extraneous artefacts). You may not purchase duplicates of the same Artifact, and Companions may not purchase an Artifact if you have already bought the same one.

You get **500 CP** to spend exclusively on artifacts. If you want to buy more artifacts, then you can spend your regular CP on them as well.

Abyssal Scepter (Discount Mage 200 CP): A weapon infused with the energy of the Void, this wicked staff has an ominous air that inspires dread in all who behold it. Crafted of the skull and spine of a wicked mage, this staff boosts the user's resistance to hostile magics, and reduces the magical resistance of nearby enemies in turn.

Ardent Censer (300 CP, Discount Support): This silver insence burner is blessed with powerful healing magic. When you light it, the Ardent Censer will release soothing smoke that empowers your healing magic. Not only is your healing magic stronger, but it empowers those you heal, giving them enhanced strength and speed and imbuing their attacks with trailing white smoke that damages their foes.

Athene's Unholy Grail (300 CP, Discount Support): This gold and silver goblet is blessed with unholy healing magic. When you use your magic to harm your enemies, the Grail will steal some of their lifeforce and slowly fill up with blood. When you use magic to heal an ally,

the grail will empty itself of blood and empower your healing with the lifeforce you've taken from your enemies, allowing you to combine offensive and defensive magic to great effect.

Banner of Command (200 CP, Discount Support): This red banner stands out across the battlefield, making you a great boon to your allies. When you wear this banner, just being near you will bolster your allies' morale and their resistance to offensive magic, and can even be used to breifly give an ally complete immunity to magical damage.

Banshee's Veil (300 CP, Discount Tank): This unassuming silver pendant of a cross is a great boon against offensive magic. Not only does it increase your resistance to magical damage, After fourty seconds of staying out of combat the pendant will surround its wearer in a ghostly veil, granting them complete immunity to one spell before it dissapates.

The Black Cleaver (300 CP, Discount Fighter): This ominous black greataxe is a Noxian treasure, and has passed hands from general to general many times across the years. In addition to being a mighty blade, the Black cleaver tears through armor as if it were flesh, surprising all those unfortunate enough to fall victim to it.

Blade of the Ruined King (300 CP, Discount Marksman): This longsword is the accursed blade of the king of the Shadow Isles. Once a holy blade, this sword is now held in the grip of a corrupted magic that steals the lifeforce of its victims and gives it to the user, slowing their movements and quickening the wielder's as well as healing their wounds.

The Bloodthirster (300 CP, Discount Marksman): A serrated blade that thirsts eternally for blood, this dangerous weapon instills its wielder with a similar thirst for carnage. Simply having this weapon on your person will heal your wounds whenever you physically wound another living being. If you have no wounds to heal, then instead a translucent, blood-red shield will coalesce around you that absorbs damage. However, this shield dissapates soon after you leave combat.

Boots of Swiftness (200 CP, Discount Support): These silvery, winged boots offer their wearer incredible speed on foot, boosting their running speed by 50%. Unlike other artifacts, the Boots of Swiftness are not unique and can be purchased multiple times for your companions to wear. Obviously, you cannot wear more than one pair of boots (unless you actually have 4 feet, but even then the bonus won't stack).

Dead Man's Plate (300 CP, Discount Tank): This simple shoulderplate used to belong to an unknown bilgewater pirate, before it was pried off his corpse- And surprisingly, it's a potent magical artifact. When the wearer runs in one direction, the Dead Man's Plate will build momentum, empowering its wearer to run faster. Any physical attack executed by the wearer will expend all this momentum, stopping the wearer dead in their tracks in exchange for transfering the kinetic energy of the wearer into their weapon, oftentimes

dealing a blow vicious enough to slice a man in two.

Death's Dance (300 CP, Discount Fighter): This red-and gold scimitar holds a powerful enchantment. When its weilder suffers a wound, the wound does not appear instantaneously. Over the course of a few moments, the wound will slowly appear upon their body, along with all the pain that entails. Originally conveived as a torture instrument, this treasure would be used by Berserkers for many generations to rage through a battle without feeling their wounds until the battle is already over.

Duskblade of Draktharr (400 CP, Discount Assassin): One of the deadliest blades in the history of Noxus, this deadly weapon does not show its true colors until it is too late. While the Duskblade is a very sharp sword on its own, it possesses a lethal enchantment - when it cuts a foe, a six-pointed mark will appear on the skin of the victim around the cut. This mark will pulse painfully for three seconds and then explode in a shower of blood, blowing apart the flesh of the victim and dealing horrific damage. Once the blade leaves a mark, however, it cannot leave another one for another three hours.

Essence Reaver (200 CP, Discount Marksman): This ornate silver rod comes attached to a chain. At first, it seems like nothing special, but when its bearer enters combat, the rod erupts with spectral energy, turning the rod into a scythe on a chain. When the wielder strike a foe with the spectral scythe, the Essence Reaver reaps some of their magical energy and gives it to the user.

