"This Genie is not going to give you three wishes…"

Yikes! Don't surprise me like that! Sheesh, you're going to give this old man a heart attack. We were just surveying this world when you came in…and it really isn't in good shape. You're planning to head on in? Well…let me give you this before you go.

+1000 CP

Oh, before I forget, I should probably also give you what little data we've collected from here so far, shouldn't I? It seems that prior to our arrival, a mystical being called the Dark Genie was conjured forth by a group of humans…except the Genie proceeded to lay waste to the world – leaving behind the barren lands you see around you.

Well, not completely barren. There seem to be very minute pockets of life still around…not to mention all of the dungeons that have sprung up. So at least you won't be entirely alone during your time here. There is also apparently a young man by the name of…Toan, who is looking to restore the world.

Maybe you might consider helping him? The Genie certainly isn't going to be your friend – and if you help this kid out, he'll be able to restore the world with the power that's been granted to him – even if you can't. Sounds like a pretty sweet deal – unless you're keen on wandering the barren land yourself.

Well, it's probably about time for you to get going, I'll just do some last legwork, for all the necessary documentation and whatnot.

[Making Your Acquaintance]

Let's go through some standard procedures before you set off. There are other preparations to make of course, for you and your allies, probably some item considerations as well, but let's start with the basics: a description of yourself, so that in the worst case scenario we know who to look for.

Age, 15+1d8 / You may shift your gender and appearance to fit.

Oh, and there is just one more detail that I'll have to account for before I let you wander off. I mean, I have enough here to give people a picture in case I need to send out a search party, but you should probably let me know what it is that you specialize in. You know, so I don't have to just go by some physical description. Well…which one of these fits you best?

Background	And What It Actually Entails.
Wanderer	He who wanders the world is fit to rebuild the world. Well, that's what we presume anyways. You'll be seeing all the aspects of this world for the first time – so we thought we might as well give you some tools to help fix it up a little. Tools will be good, considering you have no pre-existing memories of this place. You might not have a clue about the places you're going to visit, but hey, that just means you'll be seeing things through a fresh pair of eyes – maybe leave them with some improvements here and there?
Warrior	Your first memories are of your parents teaching you how to fight with weapons. Well, that's interspersed with a lot of other fond moments, but you remember that first weapon very well…because that was the first time you cut yourself. Well, that's not happening now anymore. You've become an expert with your weapon, and you've set out to find the person who can fix this mess. Because somebody sure needs to!
Moon People	How did you find yourself here? All of your brethren seem to be up on the Moon…and yet you're here wandering about…If you look in a mirror, you'll realize that you definitely are a member of the Moon People. With the rabbit ears, paws, tail and nose, there is no denying your heritage. Like the rest of your folk, you're pretty handy when it comes to handling tools – and it's always been your dream to build a massive robot. Though with the land in the state it's in, you might be set back a little.
Villager	Well! You'll find that after all the dust settled…you still survived. Isn't that a miracle? You've lived in the village your whole life, and now…well…the village is gone. Save for your house, so that's nice to know, good to have at least something. Well, you've got the skills to survive at least – but really, you're going to have to hope that somebody comes along to help you, because this world is pretty desolate…

Well, we should figure out where you'll be headed too, shouldn't we? At least that will give me a place to point towards as your last known location for anybody who needs to find you.

Roll 1d8 for location.

Location	Local Attractions
1 – Norune Village	A village in the northern region of the Western Continent, where people live relatively rural lives. The Divine Beast Dran makes his dwelling in a cave nearby, and the village is known for its festivals. This is also where Mr. Toan lives as well, so you might want to meet up with him.
2 – Matataki Village	A village of hunters, due South from Norune. The whole village appears to be surrounded by forest, though most notably, the sage Treant lives in the surrounding woods. There used to be a legendary hunter here which hunted all beasts…
3 – Queens	A seaside town on the Eastern side of the Western Continent, famous for its wide variety of stores – as well as the fact that it used to be the capital of the Western Kingdom. The walls still remain…but there's no one here.
4 – Muska Lacka	A desert village to the West of Matataki, and the sand warriors live here – though not a soul is to be seen. The Sun/Moon Temple nearby is rumored to house a ship capable of flying to the moon.
5 – Yellow Drops	A settlement on the moon itself, where the Moon People have set up their settlement. They have a massive factory here, where construction of the Moon Giant has been underway – though with the appearance of the Genie, there have been some setbacks.
6 – Brownboo Village	Deep inside the Wise Owl Forest, the Moon People have made a village for themselves. These specific Moon People are the descendants of those sealed the Dark Genie before…though whether they still retain that knowledge is something else entirely.
7 – Dark Heaven Castle	How did you end up here?! This place has an ominous name, but also a very tragic history. When the Dark Genie was released, it lifted this castle up from the Eastern Continent and claimed it as his own. In the past however, the Prince of the Eastern Kingdom lived here…and his tragic story appears to be tied to the Genie's appearance…
8 – Free Choice	Well, if you already have a place in mind, just let me know and I'll place you there.

PERKS

To prepare you for the journey ahead…take a look and see what would suit you best. Your specialty perks are discounted by 50% of the listed price, with the 100 CP perk free.

WANDERER

World Assessment 100

If you're going to go about this task of rebuilding the world from ground up, you're going to need a bit of training first. Look, I don't care what degree you had before you came here, but you're going to need a bit of practice before you start assembling the world again.

After we're done here, you're going to know instinctively how to assemble buildings from what materials you have on hand. Well, that and you'll know how much space everything will take - but that part should come naturally.

Atlamization 200

In an act of desperation, The Fairy King stored the various fragments of the world into the crystals called Atlamillia. Though the process preserved the land, it also fragmented it, as the Atlamillia were scattered haphazardly, guarded by devilish beasts.

You'll probably have to venture inside dungeons to gather these - but in the meantime, I'm also going to teach you how to store other things into Atlamillia. Be careful, while you can store inanimate objects indefinitely, living beings don't fare very well if they remain inside for a long period of time.

Limited Zone 400

Who created the dungeons? Was it the Fairy King who did it to protect the Atlamillia? Or was it the Dark Genie who did it to seal away the Atlamillia? No one quite knows for certain - but the dungeons exhibit very bizarre phenomena, most notably in the form of Limited Zones, areas where those who enter are subject to peculiar rules. And we're not joking when we said peculiar.

None of the rules seem to be made to harm people, they just make life rather difficult for those affected. For instance, a zone demarcated as a no weapon zone prevents one from drawing their weapon. Zones don't seem to overlap - and you can only have 3 zones active at once, either with you as the center point, or in small pockets close to you. The zones will maintain themselves for

quite some time as long as you remain within the area, but fade quickly once you leave.

No Weapons	Can't draw a weapon, but doesn't prevent one from fighting with a weapon - you're also affected by this.
No Spells	Prevents vocal spell casting...or rather, everybody seems to be silenced - you're also affected by this.
Get Thirsty	Everybody gets thirsty substantially quicker.
Get Hungry	Everybody gets hungry substantially quicker.
No Items	For some odd reason, nobody seems to be able to use any items.
Mediation	You're not sure how to explain this one, but the rabbit is talking to you, and so is the kitty. It seems that this zone can facilitate communications, if only for a short time.

I'd be careful, because while you can create "rules" - it doesn't mean people necessarily will follow them, and those who are stronger than you will definitely ignore you. What did you expect? When the world reverts to a primitive state, it's the rule of the strongest!

Georama 600

The world lies barren, stripped of life - but that's something you can rectify. Well, the physical landscape anyways - recreating life might take a bit more effort. Though it takes conscious effort to do so, you can rearrange physical objects, landmarks, and features within an area - by moving them about and rotating them.

Intended for use in infrastructure arrangement, with this you could move small objects and construct-able objects likes houses individual trees around. Please don't try to stack buildings with this, the inhabitants won't like it when physics takes over and their house collapses.

WARRIOR

Ragtag Band 100

Your companions might be from all over the place, but you've all gathered here for a common goal - saving the world. Oh...wait, that was your goal right? Err...well never mind that, the important thing is that all of you are synchronized! Whenever you're engaged in a fight, you can freely swap places with your companions nearby - allowing them to continue the attack uninterrupted.

Tornado Spin 200

How is a person supposed to spin a weapon so fast that it actually blows smoke away? Seriously, that requires a ridiculous level of spinning. I don't know how hard you had to practice to learn this, but you can indeed spin your weapon so hard that a light gale will pick up and push out in one direction.