Face of the Mountain (200 CP, Discount Support): This ornate bracer fits neatly onto any bearer's arm, and acts as a sturdy shield. By shouting the name of Targon and pointing at an ally, once a minute the bearer can surround their ally in a powerful shield that will absorb incoming damage before exploding, damaging enemies and slowing their movements.

Frost Queen's Claim (200 CP, Discount Support): This blackened True Ice dagger is haunted with the spirits of the iceborn whose lives it claimed. Once per 90 seconds, the wielder can invoke their spirits, and two icy ghosts will fly out and seek out the wielder's enemies. If the ghosts can find their enemies within a few seconds, they will inflict them with an icy cold that slows their foes' movements.

Frozen Heart (300 CP, Discount Tank): This crystal of True Ice is wrapped in an icy, angelic embrace. When pressed against armor or clothing, the Frozen Heart affixes itself and covers the garment in a layer of icy armor. This icy armor is very durable, regenerating any damage dealt to it, and its incredible cold slows the movements of nearby enemies. The cold will not harm the wearer, however. Pulling off the Frozen Heart will cause the armor to dissapate.

Frozen Mallet (300 CP, Discount Fighter): This great steel hammer is imbued with powerful frost magic. Whenever you hit someone with this hammer, incredible cold will spread from

the point of impact, burning their skin and slowing their movements. Enough blows could eventually freeze a victim solid, shattering their limbs entirely.

Guardian Angel (400 CP, Discount Marksman): This glorious suit of golden mail possesses a pair of angelic wings, and is wreathed in a warm, comforting light. The armor on its own is effective at warding off spells and swords alike, but when the wearer of this suit of armor is about to take a lethal blow, the armor's magic will protect them- Suspending them in heavenly light on the edge of life and death for four seconds. After exiting stasis they will be brought back, albeit worse for wear- The wearer will come back at only a third of their maximum vitality, and the Guardian Angel will not be able to protect them again for five days and five nights.

Guinsoo's Rageblade (400 CP, Discount Fighter): This jagged blade is imbued with the fury of a legendary berserker. When you wield this sword, striking an opponent will imbue you with enhanced strength, speed, and magical might. Successive blows will further increse your speed and power until you unleash Guinsoo's Rage after eight strikes, giving you a spectral copy of yourself that imitates your attacks, applying your weapon's magical effects twice over.

Hextech Gunblade (400 CP, Discount Assassin): This hextech revolver is affixed with a large blade on the barrel, and holds a powerful electric enchantment. When the trigger is pulled, instead of firing a bullet the Gunblade fires bolts of lightning, damaging foes and slowing them. In addition, the Hextech gunblade will heal the user for 15% of all the damage they deal, whether magical or physical.

Iceborn Gauntlet (300 CP, Discount Tank): The fabled Frozen Fist, this gauntlet of True Ice is surprisingly comfortable when worn. When the wearer uses magic, the Gauntlet absorbs some of the ambient energy and becomes charged with icy magic, lending the wearer's next physical attack an icy power that freezes an area of land around them to slow opponents.

Infinity Edge (400 CP, Discount Fighter): In the Shuriman desert, fables tell of a mystical pool of shimmering water. Any blade dipped in this pool will become sharper and strike truer than any other sword. The Infinity Edge was already a runic blade of the highest quality before its transformation, and now it is the deadliest sword in the world. Any who bear this massive blade will find that it can cut through all but the densest material, often cleaving men cleanly in two, and some swear that it has a mind of its own, steering its wielder to strike at vital organs.

Liandry's Torment (300 CP, Discount Mage): This unsettling porcelain mask carries a powerful, hateful magic with it that punishes those who would claim strength. When worn, this mask imbues the wearer's magic with spiteful fire that burns fiercer the hardier its victim. The tougher your target is, the more it'll hurt- but when the victim is physically hampered, such as by injury, poison, or disease, then the fire will burn even hotter, igniting

the vicitim's blood and condemning them to a slow, agonizing death. Don't worry about the black tears that flow out of the mask when this happens. They're probably just for show.

Lich Bane (300 CP, Discount Mage): This pair of daggers were used by an undead hunter to destroy countless liches. When the wielder uses magic, these daggers become charged with powerful magic, and once they strike a foe they unleash a powerful blast of magic capable of disintegrating bones.

Lord Dominik's Regards (400 CP, Discount Marksman): This crimson crossbow brings new meaning to the phrase "The bigger you are, the harder you fall." Bolts fired from this crossbow have a unique property of harming those physically larger than the wielder- If the difference is only a foot or so, the effect is negligible, but as the target gets larger and larger, this crossbow lives up to its other name of Giant Slayer, summoning forth huge gouts of blood and tearing through entire limbs with each shot.

Luden's Echo (300 CP, Discount Mage): This violet, metallic staff hums with a faint resonance, whispering the sounds of battles long past. Over time, this staff absorbs sonic energy from its surroundings, and once its user invokes a spell, Luden's Echo uses part of that magic to summon forth a blast of sonic energy to smite its foes.

Maw of Malmortimus (300, Discount Fighter): This serrated blade was used by a hero who fought the creatures of the Void, and after being bathed in the blood of so many Void creatures, the sword has gained antimagic properties. Even just wearing this sword on one's waist will passively increase resistance to hostile magic, and when the user's life is in danger, the sword will summon forth a barrier of anti-magic energy that will block all magical attacks for just a few seconds.

Mejai's Soulstealer (400 CP, Discount Mage): The ultimate Do or Die artifact, this unassuming tome can be a weapon of unimaginable power. Unremarkable on its own, this tome will tear out the souls of the wielder's victims, granting more and more magical might, until the wielder reaches 25 souls- At which point, Mejai's Soulstealer becomes the most potent magical artifact on Runeterra, lending such potency to the wielder's magic that they can obliterate whole squadrons of lesser men with a single spell. Still, this comes with a price, and should the bearer of this book ever suffer defeat, Mejai's Soulstealer will lose its grip on the souls that give it power and revert back into a normal book until the wielder can restore their glory.

Mercurial Scimitar (400 CP, Discount Marksman): This wicked scimitar is made of a curious, flowing metal that swirls around within the blade. Once every few minutes, the wielder of the scimitar can invoke its power, allowing them to slip any bonds, shrug off any effects that slow or incapacitate them, and granting them a burst of speed with which to destroy any foes who think they've caught the wielder off-guard.

Mikael's Crucible (300 CP, Discount Support): This golden, handheld crucible is less a container for molten metal than it is a conduit for healing magic. Not only does it boost the power of the holder's healing magic, it will boost the natural regeneration of its wielder, and when the crucible is opened, the wielder can cleanse one of their allies of any effect that slows, entangles, or imprisons them. After that, the Crucible needs 3 minutes to refill before it can be used in that manner again.

Morellonomicon (300 CP, Discount Mage): This vile tome is an artifact from a dark and brutal age. When kept on one's person, this tome reaps the souls of fallen nearby enemies to power the user, converting lives into magical energy. In addition, this tome imbues the user's magic with a necrotic energy that couses wounds to fester, reducing the effectiveness of healing magic and natural regeneration.

Mortal Reminder (300 CP, Discount Marksman): This ebony bow holds a vicious enchantment that ensures the impending doom of its victims. Any arrow loosed from this bow will burrow into its target's flesh, tearing through veins and preventing the healing of the wound through natural regeneration or healing magic.

Muramana (300 CP, Discount Marksman): The edge of this silvery longsword drips with pure, magical energy. This sword infuses your physical attacks with the power of one's untapped magic reserves, turning the innate magical energy in all living things into pure attack power. The greater the wielder's capacity for magical energy, the more energy this blade will use- and the more damage it will inflict on any unfortunate victim.

Nashor's Tooth (300 CP, Discount Mage): This gleaming white ivory dagger pulses with an otherworldly energy. Carved from a tooth of The Baron of the River, this weapon uses magical power in addition to strength. Whenever its wielder lands a blow with this dagger, a bright pulse of magic will course through the wound, turning even mere scratches into deep gashes that rend flesh like the teeth of a terrible beast.

Ohmwrecker (300 CP, Discount Support): This ornate staff is tipped with a gleaming crystal, fashioned from a shattered Nexus. The Ohmwrecker possesses powerful disruptive magic, and can be used to very briefly rend magical enchantments inert. For three seconds, all magical equipment on your opponent will fail, and this can even be used against magical fortifications like Turrets. This effect can requires two minutes to recharge once it's used.

Phantom Dancer (300 CP, Discount Assassin): These wickedly sharp knives possess a ghostly quality to them, seeming as if they're from a dream. When used as a pair, these knives lend their ethereal nature to their wielder, allowing them to pass through other living beings just as easily as air. The knives themselves possess no physical edge and instead cut the soul, allowing them to pass through armor entirely.

Rabadon's Deathcap (400 CP, Discount Mage): This violet witch cap seems to glow with a

malevolent power. When worn, this hat lives up to its name by bolstering its wearer's magic power immensely. Any offensive or destructive magic used by the wielder benefits from a 150% increase in power, turning fireball spells into deadly conflagrations that consume entire armies, or ice spells into swirling storms that freeze men solid before they shatter into nothing. It's almost worth enduring the evil thoughts it whispers into the user's mind...