Backfloor Spelunking 400

Considering how much dungeon diving you're going to have to do, it's best to get some practice in while you can right? Well...maybe not, maybe dungeon diving just isn't your thing - but let me tell you, inside each dungeon there are these special back rooms, where the real prizes await.

Once you get used to finding them, you'll start to find "backrooms" everywhere you go. For the most part, finding a backroom of a place probably won't net you much - like a bathroom's backroom probably just has a hot tub. But in some places, say a bank perhaps, the backroom may have more treasure for you to find!

Wolf Mode 600

You're a warrior, and yet people are saying you're as docile as a lamb? Can't seem to speak up when others are talking to you? Sick of people telling you that you need to stand up for yourself? No worries!

We'll teach you all about mustering that inner beast inside you...and letting it loose on people. Just ignore the comments from people that you seem to be glowing red...or that they're afraid you're going to slaughter them.

Your strength increases substantially during this period as does your speed - and people generally become more hesitant to approach you under any circumstance. Thankfully, you can switch back and forth, but don't do it too often...or it may become uncontrollable...

MOON PEOPLE

Basic Moon Technology 100

It seems that every member of the Moon Race has some technological expertise. Well, it certainly doesn't seem to have anything to do with the peculiar fact that they are lunar rabbits, but as a member of the Moon Race you seem to have a natural handle on unfamiliar pieces of technology - enough to protect you from dangerous...accidental reactions anyways.

Weapon Absorption 200

Were the Moon People the ones who developed weapons as they exist in the world today? Perhaps, with their technological expertise, they tampered with such things - but we may well never know.

Your weapons modified with this will adapt the concept of "experience", allowing them to grow as more enemies are defeated with them. As more enemies are defeated, you can absorb other weapons into the base template - improving the qualities of the original weapon.

Moon Giant 400

There have been many plans and many projects to put together the crown jewel of the Moon People, a towering colossus, designed to represent the peak of Moon People engineering. Is it bad that you've already learned how to pilot it? Even though it hasn't necessarily been built?

Controlling the automaton is actually far simpler than you'd expect, as it mimics your movements flawlessly - and this skill can be applied to any large machine. To control it however, you'd actually have to maintain a physical connection to it - somehow. We'll leave that problem to you.

Weapon Synthesis 600

By now, you've probably come to realize that the weapons in this world are quite peculiar. We're not talking about the Slingshot that speaks to you by the way, the Fairy King had a hand in that one. How does one crystallize a weapon?

We're honestly not quite sure, though the magic seems to be consistent with the Atlamillia's properties. The crystals are surely a handy way to store the weapons - but you can also use them to merge into other inanimate objects, passing down a single property of the crystallized weapon as it were.

VILLAGER

Spring of Life 100

The whole world might be barren, but the crucial element of life: water, still remains. Perhaps it's because of your nature as a survivor, or maybe it's something with the Atlamillia, but the effects of thirst don't seem to affect you as much as normal people. Maybe that's because you can conjure small bodies of water at will - but take not to strain yourself, you're not like that guy with the Atlamillia that can drop small lakes around freely.

Fisherman's Eye 200

With all the fuss about people going to save the world, nobody seems to realize how important fishing is. I mean, all these warriors still need food at the end of the day right? That pond with no fish in it? Yeah, you can see fish in it, even fish that aren't supposed to be there. As long as there is a body of water, you'll fish up something when you cast a rod into it. Just...don't be surprised at what you might dredge up.

Reserve Supplies 400

How is the mayor dragging out all these supplies? Where are the shops getting their stockpiles from? You're not quite sure, but even you've got a backup supplies store of materials. You'll find a warehouse of some sort in any world you go, which will slowly build up with supplies based on how long you've been present in the area.

The Survivor 600

Frankly, you're not quite sure how you managed to survive the catastrophe. But you woke up to find yourself with your companions after the dust settled. Were you really just that resilient? Or just that lucky? Regardless, you'll find that as perhaps the only survivor, your mentality and your body have adapted somewhat.

You can go for days without nourishment - and really, who's left to watch you eat? As well, the voices inside your head have become clearer somewhat - well...if you don't have many people to talk to, I suppose it's only an eventuality that this would happen. Thankfully, the voices are friendly, and keen to point out things you might have overlooked.

ALTERNATIVE MEASURES

None of the following skills are discounted except when the discounts are specifically mentioned. Be wary that some of the skills may have special conditions, though these will be listed as well. As they are primarily alternative measures in case none of the existing options interest you.

Survival Training 100

We did say it was a desolate wasteland that you’re going into, so you might want to take some time to partake in some training exercises at the very least. Each time you take this option, you can expect to see a small growth to your strength, speed, and such basic parameters necessary for wasteland survival. You may take this multiple times, the growth increases at decreasing rates.

Legacy of the Western Continent 200

(Discount Dependent on Starting Location)

The Western Continent is divided into many different towns, villages, and cities, and each one has a specialty of its own. Depending on where you started, you'll find that each little region has its own specific trades – naturally you'll learn these trades quicker than others.

You'll probably be wondering why the Yellow Drops is considered part of the Western Continent. Perhaps it's more accurate to consider it as "within the region" rather than actually a part of the Western Continent…

Naturally, you can take these options multiple times.

Location	Trade
Norune Village	A small village under the protection of the Divine Beast Dran, Norune Village's residents have a longstanding tradition of festivals and rituals, both to appease the Divine Beast and also welcome better conditions in the coming seasons. As a result, you not only have a better understanding of rituals and how to conduct them, you also become more proficient at the handling of mystical beasts.
Matataki Village	The vast majority of those who used to live here were elite hunters, and their ability to both track down and fight such wild creatures was without parallel. As such, your own abilities in such trades have improved as well. This is particularly effective against animals.
Queens	The only town that deals heavily in trade, the folks of Queens built up the foundations of the city by fishing, and have never really forsaken the trade. After all, the bounties of the sea haven't stopped coming in yet. Your own ability to fish has improved to some degree, and the size of the fish you catch increases slightly as well.
Muska Lacka	A desert village full of Sand Warriors, the people here are hardy and resilient – and naturally, strong warriors to boot. Having fought against the Scorpions for years, the Sand Warriors are experts when it comes to standing their ground and fighting off hordes of enemies.

	Considering combat is their trade, it's no wonder that your proficiency with all weapons improves to a slight degree as well.
Yellow Drops	Whereas the Moon People of Brownboo Village were instrumental in sealing the demons away, after this happened, the vast majority came to Yellow Drops, where they focused instead on the creation and advancement of new technology. Your own skills as a researcher have improved somewhat, and the innovation process for new technology comes easier to you. Must be the presence of all these Moon People helping out.
Brownboo Village	The folks within Brownboo Village used to possess the ability to seal even the greatest of demons away, but unfortunately with the passage of time it has been forgotten. However, having lived in the Wise Owl Forest for so long, they have mastered the art of tending to nature, and your own ability to cultivate plants has improved to some degree, even bringing old plants back to life if necessary.

Heritage of the Western Continent 400

(Discounted if you already possess Legacy)

Of course, besides the basic skills, each region also tends to have its own secrets…things that go beyond normal comprehension and understanding. There are still plenty of mysteries in the world of Terra that have yet to be explained…

Location	The "Heritage"
Norune Village	**~Divine Beast's Blessing~** The Divine Beast Dran that watches over Norune Village appears to be aligned with the wind, and oddly enough his feathers have a strange effect of enhancing the speed of those who bear it. As one who possesses his blessing, you can enhance the speed of others to a slight degree. The boost fades away if they get too far. At will, you can float a little ways off the ground, which can help with traps in dungeons to some degree.