Randuin's Omen (300 CP, Discount Tank): This massive, towering Demacian shield is infused with a crystal of True Ice taken from the Freljord. When the bearer of this shield blocks an attack, Randuin's Omen sends a shock of icy cold back through the weapon and into the assailant, freezing their joints and making further attacks more difficult. The wearer of this shield can also elect to expend its icy magic all at once, creating a shockwave of cold to slow their opponents. After this, the shield requires a minute to recharge.

Rapid Firecannon (300 CP, Discount Marksman): This weapon is a prime example of Bandle City engineering: Fast, efficient, and entirely oversized for its intended wielders. A cross between a pistol and a chaingun, as this gun builds up momentum, its maximum range increases and its bullets become charged with electrical energy.

Ravenous Hydra (300 CP, Discount Fighter): This massive, double-headed axe is a vicious, sweeping weapon. When the Ravenous Hydra strikes a foe, it will create a shockwave from the point of impact that spreads out in a circle, damaging foes around the target. In addition, the Ravenous Hydra absorbs the blood of its victims- Both those directly struck and those struck by the shockwave- And uses it to heal its weilder.

Righteous Glory (300 CP, Discount Tank): This golden, winged helm is a symbol of Demacia's might on the battlefield. Not only is it a protective peice of headwear, it uses the ambient magic of the wearer to restore their wounds, and by shouting a battlecry, the Righteous Glory will imbue its wearer with incredible speed for 3 seconds, so long as they advance towards their enemy. After the 3 seconds is up, the speed granted by the Righteous Glory will instead turn into a shockwave that slows nearby enemies. After that, the helm's magic needs an hour and a half to recharge.

Rod of Ages (400 CP, Discount Mage): A companion for all time, The Rod of Ages is an extremely potent magical artifact that is sought after by wizards around the world. A white wooden pole topped with the spines of some void creature and a purple crystal, The Rod of Ages will boost the potency of its weilder's magic, ward off disease and mental illness, and make the wielder tougher in general. While this effect is only moderate for the first year of ownership, the longer you keep the Rod of Ages on your person, the greater its effect grows. Although its power seems to grow indefinitely, its seems to plateau and develop slower after ten years, and will reset every time you enter a new jump.

Ruby Sightstone (200 CP, Discount Support): This glittering gemstone has a lifelike eye carved into its surface that seems to glimmer with intelligence. By holding this gem up and

willing it, the Ruby Gemstone will place a ward within 5 meters of your person. Wards are invisible artifices, typically a green gemstone upon a winged pedastal, but can look like anything the wielder desires- From a poro wearing a tophat sitting in a comfy chair, to a robotic drone hovering in place, to a sign bearing the wielder's personal insignia. Wards will grant the wielder sight of the surrounding area for two and half minutes, but can be easily destroyed if their invisibility is dispelled. The ruby Sightstone can hold up to 4 wards at once, and recharges at a rate of 1 per three minutes.

Runaan's Hurricane (300 CP, Discount Marksman): This scarlet bow is imbued with the fury of the winds. When an arrow is nocked in this bow, two yellow spectral arrows appear beside it, perfectly mirroring the original arrow. Once loosed, the arrows will all fly towards different targets, and while the spectral arrows are only a quarter of the strength of the real one, they will also replicate any enchantments or magical effects from the user's other weapons.

Rylai's Crystal Scepter (300 CP, Discount Mage): This enchanted staff was once used by a beautiful maiden in another world to defend an ancient, radiant being. Now, it is charged with potent ice magic, imbuing its wielders spells with piercing cold that slows its targets. Yes, even fire magic.

Seraph's Embrace (300 CP, Discount Mage): This winged staff is infused with benevolent magic. It gives its bearer a great reserve of magical energy to draw upon, and in turn increases the potency of their magic by allowing them to burn more energy on it. The staff can also be invoked to create a magical shield around its user or an ally within 5 meters, protecting them from harm. This shield can only be summoned once every 2 minutes.

Spirit Visage (300 CP, Discount Tank): This darkened suit of leather armor pulses with an energy that suggests it's almost alive. Not only does this armor protect against harmful magic, it greatly increases the potency of the wearer's natural healing, and will increase all other healing effects by 25%- Whether it be supernatural regeneration, life-stealing enchantments, or plain and simple healing magic.

Statikk Shiv (300 CP, Discount Assassin): This silver dagger is wrapped in wire, and is abuzz with electric energy. Just by absorbing the static electricity from its wielder moving around this dagger builds up a static charge. Once its wielder attacks with the dagger, it unleashes all of its charge, creating a lightning bolt that arcs across the battlefield, harming all in its way.

Sterak's Gage (300 CP, Discount Fighter): These blackened steel gauntlets pulse with a slumbering rage. When the wearer of these gauntlets suffers a greivous wound, the rage sleeping in these gauntlets awakens, transforming them- They become a huge, towering avatar of themselves with incredible durability and increased strength for eight seconds. After Sterak's Fury awakens, it must rest for an hour before awakening again.

Sunfire Cape (300 CP, Discount Fighter): This gleaming steel breastplate from the Shuriman Desert gets its name from wreath of flames that surrounds its wearer. Although the wearer is unharmed by these flames, the incredible heat will surely scorch any who dare engage the wearer in combat.

Talisman of Ascension (200 CP, Discount Support): This gleaming, golden disc created in the image of the Shuriman Sun Disc holds a powerful defensive enchantment. When the wearer is bathed in sunlight, they will feel hardier, they will be able to shrug off blows easier, and their body will naturally heal wounds faster. Holding the Talisman up to the sun will grant the bearer and their allies a burst of incredible speed- if only for a short time. The Talisman can be invoked in this way once an hour.

Thornmail (300 CP, Discount Tank): This suit of gleaming, polished bronze scale mail is a legendary suit of armor, hampering your foes with its grace. This armor possesses a powerful magic that harms all those who harm its wearer - Those who inflict physical injury upon the wearer of the Thornmail feel the pain of the injury as if it were their own. There are tales of entire battles won by a single knight wearing the Thornmail, completely unarmed, allowing all his foes to defeat themselves by breaking their weapons upon his armor.

Titanic Hydra (300 CP, Discount Fighter): This heavy, pointed axe is a powerful, crushing weapon. When the Titanic Hydra strikes a foe, it will create a shockwave from the point of impact that spreads out in a cone, damaging foes behind the target. The Titanic's blows become more vicious the more lifeforce the wielder holds, the power of its blows increasing with the lifeblood of its wielder.

Trinity Force (300 CP, Discount Fighter): The Trinity Force is a legendary, shapeshifting weapon that can assume three forms- A mighty hammer, an elegant longsword, and a deadly pair of daggers. An incredibly versatile weapon, just having this thing on your person makes you slightly better at all aspects of combat. On top of that, whenever you cast a spell, the Trinity Force becomes charged with energy, making your next attack with it do tons of damage.

Void Staff (300 CP, Discount Mage): This plain wooden pole inset with blue crystals may seem innocuous, but it's infused with the insidious energy of the Void. This weapon lends the piercing nothingness of the void to its weilder's magic, allowing them to tear through magical defenses as if they were nothing.

Warmog's Armor (300 CP, Discount Tank): This breastplate is woven out of living wood, and imbued with powerful, life-giving magic. When worn, this armor grants its wearer immunity to disease, incredible toughness, and powerful natural regeneration when out of combat. All the myriad wounds you sustain in a fight will mend before your eyes, along with any

damaged clothing or armor you're wearing.

Wit's End (300 CP, Discount Fighter): This curious cobalt-blue scimitar has a strange quality about it. When one strikes with this scimitar, they "steal" some of the magic resistance from their target- decreasing their enemy's defense against magical attacks, and increasing the wielder's own.

Youmuu's Ghostblade (300 CP, Discount Assassin): An ionian blade made famous by a half-ghost swordswoman, this blade sings as it slices through the air. By making a symbolic act of cutting the wielder's hesitation, this blade temporarily grants its user incredible speed, allowing them to run short distances and attack in the blink of an eye... in addition to surrounding them in swirling cherry petals, which are only there to look cool.

Zeke's Harbinger (300 CP, Discount Support): This shattered amulet may look like a peice of junk at first glance, but when the two halves of this artifact are close to one another, they begin to generate an electric charge. By giving the other half of this amulet to a friend, the two halves will generate a magical charge for as long as you fight and remain close to one another. When the charge reaches its maximum, it will flow into you and your ally, empowering you both, granting you increased magical potency and incredible prescision.

Zhonya's Hourglass (300 CP, Discount Mage): This unassuming hourglass is an extremely potent magical artifact, capable of halting the implacable march of time for just a few precious moments. When flipped, this hourglass freezes its user in golden light for exactly two and a half seconds, rendering them completely invulnerable- And completely still, unable to act. The hourglass then needs a minute to run its course before it can be flipped again.

Zz'rot Portal (300 CP, Discount Tank): This large, roughly-cut onyx gem gleams with a violet light from within. Just keeping this gem upon one's person increases their physical and magical resistance to attack, and by unleashing the gem's power, one can create a small, controlled portal to the Void. Minor voidspawn will leap out of the Void Gate every four seconds, some imbued with a fraction of your own lifeforce, and will march in a singular direction and dive into structures, causing damage. You can direct them as to what structures you wish for them to destroy and which of them to leave alone, but the Voidspawn are generally ill-suited to complex orders. The Void Gate lasts for two and a half minutes or until destroyed, and you can open a new void gate as soon as the previous one closes.

Companions:

Helmet Bro (Free): Shortly after your arrival into this world, you will happen upon this unfortunate soul- Marrak Helmen, otherwise known as Helmet Bro, is a completely normal human soldier of indeterminate origin who constantly gets himself way, way over his head.