Matataki Village	**~Tree Spirit's Boon~** The ability to converse with trees is one that has now been largely forgotten. Though there are still tools and methods with which to learn this, such methods are hard to find…without knowing the ancient spirits' language to begin with. With this gift, you can communicate with plants – though you'll probably want to be talking to older plants – they'll give you more of a conversation.
Queens	**~The Queen's Mark~** An ancient Queen features prominently in the lore behind the town of Queens – heck, it's even in the name! Unfortunately, the annals would suggest that she ultimately died of heartbreak, and was consumed by the sea. Consumed by the sea or not, your affinity with water and the ocean improves dramatically with this blessing. In the presence of wind or ice, you can freely create water – and with water, you can shape the amount around you freely into whatever shape your imagination can muster. Granted, you'll need more concentration to gather more water about you.
Muska Lacka	**~The Living Sands~** The appearance of golems is often explained as a simple feat of magic, but around Muska Lacka, the golems are more important, more mystical than constructs of mere magic. You'll come to possess the skills to weave sand and stone together around a "catalyst" item, forming golems of your own. Without a catalyst, you'll still be able to create makeshift golems, but their durability will be far lower than normal. Without a catalyst, golems also will collapse after some time – but taking the catalyst out of a golem will also lead it to break down.
Yellow Drops	**~Rigors of the Coliseum~** There have been many clashes and many upsets in the Lunar Coliseum, but no one has quite managed to dominate the scene as much as Minotaur Joe. His

	natural affinity with alcohol appears to be legendary, as he appears to suffer from no detrimental effect over abusing it. You too, will find that drugs and other substances which normally have side effects will be distinctively less detrimental to your performance when you're fighting after taking them, and your strength will increase somewhat regardless.
Brownboo Village	**~Sun Dew Cultivation~** The presence of the Moon Grass Seed and its relationship with the Sun Dew in the Wise Owl Forest is still frankly, a bit of a mystery, but what's certain is that you'll gain the ability to create more Sun Dew, which can in turn reinforce even normal plants to the degree that they can support the weight of your normal human adult.

Blood Pact I – To Tear Apart Darkness 100

Long ago, a young prince made a blood pact with the magi of old. To gain the strength he needed to fend off the assault of his enemies, he took into himself an inexplicable power, one that would later turn against him. But in the time when he still had control over this power, he repelled the enemy with ease and returned peace to his kingdom for a brief time.

You may not have to make the same mistake as the young Prince, but know this – though the power you gain with this is immense, with each purchase you make it becomes harder and harder to control. During moments of emotional stress, you may find that the power that was granted to you may come alive in a fashion that you would least expect.

Who said that it was you alone that was growing?

Each purchase you make of this increases a single parameter dramatically, be it your strength, your health, your magic and so forth. You may purchase this multiple times, but while your power grows linearly, the likelihood of losing control grows exponentially.

Blood Pact II – Oh, My Soul Desires 200

(Discounted if you possess Blood Pact I)

But though his mistake had cost him the life of the Princess and led to the birth of the Dark Genie, the Prince fought valiantly against the crippling mental control that the Dark Genie tried to place upon him. He struggled to wrest his mind free from the Dark Genie's control, and though he was ultimately too weak, you may fare better.

Each time you select this option, your resistance to all mental control effects increases slightly, but the likelihood that you'll create a Dark Genie by losing control drops dramatically, almost cancelling out the threat by making a Blood Pact in the first place.

Blood Pact III – Oh, Desire of Mine 400

(Discounted if you possess Blood Pact II)

But the Prince was not the Dark Genie's only mannequin. There were those who were more unfortunate than he, those who fell under the sway of the Dark Genie due to circumstance rather than any intention on their part. Poor creatures who ventured a little too close to his sphere of influence and never made it back past the brink.

There is no turning back once you go this far. It's no longer matters so much what you had intended to use the power for, as it does what you'll end up doing with it now. So long as you can keep it under control, the power channels your desires and influences the minds of those whose wills are too weak. The closer they are, the stronger the effect, but thankfully you can choose your targets…to some degree.

From time to time, you might find that "dumb" animals tend to…change, a little in your presence. This is especially if they linger around you for too long. Taking this without following through the ritual in sequence is very likely to lead to a complete and utter meltdown. A power surge strong enough to suit you is very likely to run rampant…and a demon created from your deepest desires with the sum of your powers is not likely to go away easily.

Blood Pact IV – Sacrificing Sheep 800

(Discounted if you possess Blood Pact III)

Then came the men who thought they could harness such power, even after a young Prince had fallen victim, his kingdom had fallen to ruin, and history mentioned nothing but disaster for those who would associate themselves with such a terrible force. Yet even as they fed sacrifice after sacrifice, it was not control that they gained over the beast, but rather they presented themselves as offerings.

Should you be this far gone, consuming another for strength should not be any issue to you. You don't even need to physically consume them, once you make contact with them physically and dominate their minds, you can control them like puppets – even while giving them the semblance of free will to reminisce with in their delusional minds.

Your newfound mannequins are far easier to control than previously, as you can dictate your will, and they will act within their capacity to best serve your will, without the necessity to reinforce your control at any time. Others may sever the connection if they are strong enough, but done in a wrong fashion, this can very well end the life of your mannequin.

Again…without taking necessary measures beforehand…you will only be inviting a demon of your own making to be born. The powers it will possess will be all that you own.

Blood Pact V – Final Banquet 1600

(Discounted if you possess Blood Pact IV)

(Cannot be purchased without a pre-existing Blood Pact perk.)

When destruction came to the land, it was wrought by the hand of man, and so the cycle of destruction came exactly how it had begun. Man wrought this fate for themselves with their lust for power…and you have brought this fate upon yourself, with your own lust for power.

The power has, truly and finally stabilized. The growth to whatever you originally sought this blood pact out for is astronomical, and continues to grow without limit so long as you continue to consume mortals to progress. A permanent shadow cloaks you, to indicate the demon that you have tamed – at least as long as you keep it satisfied.

You can create new "Genies" at will, their appearance a product of your own desire, your own imagination. They will have a minute fraction of your power in all things except what you initially created the Blood Pact for. However…they can in turn create Blood Pacts of their own by contaminating the blood of mortals nearby.

And so, it is by greed that the cycle continues on.

COMPANIONS

Well, if you're going to be wandering a desolate world, you might as well have your friends along with you right? And hey, who knows, you might even find companions from the world here – though how you'll bring them along with you is your problem to solve!

The Other Survivors 50/300 CP

You can import others into the world from among your companions. For each person imported, they'll gain a free background and 300 CP to spend. Each companion takes 50 CP to import, but you can import 8 at once with 300 CP. However, with supplies as low as they are, your companions won't be able to purchase any items.

A Chronicled Survivor 100/200 CP

Regardless of your location, should you pay the base fee listed, we'll arrange it so that you come across one of the other survivors that are wandering the world. That's right, there are still other survivors wandering the world beside you and your companions. Of course, if you want them to show up with you, that's an option as well, if you're willing to pay the extra fee. Well…it is just double the normal cost.

THOSE WHO NEVER MADE THE HISTORY BOOKS 150 CP

There were some folks who never had the luxury of being found; other travellers who happened to have lost their way. Perhaps you're in need of their skills, or simply their company?

Red Roger

A young boy who seems a bit…animalistic to say the least, poor Roger here seems more like a lost puppy rather than a boy. Can't be the ears that gave him away right? A dog affected by the changing potion, though he doesn't come with any CP to use, he is considered a village of Norune, with both the Legacy and Heritage to boot.

Considering he is a dog, you'll find that his sense of smell is extremely acute, to the point that he can smell out demons when they are present. Unfortunately, after what happened n Norune, he's also a bit petrified of demons.

The Pockle Seven, Well One of Them Anyways

The Pockle Seven are a legendary group of gnomes with the names of the weekdays…but unfortunately you've only found one of them. A native of Matataki Village with the Legacy and Heritage to boot, this gnome is a bit unique in that if you come across and convince his brothers and sisters to join up with you before you leave, they'll be merged together as a group companion – a total of seven gnomes as one.

Genie in a Bottle

A bottle that drifted in from the sea, a curious genie found itself trapped inside, without a way out. Upon freeing this Genie, they'll join you as a companion. As a native of Queens, they'll come with the Legacy and Heritage – but as a Genie, they also happen to be magically inclined. Well, if the Dark Genie is any indication, all Genies happen to be magically inclined. You may choose a single element for your Genie to absorb; it will also be their main element of expertise.

Lunar Scientist, Jack

One of the Moon People who migrated back to the Yellow Moon, Jack is a member of the Lunar Research Society, currently researching into new development in the robotics field. The development of the Sun Giant is still currently in its infant stages, but Jack has been looking in to developing an alternative power source for the gargantuan machine. Jack naturally has the Legacy and Heritage as a Yellow Drops resident, but his real expertise lies in the creation and field repair of automatons, enhancing them with Lunar Magic to repair them over time. Now if only that could be applied to the Sun Giant when it gets built as well…

The Lost Black Dragon

A strange black dragon that seems rather convinced it should be a mount rather than a fearsome dragon, and unfortunately as a result it wanders hopelessly around the desert of Muska Lacka, looking for a potential rider who won't either run away or attempt to slay him. Unfortunately, most humans don't see him the same way. In addition to being a dragon and having an ability to spew out shadow magic, it can also fly to a limited degree. Might be useful if you're looking for a monster companion.

ITEMS

The world might be left barren, but I've still got some tools and supplies to outfit you before you get going on your journey. Just give me a moment and well…if you can afford these, feel free to take what you need.

Gold Bullion 50

This simple gold bullion seems to be worth quite a sum, as any merchants you find will be more than willing to trade you for either fifty thousand gilda, the local currency, or a large sum of supplies an adventurer could find use for.

White Atlamillia Shard 50

An incomplete fragment of an Atlamillia stone, the Atlamillia, as the Fairy King explains, is the essence of the land, capable of interacting with fragments of space and memory and capable of manifesting such things into reality. Buildings, objects, even people to a limited extent can be recreated by using the Atlamillia and Atla in conjunction. Whereas the Atla serves as a "box" to store such "essence", the Atlamillia acts as a key.

Being incomplete as it is, the Fairy King reckons you'd need a good ten pieces before you could reform the Atlamillia again and make it whole. Each specific Atlamillia has a secondary function as well, and the White Atlamillia can bring back individuals who have recently passed on – assuming their death was recent. However…there is still another use for these shards, and the power they contain within them.

Changing Potion 100

The white milky liquid inside this bottle bubbles in a volatile fashion whenever you shake it. This bizarre potion twists and warps animals...and leaves them both humanoid and vaguely sapient. You're not quite sure you want to try this on anything that's already sapient...Probably won't have a good result.

Weapon Attachments 100

An assortment of strange gems and upgrade tools for weapons. Each one has a slightly different effect - and some seem to add traits onto your weapons.

Attachment	Effect
Fire	Imbues your weapon with a strong flame, which can serve both as a light, and burns your enemies.
Holy	Imbues your weapon with a holy light, which can serve as a light, and repels the undead.
Ice	Imbues your weapon with a chilling frost, strong enough

	to slow down your foes.
Thunder	Imbues your weapon with a crackling aura of lightning, paralyzing the foes it strikes.
Wind	Imbues your weapon with a consistent gust of wind, it makes parrying blows a cinch too!
Metal Breaker	The sharpness of your weapon increases, enough such that you can slice through metal easier.
Stone Breaker	The hardness of your weapon increases, allowing you to smash open rocks easier – and with less damage to your weapon as well!
Mage Slayer	You weapon is more specialized towards hunting down Magi, and for each magi felled by your weapon, your magical energies recover a slight bit.
Beast Buster	There are beasts everywhere, but that just means more fodder for your weapon to sweep through. You also seem to regenerate a tiny bit of health for each beast you kill.
Dragon Slayer	The hide of dragons is tough! But with this, your weapon seems adapted to specifically counter their natural resistances. It also increases your resistance to their attacks by a slight margin.

Weapon Attachments II 200

An arrangement of objects which make…dubious weapon attachments to say the least – there's something about each of these items that makes you wonder whether you should really use them as a weapon attachment or not. But on the other hand…that is their intended function.

Attachment	**Effect**
Dran's Crest	You would think that a key used to open gates normally would be used for just that. However, Dran's Crest can serve to enhance weapons by making it such that any enhanced weapon will swing faster, regardless of their weight. Also makes it a bit lighter at no detriment.
Super Steve	But this – this is just outright bizarre. A magic key is understandable, but a talking slingshot is just ridiculous. You'll essentially be transferring the wisecrack personality of Steve over into another weapon of your choice. Thankfully he knows when to shut up, and it seems he has an inherent ability to scan enemies. So it's not like he is entirely useless.
Mobius Ring	A ring forged in a fashion that should normally be impossible, unless it happens to be a product of magic. The Mobius Ring attachment has an odd function that

	only makes itself apparent when a weapon possesses multiple elements. Instead of activating all of these elements, it will only permit one to be active, but it will dedicate a substantial portion of the weapon's total elemental strength into that lone element, making it extremely powerful.
Frozen Tuna	Why you would want to put in the essence of a frozen fish that is already large enough to be used as a blunt weapon is beyond me, but this attachment not only enhances the sheer strength of a weapon and its impact strength, it can also freeze the enemies it directly hits for a short time.
Flapping Fish	You're never going to understand why fish are so important to the folks at Queens probably, but putting the essence of this fish into your weapon will make you busy enough not to care. For some reason, the essence of this fish makes it so that standard monster will grow stronger than normal. Might be good for those who want a challenge.
Serpent Sword	Upgrading a weapon with a sword just seems odd…and that's assuming you have the capacity to do so as well. But when added to another weapon, the essence of this one makes it so that you can selectively coat the weapon with poison.
The Sun Stone	While this stone serves to enhance all the parameters of the weapon it is placed inside, it also adds a very noticeable glow effect…which can make the enhanced weapon a viable, if weak, source of sunlight.
Black Knight Crest	The Crest with the insignia of a Black Knight on it, likely also a key to be used somewhere, and yet it's being used here as an enhancer catalyst. On the positive side, it adds an unnatural sharpness to your weapon, allowing it to pierce objects even if it happens to be a blunt weapon with no sharp edge. On the negative side it does mean you probably want a guard for your weapon so you don't cut yourself. On the questionable side, your weapon is now coated in a black aura, If you mix this and the Sun Stone together…well I never thought I'd see black sunlight.
Atla	Why the hell would you want to put an Atla sphere into your weapon? Granted, it's already empty so technically you're destroying any potential civilizations thankfully,

	but this attachment makes it so that should your weapon break, it can consume materials from its surroundings to repair itself. This is a relatively quick process and happens without your intervention.

Powder Preparation Kit 200

A strange rucksack of materials and components used to prepare all sorts of different powders. Resurrection powders of note only seem to work when you take a critical wound, and will only stabilize you. Repair powders however, seem to work on everything.

Gourd of Fairy Spring Water 200

A constantly refilling gourd of spring water, which really doesn't seem to have much use, but at least you'll never be thirsty again! Or well, if you're constantly thirsty, maybe you should just fix this to your mouth. If you try to use it to create water bodies, you'll find that the process is exhaustively long - as the water takes a bit of time to refill. No, holding it upside down won't make it refill any faster.

Package of Strange Seeds 200

It's a package of seeds - but...from the labels on the bags, you can tell that these seeds aren't normal. For one thing, the picture of nuts is attached to explosions. The cherries have a stopped clock picture, the apples have a toxic skull, and the peaches look like they're...slimy. Yeah...these plants probably aren't going to be edible.

Blank Amulet 200

This series of blank charms seems rather useless at first - and if you don't inscribe anything on it, it is useless. But if you inscribe a status condition on them, they will prevent the status condition a couple times before failing. Anybody that you stick this amulet on will carry the effect, but the amulet can only handle a single status at a time.

Hunter's Earring 200

This strange earring...well it's best if you try it on and see for yourself. Those trees that you've seen all your life? Yeah, if you wear these earrings, you'll be able to talk to them. Most of them can actually hold a conversation too - which is...rather horrifying, especially if you were a lumberjack or something similar. Unlike the ability, this only works when you’re wearing the earrings.

Mardan Garayan Fishbowl 200

...It's a talking fish in a fishbowl. Literally. You're just looking at a fish that basically yells at you whenever you approach a trap of any sort. Thankfully, it yells so loud that everybody nearby will be stunned...but wait, is that really a good thing? If you could find it a bigger tank to swim around in, I'm sure making it happy will have benefits. I mean, it might even teach you how it determines whether traps are present!

Demon Sealing Urn 300

A relic of a bygone age, this urn was once used to seal the Dark Genie, and presumably would be effective on other demons as well. Extremely effective at containing demonic spirits that are already weakened, once the lid is removed it acts like a vacuum cleaner to suck the spirits in. It does have to be said however, that it is very important to watch the physical state of this Urn. If it happens to be damaged, there is a good chance that the demonic energies within can leak out…sometimes warping the environment around it. With enough time spent inside this urn…eventually you might find that there is nothing left within but concentrated magical energy as the demons rot away.

Moon Orb 300

The core of the proposed Sun Giant project, it radiates a significant amount of energy, and appears to harvest energy from the light of the moon. Expose to sufficient light - and it'll charge up like a battery, enough to power large automatons for a substantially long amount of time. Well, you could also use it as a night light...but is that a really good way to use it?