He's been examined by Vel'koz, crushed by Malphite, stomped on by Sion, eaten by Kog'maw, gutted by Talon, turned to stone by Casseopeia, hunted by the Kindred... Chances are, he's met any given Champion from the League and got summarily wrecked by them. However, the strange thing is that he consistently survives these absurdly lethal encounters. If you wish, you may take him on your journey, if only to see what else could possibly befall this poor man.

Match-made Companion (200 CP): The League of Legends is host to a wide vareity of very interesting people - all of whom could make an excellent companion for your journey. You may choose any Champion from the League, and by taking this you are garunteed to meet them on friendly terms, and if you can convince them to leave Runeterra with you then they will become a companion. These companions get 400 CP to spend exclusively on Artifacts. Refer to the Companion supplement for pricing. The 200 cp cost is waived if you choose a champion from your background.

Pre-made Team (200 CP): If you'd rather bring some old friends with you than meet new ones, then that's fine, too. You can import up to four companions, giving each of them a free background, a primary and secondary role, and 600 CP to buy their origin, race, perks, and items with, as well as 400 CP to spend exclusively on Artifacts. Companions cannot buy other companions or take Drawbacks, for obvious reasons. This can be taken multiple times to import up to four more companions with each purchase, following the same rules.

Elemental Dragon Hatchling (200 CP): You have a pet dragon hatchling. Whether he's of the Infernal, Mountain, Cloud, or Ocean Drake vareity, you've made a powerful pal - Even as a baby, these guys are capable of pumping out enough firepower to be considered a weapon on their own (albiet one that requires strict supervision). When he grows up, your pet dragon will become a mighty drake. Your drake friend will also give a blessing depending on his type- Infernal drakes will empower your physical and magical strength, Mountain drakes will make it easier to destroy inanimate objects, Cloud Drakes will let you move faster, and Ocean drakes will slowly heal your wounds.

Star Dragon Hatchling (400 CP): Somehow, you've got your mitts on the egg of an almighty Star Dragon, a creature capable of creating stars with barely a thought. Unfathomably powerful, There is only one Star Dragon known to exist, and he's existed since the universe began. And you've got an egg for one. In time, this hatchling will grow into a deific being capable of creating entire galaxies- The rub, though, is that the time it'll take for your hatchling to grow up is roughly a hundred trillion years, and that time cannot be shortened through breeding, gene-manipulation, or time-manipulation. The sad news is, you're probably not going to have a pet deity until you no longer really need one, but in the meantime he's gonna make a really, really cool little dragon buddy.

Drawbacks:

You may only take two Drawbacks.

Skin Boost (+0 CP): Things feeling a bit too serious for you? Then lighten things up a bit! By activating the Skin Boost, you give every champion access to their alternate skins - Essentially, they wear their skins like outfits, even if they're completely different identities. In addition, things will get a little sillier around the Institute of War. League matches are more like a sport than they are a serious, life-and-death battle for national supremacy, everyone is more or less friendly with each other (with a few notable exceptions), there are pool parties every summer, and for some reason, Riven is dating Zac. However, any other Drawback you take with this one only gives half as much CP, due to the decrease in danger.

New Lore (+0 CP): The League of Legends? What's that? Some sort of intermediary council to prevent war on an all-out scale? Well, that sounds like a great idea, but sadly no such League exists to prevent the horrors of war, the constant Harrowings of the Shadow Isles, or the conflict that plagues Runeterra. You will have to wander Valoran yourself, without the protection of any Institute of War, and conflict will have to be solved the old-fashioned way. In addition, things seem a bit more gritty and serious, with death having serious weight and consequences. Due to the increase in danger, any drawback you take with this one will increase the CP you receive by 50%.

DEMACIA! (+100 CP): It's all well and good to have a healthy pride in your homeland, but some people take it a bit too far- And you're now one of those people. Not only can you barely go three sentences without mentioning your homeland in some way, you cannot resist the urge shout the name of your home as a battlecry, making stealth... difficult. You also have a bit of a jingoistic view of things, ignoring the bad parts of your homeland and looking down on people of other nationality.

Pizza Feet (+100 CP): Not everyone is made equal. Some people are just naturally better-looking than others, but you, uh... You look especially weird. And angular. And jagged... It's like you're a low-poly 3D model from a videogame. Your fingers are all fused together into a big mitten, your feet are triangular for some reason, and you're just all-around ugly. Even the clothing you wear takes on this appearance. Expect to be inconvenienced and mocked for your deformity on a regular basis.

ok (+100 CP): You don't talk much. In fact, you barely talk at all- When you do talk, it's in brief, one-word sentences. Your extreme concision in speaking makes communication difficult and frustrating for your teammates, and your lack of communication skills leads to a lot of trouble you could have avoided if you knew how to actually talk.