Treasure Chest Picks 300

It's a pick that can be used to open any treasure chest that is more appropriately called a skeleton key...but judging by the genie symbol on the handle of the pick, there's something awful that this pick is used for too. When you use it to open a chest, you can seal the chest afterwards to create a mimic in its place. Seriously, you'd be a terrible person if you used this in such a fashion!

SITUATIONALS, MAJOR ARCANA

Some things certainly aren't the same in this world as they were in the world that you came from. I've made accommodations to the best of my ability to ensure that nothing too drastic shows up, but honestly, if you don't mind letting some things pass, I can dedicate more resources to your quest.

Fate, she's a tricky mistress, I tell ya.

While drawbacks are inherently negative and are meant to override your perks, the following options are meant to bind your hands a little and change the pace of the story. You can gain up to **300 CP** from these options, **separate from drawbacks, separate from other scenarios** which may unfold. Each option is worth **50 CP** unless you roll, in which they are worth **100 CP** instead. Regardless of whether you roll or not, you may only gain **300 CP** max from these options.

If you choose to draw a card for your companion, know that they will gain the CP, not you. The max remains **300**, regardless of how that is split between you and your companions.

Why 13? Don't you know? 13 is the number of change, stranger.

13 is the number of Death**.**

Roll	The Arcana Reveals Itself	Your Fate Changes Accordingly
1	~Arcana **18**~ The Moon	The Yellow Moon of Technology, the Blue Moon of Disaster, two moons rest in the sky above Terra, and unfortunately, you're going to have to venture up into space, to the Yellow Moon. Look on the bright side; at least it's not the Blue Moon you're going to! Normally there should be no reason to make such an arduous journey, but unfortunately in your case, some of your companions and your belongings were misplaced there during your entry to the world. You had better go recover them before a tricky rabbit snatches them up! That being said, how are you going to get up there?
2	~Arcana **14**~ Temperance	Self-restraint is a sign of self-respect, as one might say. But in a desolate wasteland, it might not be a matter of choice but an obligatory circumstance. You'll find that both water and food are in short supply, and any survivors will also look to you, hopefully for a brief bit of charity. You can't say no to starving souls, can you?

		And make no mistake, you will find survivors. At least this means you'll be able to make fast friends!
3	~Arcana **2**~ The High Priestess	Your attempts to hide your power and your abilities will fail, and any disguises you will have will be lost to you for so long as you walk the path of the High Priestess. Those weaker than you will look towards you as a guardian, as a protector, as one with the wisdom and knowledge to guide them through these trying times. Can you live up to their expectations?
4	~Arcana **3~** The Empress	In the city of Queens there is a tale of a young woman who ascended to the throne. In the city of Queens there is a legend of a woman scorned, who cast herself to the sea. The spirits of frost that now haunt Queens, wailing mournfully, are they related to this monarch in any way? Using your instinct and intuition, this Arcana compels you to discover the truth for yourself and lay the spirits to rest…lest they haunt you forever. They won't be contained within Queens for long…
5	~Arcana **1**~ The Magician	Ancient magic still winds and entwines this world; its presence has yet to abandon mankind. But with the cataclysm that has torn this place asunder; the land is now left with very few that possess the capacity for magic. You have a gift, a gift that you'll only retain within this world, to spread your magic via demonstration and instruction. It need not be complex, the simpler the nature of magic, the easier it will be to learn. The Fairy King has but a simple request for you, even if you leave Toan alone to embark on his quest, do him a favour, and return the potential of magic back to the land. It's best that you do this in a controlled manner…or things may backfire on you very quickly.
6	~Arcana **20**~ Judgment	In the desolate wasteland, there are…things that people must do to survive. So long as you remain in this world, within you will dwell the power to look into the hearts of others and see what they have done – both good deeds and bad. You may choose not to deliver absolution, but it'll be pretty difficult to hold a normal conversation when this "boon" regularly kicks in and shows you details of another's life that you may not

		have wished to know. This ability is not yours to control, and you'll find it very disagreeable should you choose inaction, hitting you with sudden visions and unwanted memories.
7	~Arcana **10**~ Wheel of Fortune	The Wheel of Fortune spins and whether it lands to deliver boon or bane is still unknown. Your luck is…quite frankly, not too different from this wheel. Moments of fortune will always be followed by moments of misfortune, but unlike the pendulum which will eventually come to rest, so long as you remain in this world your fortune will continue to ebb and flow like the tide.
8	~Arcana **16**~ The Tower	The Tower stands tall in one instant and shatters to lightning in the next. Unfortunately, despite finding yourself in an otherwise desolate world, there are still plenty of things waiting to surprise you. Ambushes will happen nearly all the time, and with each growing day, it seems that a certain Genie is dead set on playing new pranks on you, each one more fiendish than the last. Pity he's not the only one, considering the other survivors of the world feel inclined to do the same thing. Let your guard down, and you might find yourself plastered in the face with a cake…or worse.
9	~Arcana **0**~ The Fool	So much potential, so much to do with this new beginning. Whether you find it fortunate or unfortunate, there is no doubt that this whole world is your new playground. Why not play in it? You're prone to moments of innocent curiosity, where you'll be overcome with an instinct to experiment with things, even if the outcome is most definitively questionable. Nothing to put you in dire straits, but enough to develop a certain reputation for yourself. These moments come more regularly the more you resist them, but otherwise occur in a routine manner.
10	~Arcana **21**~ The World	The World has yet to be remade, but the one who possesses the power to do so is known to you. Unfortunately, he is but a child, and frankly, he's pretty terrible so far as construction goes. What would you expect of your childhood friend? So quite unfortunately, it is up to you to tag along and follow young Toan as he rebuilds the world – hopefully in the way that it originally was. Too many deviations and even the Fairy King won't be able to put things back to normal.
11	~Arcana **6**~ The Lovers	Your fate entwined with another, a meeting is destined, but the outcome unknown. Sometime during your stay here in this world, you'll come across another individual who quite frankly seems to be made for you, a counterpart to you in the strangest of ways. Fate seems hellbent on ensuring that you two stay together and even if you separate, you will keep encountering one another

		until it comes time to part ways. This is their world, and may well not be yours – and it may well be best to leave them behind. Parting is such sweet sorrow, no?
12	~Arcana **15**~ The Devil	A Prince, a Princess, and an Assassin. The tragedy which led to events unfolding centuries later. It may well be too late to change the past, but certainly you can have a hand at changing the future. The Prince, Seda, still walks on this land of Terra, and though possessed, if you can track him down you may be able to alleviate his plight by purging bits of the Dark Genie out of him. It certainly won't be easy, and it won't do lasting damage to the Genie, but at least it'll stall him and help Toan somewhat. It does beg the question…just how many of these Dark Genies are there?
13	~Arcana **13**~ Death	Death is about as straightforward as it comes, and yet your encounters with it will never be as straightforward as you would wish. It may be a fact that anyone can die – but when it's a certainty that someone is going to die…you tend to act a bit differently. I'm not going to lie. It's a hostile world out there, and there are things out to kill you too. Don't let the deaths of others weigh…**too** heavily on you, even if you feel the weight of each death more succinctly than anyone else.

DRAWBACKS

Was a barren world not bad enough for you? Would you like even more calamities to befall upon the land? The Dark Genie will be glad to help you with that…and well, if you're that masochistic, I might as well help you out a little too. I can only give you up to **600 CP** though, so be wary of that.

Silence is Golden +100 CP

You can open your mouth, but no words will come out. No, no, there's nothing wrong with your vocal cords, it's just that here in this world…you can't communicate. Verbal and mental communication of all forms has been completely sealed off, and any mental links you have – well they've been temporarily severed.

Other people may try to talk to you, but you'll never be able to respond, even though they don't seem to realize your communication issues. Hope you know sign language.

Belligerence +100 CP

Is it just something about you that you're not aware of? Or is it the people here? For some reason, every other member of the same sex seems to have it against you. They're all insistent on upstaging you – and the weirdest part? Regardless of the outcome, all of your efforts seem to be accredited to them. Better get used to working for somebody else.

Lockstep +100 CP

What's wrong with your feet? It's like you just started learning how to walk! The Genie has cursed you such that you can only ever walk in a single direction – and can't change direction unless you stop. In a bizarre twist – you've also lost the ability to move any faster than a standard walk and your abilities to move in any other fashion have been sealed. Seriously, what's with this Genie?

Broken Weapons +200 CP

There is definitely something magical in this world – as the weapons clearly show, but unfortunately, for all of the magic found in the weapons, there seems to be nothing that prevents them from breaking. What's worse – when weapons do break, they vanish entirely – and all of your weapons are similarly affected, so I would watch it…because all of your weapons just became ridiculously fragile.

Eternal Thirst +200 CP

How many litres of water did you just drink? No matter how much water you drink, you're constantly on the brink of dehydration, and it seems to only get worse with the passing of time. You could have an IV drip of water hooked up to you, and still you need more water.

Go for too long without water, and all of your abilities will instantly dry up along with your energy as dehydration seizes you in its grip.

Ice Queen +200 CP

The people of Queens have an old folk tale, well…more of a local legend, regarding an ancient queen from the past. According to legend, this queen killed herself when she was left at the altar by her lover. Her vengeful spirit was never laid to rest, and her lover escaped into the night. How much of this is true? We're not quite sure to be honest – but there is definitely something after you.

She stalks your every move, undying, unyielding and unwilling to believe that you are not her betrothed. Seriously, how did you end up getting stalked by a woman who slings around blizzards like she's throwing daggers at you? She doesn't seem to want to kill you directly…but everything else in this world will take advantage of your lingering pursuer.

Last Man Standing +300 CP

Waking up, you'll find that you are…well, for better or for worse, completely alone in this world. It's a nice day out, though you can't seem to remember what happened yesterday…or well…any time before that. Your memories and your powers are essentially sealed away, and your physical form has seemingly regressed to the one you began with.

Enjoy your time with your best friend the Dark Genie! Don't mind his antics; it's just that the only way he knows how to show you his love is well…a bit murderous. He means well!

Smart Genie +300 CP

Normally you might think the Dark Genie would be content to go off and do…well, whatever it is a Genie would do. Ha! He's not that stupid. He might not be able to kill you outright from the moment you enter the world, but the Genie has his fair share of tricks up his sleeve.

You and him are going to play a game of tug of war. He has all of your powers to begin with, and as you harm him, you'll slowly get some back. How are you going to beat him? Well you're the one who decided to play with the Genie! You figure it out!

A SCENARIO UNFOLDS

WORLD'S END ANTHOLOGY, YELLOW MOON, BLUE MOON.

ACT 1 - TAKE THE LONG WAY HOME

The Demon Shaft

Were you expecting to wake up somewhere nice and warm? Well…guess plans have changed somewhat, because you find yourself waking up on the floor of a coliseum ring. There's no doubt in your mind that this coliseum took a substantial amount of effort to make, as the painted glass ceiling looks absolutely flawless. Judging from the proximity of the moon outside, you are *very* high up in the air.

There is…one problem however. Your body feels strange – like it has been drained of energy. Was it just a side effect of your awakening? You can't tell for sure.

Your lethargy is alarming for sure, but every cell in your body seems to be flaring up in alarm – as though something was coming. With every moment that passes, the instinct only gets stronger, urging you with the thought that you should not be here. Thankfully, you might be lethargic and weak, but your senses are still there, and you'll notice a large set of doors not far away. If there was ever a time to move, it would be now.

Well? Think you have enough strength in you to leave?

The Demon Shaft – No Refuge

Perhaps you don't feel like running after all. Well, you can't be blamed for that, the lethargy really is quite enervating after all. Unfortunately, as a consequence of that, you happen to be present as the Master of the Coliseum makes his entrance. Quite a fancy one at that – as the entire glass ceiling shatters, and even as the blade-like shards of glass hurtle towards you, you see a black silhouette fall from the sky.

This is the Black Knight Pendragon, and though you might not know it now, you've awoken at the very top of the Demon Shaft, a tower with ties to a forgotten kingdom. The Black Knight…is not fond of visitors. How many years has it been since one came last? Well, certainly, he's not about to give you an answer.

For one thing, his blades are drawn, and no attempts to communicate with him will go through. You can still try to run, or you can stay and attempt to fight it out. Within the sanctuary of the ancient city, Pendragon benefits from multiple boons. This is his territory, and he'll make sure that you're aware of it. A magic seal will form over the coliseum as it enters its defensive configuration – sealing your abilities away.

With the protection of the coliseum, the Black Knight is unique in that he constantly absorbs all types of attacks save for one. This bizarre absorption barrier seems to alternate roughly every second – and if it wasn't enough, he's also shirked the need to move about by foot: he'll simply teleport to anywhere he wants within the coliseum.

Take care not to destroy the coliseum…because while the original builders are long gone, the evils that lie within these ancient ruins have yet to rest. Though Black Knight has lost all semblance of individuality, there is still something driving his body – urging him to drive intruders back. You…also wouldn't want to plummet all the way down to the bottom…not with your abilities sealed as they are.

Should you stay to fight the Black Knight, it is best if you can resolve the fight quickly. One lucky shot with the right conceptual attack may be all that you need. But know this – killing the guardian of the world may save you now, but you will also have saved the countless demons and monstrosities held in check by the Black Knight's seal. You'll have to decide – is this your mess to take care of, or will you flee and set the demons loose?

Wait…it isn't much of a choice really! Because if you remember that you're up in the stratosphere, and the demons are all back on terra firma…unless you can sprint down one hundred floors in a second, the demons will have spread out long before you reach the ground floor.

The Demon Shaft – 99 Floors to the Surface

Running away however, is probably the best idea. If you ran before the Black Knight could appear, you will have time to descend several floors before the Black Knight begins his pursuit of you. The walls within this section of the tower are awash in holy light – and though it might be tempting to leap out of the tower now, your abilities still haven't returned.

Thankfully though, one of your companions did make it this far up – and they're more aware of the situation than you are. The Black Knight is pursuing you to drive you out of the Shaft, and your companion is here to ensure that the both of you get out in one piece.

You could turn and fight the Black Knight now if you wanted. As he has only sent a simulacrum after you, his strength is substantially weaker than before, and his absorption barrier only switches once a minute, rather than each second. Remembering how high up in the air you are, you'll probably want to be careful about destroying the floors – as the tower will crumble should you do so. Considering it has been standing for a good several centuries, it's a wonder it hasn't collapsed yet.

If at any point from here you defeat the Black Knight, he will return to his resting chambers, and the rest of your progress down the tower is undisturbed.

Still, perhaps it is best that you keep running still – and besides, it isn't just the Black Knight that is out to harass you – there are plenty of monsters swarming in the Shaft as well.

The Demon Shaft – 80 Floors to the Surface

Just another eighty floors level to go, and yet the seal on your abilities still has not subsided. Perhaps you are still too close to the origination point of the seal. Heavy winds blow within this section of the shaft, as it is widely exposed to the elements. On a positive note, some more of your companions have reached this level. On a negative note…the Black Knight's simulacrum starts to speed up its pursuit of you.

What *is* it after? At this point, even your companions aren't sure anymore. You'll start getting harassed by multiple clones of the Black Knight as he attempts to stall your progress. His actions seem to be contradicting themselves – if he really wants to drive you out, shouldn't he just let you leave in peace…without this harassment?

Even if you wanted to fight him, this is probably not the best place. The winds are strong enough that if you even lose your footing for a moment, you'll slip towards one of the empty voids…and most likely wind up ejected from the shaft altogether. Well, at this altitude? Good luck surviving – you'll be more worried about freezing than a landing strategy.

If you have even a bit of time to stop and study the murals on the walls – you might come to realize something. This Shaft wasn't built as any sort of monument or accommodation – it was built as a seal. But just what could need a hundred floors of magically reinforced stone and brick to seal away?

Best to keep running.

The Demon Shaft – 60 Floors to the Surface

You'll start to feel a portion of your powers return by the time you hit floor sixty. Well, that leaves you with some guesses as to where the magic seal originated from at least. It is at this point that the Black Knight's simulacrums noticeably weaken. It seems like they might have drawn from the same source of magic as the seal binding you.

He might still be teleporting like a wild maniac, and you will still find yourself swarmed by his many copies, but at least you now have a large portion of your companions to fight alongside, as well as a portion of your own abilities. If you really wanted to, you could probably stand your ground and win now.

The architecture of the shaft at this point however…is a bit hostile with regards to that. A constant thunderstorm runs through the shaft in this area – and you might find the thunderbolts to be more of a hazard than the Black Knight's simulacrum.