Passive Global Taunt (+200 CP): There are some people you just can't please. Unfortunately for you, that somebody is everyone. For no particular reason, everybody hates you. Not really enough to try to kill you, mind, just... Nobody likes you. You're constantly mocked and belittled, regarded as annoying or irksome, and even your allies express nothing but vitriol for you, no matter how nice you are. Even on the Fields of Justice, your enemies will

go out of their way just to ruin your day- And your allies will do nothing to stop them.

Tilted (+200 CP): A battle in the Fields of Justice is something that requires patience, strategy, and a cool head. Descisions made by emotion have no place here, because letting rage rule your actions is a good way to get yourself killed. Too bad that's what you do, all the time. It doesn't take you much to set you off, and you fly into a rage much easier than you would otherwise. On top of getting yourself in trouble more often than is healthy, you frequently throw childish tantrums - aiding your enemies on purpose just to spite your unhelpful allies or refusing to participate althogether while your teammates get their skulls caved in. This probably won't win you many friends.

I'm Helping (+200 CP): You are exceptionally bad at teamwork. Trying to work together with other people invariably results in you screwing everything up- Either trapping your allies with a powerful enemy, or inadvertently allowing a weakened foe to escape from an ally's deathblow- Whether through incompetence or sheer bad luck, your involvement in a fight often means more trouble for your allies than anything. Even outside of combat, your involvement in an endeavor usually means more work for your friends than if you weren't involved at all, but it's better than having to clean up all your mistakes yourself...

But Graves Can't Have A Cigar (+300 CP): You're being watched by a mysterious and infinitely powerful entity. This entity, however, has no interest in what you do- So long as it's family-friendly. Through the duration of this jump, you are expressly forbidden from engaging in sex, drugs, alcohol, tobacco, gambling, profanity, torture, or violence. You can still fight in the League or to defend yourself, but you have to keep it "clean"- no gore, no mutilation, nothing. Attempting to break any of these rules, even accidentally, results in very painfully being rendered unconcious for at least five hours depending on the severity of your offense.

Better Nerf The Jumper (+300 CP): Well, this isn't right. Some kind of governing entity in this universe has decided that you are simply too powerful. Oh, they didn't take your powers away, no- You still have them, but none of them work like they're supposed to. Your invisibility spell doesn't last as long, your wounds don't regenerate as quickly, your super-strength isn't as super anymore... Even using a sword is harder, as if simply being in your hands dulls the blade. This effect is irreversible, and if you somehow manage to find some way to find anything close to your old level of power, then the dampener will come down on you harder than ever. Even fights against what used to be a trivial foe will now become struggles of life and death.

Elo Hell (+300 CP): You have the worst luck when it comes to teammates. No matter who you team up with, they're incredibly incompetent at working together- It's actually kind of impressive, really. They completely lack communication skills, throw themselves into impossible fights, and then proceed to blame *you* for their failures, especially if you could not have possibly done anything to help them. Even completely reasonable and competent

people will somehow turn into blithering idiots the moment you try to work on a team with them. Not only does this apply to combat, but it also applies to other things like politics and business- I hope you like having no friends, because friends are only ever going to mean trouble for you.

Doomsday Drawbacks:

Runeterra has a lot of problems. A lot of really, really big and doom-y problems- The good news being that most of them are just in the nebulous future of "soon". None of these various Apocalypses are gonna happen while you stay here- Unless you take a Doomsday Drawback.

Due to the scope and danger of these drawbacks, you may only take one. If you really want to, you can take one of these with a regular drawback as well, if you feel like killing yourself for some reason. However, you cannot take any of these Doomsday Drawbacks if you took Skin Boost or New Lore.

Heavy and Metal (+600 CP): For years now, the Shadow Isles have sat in their sluggish, barren patch of ocean - shrouded in that inky, deathly fog. Though the rumors spread that their great, metallic king would eventually go to war with the rest of Valoran, nothing ever came besides the Harrowing. However, your entry into this land has heralded the end. Lord Mordekaiser and all the warriors and endless legions of the dead now make for the shores of Valoran, for his conquest begins now. Your entry has siphoned the boundless energies of the realms beyond, gifting the already powerful monarch and his lieutenants with unshackled power capable of meeting you head-on as an equal - And if you cannot stop Mordekaiser's rampage before he amasses too many souls, then your battle will truly become hopeless.

Oblivion Awaits (+600 CP): The ancient city of Icathia has long been considered a myth, a legend- A tale to frighten children, of a place of cyclopean horror and secrets beyond mortal comprehension buried beneath the sands of the desert. Only two souls have ever found this terrible place and came out alive. The first to see Icathia's secrets came back with a dire warning, but was unheeded - and now, The Prophet of the Void has made his twisted dreams a reality. The barrier between Runeterra and The Void has been shattered- Void creatures pour in from rifts across the world, gating in at random, devouring entire forests, mountains, and cities to become more numerous and more powerful. Closing these rifts is but staving off the inevitable. In order to end this madness, you will have to find the lost, ancient city of Icathia yourself and defeat Malzahar and his assembled army of Void Creatures, including the likes of Cho'Gath, Kha'zix, and Kog'maw- But beware, for the infinite power of The Void has made these already terrifying foes even more fearsome.