From the depictions on the walls – well, it seems like the Dark Genie was not the only demon in this world. If you have the time to stop and study them, you'll notice that masses of people are also depicted – perhaps the folks who built this place.

Well, you certainly have plenty to "thank" them for, if you make it out of here.

The Demon Shaft – 40 Floors to the Surface

Well, from the moment you stepped into this floor you noticed the change. And how could you not? – considering the entire floor is frozen in ice. Maybe the temperature does not disturb you…but the frozen surface of the floor is going to make things quite…particular. For one thing, it seems like the Black Knight is pretty well adjusted to this place – he's even faster than before.

You weren't necessarily expecting that – especially now that he's stopped teleporting. It seems he's moving faster without teleports than he is with teleports. With more time, you might have stopped to contemplate how that was possible – but you've got dozens of Black Knight clones to fend off, and well, the surface here is pretty slippery!

Much of the frost has damaged the murals – but from what you can gather – there was a giant urn involved with the sealing…but this occurred after the demons had laid waste to whatever civilization built this shaft. Perhaps you'll see the end of the story as you reach the bottom…

The Demon Shaft – 20 Floors to the Surface

From freezing cold to blazing fire – or that might just be your senses trying to adjust. It seems like this last stretch of the shaft is relatively normal, without any major peculiarities. The Black Knight has also slowed down, and if you've lasted this run for this long without banishing him – well, at this point, there's not really much reason to do so. The clones have also vanished – perhaps as a result of the simulacrum being so far away from the origination point.

Strangely enough, there aren't any murals here. The floors are devoid of pattern, and you get a strange feeling that somebody was here before you. Exactly who, you're not quite sure…but maybe it has to do with that giant urn? Regardless, you're only a short ways away from the entrance. Might as well push forward on that final stretch!

The Light of Day

As you take your first step out of the shaft, (Hopefully you didn't jump out!) you'll notice that it's a brilliant day out. Well, minus the fact that there are a couple demons flying about in the sky, but besides that things seem relatively calm at the base of the Shaft. You figure it could have been worse. The Black Knight, if you never killed him, will vanish and stop pursuing you.

You'll be free to head out into the world, along with your companions, and though Norune village is quite a ways away – it also happens to be the closest village in vicinity. You might as well head towards the closest sign of civilization while it's there.

When you do reach Norune…there'll be a strange package awaiting you. Well, if you killed the Black Knight up at the very top of the Shaft, there'll also be a horde of demons awaiting you – but that's a present in itself, right? You probably won't know any better – but based on your decisions, the world will experience some changes.

You still have ten years, traveller, best to make good use of that time!

Black Knight Defeated on…	The Demons
Floor 100	Rampant across the world, aggressive to literally anything that moves and is not a demon. Best be careful – as each of these is equivalent to the power of the Dark Genie.
Floor 99-81	A copious amount of demons will be wandering the land, and considering they're essentially out of control, they're going to be doing quite a bit of damage to the

	environment.
Floor 80-61	Quite a sum of demons, but the demons are weak enough that the Dark Genie is likely to conscript them as his soldiers.
Floor 60-41	There are enough demons in the world that they are generally seen as another type of monster – but they seem to be hiding in dungeons and whatnot.
Floor 40-21	There weren't too many demons that escaped, and those that did were conscripted under the Dark Genie. They might harass you from time to time but it doesn't seem to be anything significantly hazardous.
Floor 20-1	Very few demons roam the world, and sightings mostly consist of monsters that have grown significantly more powerful.
Just Ran (Or Leapt) Out.	No shift in the way the world appears – and demons? Well there's still the Dark Genie roaming about.

Oh, and of course, there's the matter of what's inside the box right? Well open it and see!

Black Knight Defeated on…	The Box…
Floor 100	Contains the Chronicle II sword, a sword better described as a piece of crystal with two sharp steel plates welded to both sides. Well, as clunky as the description may seem, the sword contains an amazing amount of destructive power. It also has a strange tendency to create Atlamillia from static objects which it cleaves apart. Oh, and at the bottom of the box you'll find a receipt for 300 CP. Maybe use it against the demon hordes?
Floor 99-81	The box bursts open with a loud roar – and you find yourself face to face with a quadruped beast. Well, it looks like a black lion…or perhaps a panther, yet it's about the size of a tank, and as bulky as one too. It seems rather keen on following you around, and strangely enough, you can meld your body with it – allowing you to ride it, quite literally. Seriously, who sends presents like this? And what for? Oh, and at the bottom of the box you'll find a receipt for 250 CP

Floor 80-61	The "present" doesn't seem to be any different than what you would have gotten had you banished the Black Knight between floor 99-81, but at the bottom of the box you'll find a receipt for 200 CP
Floor 60-41	It's a full set of jet black armor. Well just from a glance you can tell it resembles the same suit of armor that the Black Knight was wearing. Donning it…well it covers over so much of your body that you really only have a single slit to see through. Not only that, but it also happens to be so bulky that you can't really see well in it. Regardless, it does happen to be extremely durable under any condition and it seems that you can teleport short distances while wearing it. The receipt at the bottom of the box for 150 CP should help somewhat.
Floor 40-21	The "present" doesn't seem to be any different than what you would have gotten had you banished the Black Knight between floor 60-41, but at the bottom of the box you'll find a receipt for 100 CP
Floor 20-1	Huh, there's nothing here except a receipt for 50 CP
Just Ran So Far Away …Or perhaps you jumped out of the Shaft	The box was a dud! There's literally nothing in here! I guess…the Dark Genie was the present after all.

ACT 2 - DOES IT FEEL LIKE YOUR LIFE'S BECOME A CATASTROPHE?

Calm Before the Storm

You didn't think that it would be over with just that, did you, traveller? It's the second morning after you left the Demon Shaft, and it's about time that you were told why you entered the shaft in the first place. Or rather, why you ended up there – after all, we had agreed previously on where to send you, right?

No, no, I hope you're not complaining, because this is a pre-recorded message. See, the Fairy King was the one who actually arranged for this, and you know, we're not really in the business to refuse his requests right? I mean, he is the one who went and saved a whole bunch of people during the cataclysm. Oh, you didn't know that? Well, consider yourself enlightened.

The message is cut short, as the Fairy King makes himself apparent to you. It seems that he does have business with you after all. You're certainly not Toan, and binding you rashly to an Atlamillia when Toan is already hard at work would be redundant. But he does have a request to make of you.

"One that a person of your strength and talents will be most suitable for…" He says, as he introduces you to a group of "helpers". It would seem that he didn't mean for you to go alone…though you've probably come to realize by now that this is only provided you agree to his request.

You certainly can still refuse, and the Fairy King will merely shake his head in disappointment, leaving you to sit about and do things at your own pace. Toan can even save the world by himself if you so wish. If you do agree however, the Fairy King will make the details of his request clear.

The human mastermind behind the Dark Genie's revival, Colonel Flagg Gilgister, was a ranking officer of the Eastern Continent's army, and the Fairy King fears that an invasion is imminent. But with the Dark Genie unleashed, he can't probe Gilgister probably to discern his motivations. Well – right now finding the Colonel and the Dark Genie is a problem in itself.

If the Ragoon Republic on the Eastern Continent invades – well, with most of the Western Continent's towns already destroyed, it isn't like there will be any survivors left to rally a resistance. So…quite unfortunately, the task falls to you and your companions. Again, the Fairy King is very aware that this may well be an impossible task. There are no logistics to be had on the Ragoon Republic besides the fact that they have an army – and that's already common knowledge.

It's because of this that he'll still give you the opportunity to back out now. Not everyone is suited for tasks like this after all, and who knows, maybe the Ragoon Republic won't invade since Gilgister already destroyed most of the Western Continent's civilization. They could very well just be waiting for the last scraps of resistance to fall apart before swooping in for natural resources.

If at this point you still agree to help the Fairy King out, then it is time for him to start helping you make preparations. He's had time himself to think of how to tackle this problem, and he does have a small amount of resources he can dedicate to the cause. After all…every bit of time you can buy is more time for Toan to rebuild the Western Continent.

Methods of War

As the Fairy King stated, resources are at a premium after the attack from Gilgister, and trying to tackle this problem from multiple angles is likely to end

up achieving very little besides wasting resources. The objectives however are clear.

The Ragoon Republic forces which may still be lurking on the Western Continent need to be rooted out. Gilgister has likely retreated away from the main continent by now, but he may well make an appearance should the Dark Genie come to realize something amiss as Toan and you proceed ahead. Still, there are likely to be roaming soldiers left about to maintain control.