The Future is Cold (+600 CP): A long, long time ago, the Freljord was ruled by eldritch entities called the Frozen Watchers. These Watchers created the Iceborn, who in turn created monuments in their honor- Until the Iceborn became tired of the Watchers' rule. The Watchers were thrown into the Howling Abyss, nover to return- Or so it was thought.

Lissandra, the Ice Witch, has revived the Frozen Watchers, and now seeks to extend their rule over all of Runeterra. An ace of ice has come over all of Valoran, an unrelenting winter that threatens the lives of every living being in this world. Even you will have trouble enduring this cold that pierces to the very soul, Jumper- and to stop it, you will have to defeat the revived Watchers, with all of their impossible, alien power that defies comprehension.

The Third Rune War (+600 CP): Runeterra, as the name might imply, is a planet that is very heavily steeped in magic, and magic is a somewhat volatile thing that doesn't react well to being used to blow things up constantly. That's why the Second Rune War was called off- Because it nearly blew up the planet. The uneasy peace that has followed has more been a cold war than anything, but at least it's better than the planet getting destroyed, right? Well, too bad, because against all logic every single nation in Valoran has decided now would be a great time to engage in all-out war, mighty sorceries of destruction included. Conflict rages across every mile of the continent, and if you don't put a stop to all of the fighting and soon, then you won't have much of a planet left to stand on anymore.

All The Lights In The Sky (+600 CP): It should be obvious to anyone with half a brain that you don't actually belong in this world- That you've been brute-forced in, that you're an outsider given a place and a past in a universe that isn't yours. This blatant disregard for the rules of reality usually doesn't have consequences, because nobody ever realizes that you don't really belong unless you go out of your way to make it obvious- But this time, you've been seen. The great, heavenly empire of Targon has observed your entry into this world, and has decided you do not belong- Meaning, of course, that you are to be removed by force. Lethal force. Not only are the various aspects of Targon after your head, the Targonians possess the power to control unknowable and terrible beasts from beyond the stars, dogging your every step with their omniscient gaze. Their power is so great, they even weild the might of Aurelion Sol, the Star Forger - So, good luck dealing with the deific, unkillable Star Dragon they've sent to turn you into dust.

Join the Glorious Evolution (+600 CP): Metal is perfection. Adapt, or be removed. The Flesh is weak. These are the new tenets of our robot overlord, Viktor- Who has created a mighty Battlecast army and set himself to making the world perfect, one roboticized soldier at a time. As the Machine Herald's army grows ever larger, absorbing the ranks of its fallen foes, it falls to you to stop the unending tide of steel. In addition, Viktor has somehow gotten his hands on a copy of every single peice of technology you own (even those that are part of yourself) and reverse-engineered all of it, augmenting his army with the best technology any world has to offer. And to top it all off, he seems to want you in particular to join his army. Forcibly, of course.

Solo Queue (+1000 CP): If you've read this far and haven't already decided to skip to the end because all of these drawbacks are terrifying and probably suicidal, then it probably happens that you're looking for a challenge. The ultimate drawback, something that can

truly test your limits. Well, if one apocalypse just isn't enough for you, then how about all 6 at once? In essence, every single Doomsday Drawback is now in effect. Mordekaiser has raised an unstoppable undead army, Malzahar is scourging the world with void creatures, Lissandra is covering the world in ice, Everyone is fighting each other, Targon's got you on the hit list, and Viktor's running around turning everyone into robots, all at once. In addition, these drawbacks will soon start interacting in new, exciting, and terrifying ways. Ever see cybernetically-enhanced voidling zombies? Well, you're gonna see quite a few of those. Forget about solving all these problems- Just living through the myriad armageddons is going to be the roughest ten years of your jumping career (assuming you even make it that long).

Ending:

Go Home - Packing up your stuff and heading home is always an option if you're tired of all the adventure. Ceaseless conflict is rarely good for anyone's psyche, really.

Stay Here - For all the problems Runeterra has, there's a certain romanticism about it- The swords and sorcery, the way that everyone here seems larger than life. There's certainly worse ways to spend your days than fighting at the Institute of War.

Move On - This is just one stone in the road, and there's surely a long one ahead of you. Keep your wits about you, jumper, and godspeed.

Notes:

- Trying to crossbreed anything with Star Dragon DNA means it's going to be stuck in a baby form for a very, very, *very* long time. A longer time than you have. This includes yourself. Don't get any smart ideas.