It doesn't help that the Dark Genie has gone and controlled a large amount of the beasts and monsters that were once well…living amicably on the Western Continent. So this place certainly is not without its own internal problems – and then there are the demons that you just might have released when you ventured out of that tower…yeah, them.

But that's just addressing the Western Continent. There's still the matter of the Eastern Continent to contend with.

The risk that the Ragoon Republic presents to the Western Continent must be ascertained. As unlikely as it is that Gilgister acted alone, there's still no explanation behind why a Colonel could freely attack the Western Continent without the Ragoon Republic sending reinforcements soon afterwards. If the Ragoon Republic is up to something…it's better to figure out their plans in advance rather than to find yourself on the receiving end of a plan.

Toan might eventually be able to fight Gilgister, but he definitely can't investigate into the Eastern Continent. Unfortunately, that task will fall to you.

If it reaches the point where the Ragoon Republic is a certain threat however…it'll be up to you to buy time for Toan to complete his objective. Maybe if Toan can drive back Gilgister and the Dark Genie, the Ragoon Republic will reconsider invading the Western Continent.

All that is known about the Eastern Continent and the Ragoon Republic is that they are technologically advanced – enough to make the entirety of the Western Continent look like a rural farming society. As the Fairy King explains, the people of the Western Continent are content with coexisting with nature – so quite naturally they've fallen behind quite substantially.

The aid that the Fairy King can afford you right now is…well actually it depends a bit on how you want to approach the problem. Will you take the fight to the Eastern Continent, or do you prefer to secure the Western Continent and hopefully deal with strictly the internal problems at hand?

You can certainly split your companions up, but the Fairy King only has enough power to help you follow through with one objective…so make it clear where you feel you actually need help. In any case however, he'll give you a small portion of power – +**200 CP** – as well as a **Blank Atlamillia**.

What the heck are you supposed to use this thing for? The Fairy King merely says that "unlike other Atlamillia, this one is slightly flexible…and slightly troublesome." Frankly, that's probably the reason why he didn't give it to Toan.

Should you possess any Atlamillia Shards however; the Blank Atlamillia can be adjusted to some degree. You may not find these adjustments to be all that appealing…depending on your circumstances.

Adjustment	Resulting Modification	Cost (in Shards)
Emergency Construction	Useful only in emergencies or when you need something rearranged without much effort, this can be used to move and meld static objects together, as long as they are actually present nearby. It does not actually "create" anything – merely merges and rearranges things according to your wishes – essentially a quick telekinesis factor.	2
Stasis	An application of the same fairy magic used by the Fairy King on a much smaller scale, this allows you to freeze nearby objects and individuals for a short period of time, making them invulnerable by temporarily removing them from that time and space.	2
Emergency Reinforcement	Useful only in emergencies, or when you need a temporary distraction, this can be used to create a simulacrum of life, typically some sort of monster. Complex, sapient creatures are impossible to recreate properly, and creations tend to break down rapidly after some time.	2
Emergency Recreation	Allows you to recreate a construct from your memory or the Atlamillia's memory, provided that necessary resources for construction are nearby. Alternatives can be used, but durability is never guaranteed. Generally a weaker ability than a natural user of the Georama ability.	3
Data Log: Structure	Allows you to actively copy the structural data of a building or inanimate object that you come across and have the Atlamillia study. The copying process takes time, but once stored into the database it can be recreated – though generally the best	3

	recreations are performed with the same original raw materials.	
Data Log: Fauna	Similar to the Structure based Data Log, this instead documents wildlife. Naturally, documentation of wildlife is actually harder than documenting structures…which don't tend to move. You'll probably want to pin them down. Reproducing them tends to be the most complex of the three options, and sapience is generally impossible to fully replicate.	3
Data Log: Flora	The last data log option which documents plant life – this is generally the easiest to replicate since most plants are not only inert, but they also happen to be relatively small and plant matter is easy to come by.	3
Demonic Purge	Releasing the energy within the Atlamillia, this function allows you to substantially weaken demonic creatures in the nearby vicinity for a short period of time, but thankfully doesn't affect allies. Granted, this is probably intended for the Dark Genie if you ever run into him.	3
Emergency Release	A last ditch measure that might be helpful if you ever need to get away, as long as you continue to channel magic into the Atlamillia, it will continually attempt to rearrange the local environment and create whatever is stored within its database using the raw materials available nearby. This lasts for as long as your magic can sustain it.	5

Methods of War – Holding Down the Fort

Defending the Western Continent is certainly the safer, if not the more conservative approach. Deal with the problems on the Western Continent and worry about the Ragoon Republic…if they come. The Blank Atlamillia that was presented to you has its purposes adapted to suit the situation, when faced with a weakened enemy, be it monster or man, the Atlamillia can sever the control that the Dark Genie has over the foe.

Granted, any Republic soldiers you come across are not likely to capitulate – even capturing them as prisoners may only help you to a limited extent. On the other hand, many of the "monsters" that litter the land in forests and dungeons will be keen to help you retake the land from the Dark Genie's influence…if you go through the efforts to free them.

It's a bit unfortunate, but demons are complete immune to this severing effect that the Blank Atlamillia possesses. Well, what did you expect? If the Atlamillia could wrest control over demons, then the Fairy King would likely have stopped the Dark Genie himself with it.

Freeing them isn't a primary objective – removing the risk of them interfering with Toan's quest is. How you do that is up to you. You'll have to sweep across the Western Continent, hopefully clearing a path for young Toan. The most substantial creatures under the Dark Genie's controls are all creatures that young Toan is bound to meet as he embarks on his quest…most notably, the Divine Beast Dran.

The Colonel's forces on the continent, the Curse Dancers, will attempt to hinder your efforts through witchcraft and assassination where possible, so stay on your guard at all times. The more of the Western Continent you reclaim, the more you can expect to see the Curse Dancers show up to harass you.

It's probably when you don't see them at all that you should worry.

Pave the way for Toan to properly recreate the Western Continent, and he'll take care of the Dark Genie in due time. If the Colonel's forces have been consistently dealt with up until now, you'll find that there won't be any further conflicts with the Ragoon Republic. As long as the Colonel himself was taken care of anyways…if he managed to escape by any means, he may very well come back to haunt you.

It might be best if you accompanied Toan on his quest once you successfully secure a large part of the continent. The poor kid definitely can use the help and the company. Either way, it won't be until Toan succeeds in his quest that you'll come face to face with your "employer" again…

Methods of War – Waging War

Certainly a more aggressive option – but as the Fairy King assures you, he'll help Toan ensure that the home front is kept safe so you have nothing to worry about. As he emphasizes, all you need to do is ensure that the Ragoon Republic does not attempt to hinder the Western Continent's efforts further with any potential invasion. In an effort to aid you, he'll even offer to send you off to the Eastern Continent's shores.

Thankfully, he didn't place you anywhere hazardous – the small town close by might be good to set up camp in, though information of the Republic's movements seems to be strangely sparse. For a town that you would assume to be part of the Republic…the people here seem rather distant towards the

whole Ragoon Republic. They know of it, but it seems that they would much rather act as though they aren't a part of it.

However if you're persuasive enough, you'll be able to dig out some information from the locals. It seems that the Republic has been pushing very heavily for development on all fronts…including arms development. What the Colonel had done on the Western Continent with the Dark Genie…may very well have been a mere consequence of this push. In any case, you'll be able to ensure that the Republic indeed can move forces over to the Western Continent at any time they like.

That…that capability of theirs definitely is not a good thing. If you're going to be proactive about things, you should definitely look to undermine and gather more information on the Republic's forces as well as their motivations. You'll quickly find that their army is massive – and if Flagg was to request aid for any reason…well, it's not likely that Toan will be able to hold his own against any force the Republic decides to send over.

Whether you choose to do this through the use of brute force or approach the Republic through more covert avenues is largely up to you, but your objective will remain unchanged regardless. For so long as Toan's quest is still in progress, you must ensure that the Republic does not send any forces to the Western Continent and stop him.

Unfortunately, even if you can wrest control of the Republic away from the figures currently in charge – you'll find that "ordering the Colonel to return" is not as easy as it sounds. For one thing, it'll be very apparent that the Colonel is not going to listen to an order like that – it's very likely he's under the Dark Genie's control in entirety by now. Guess it's going to be up to Toan to save the Western Continent while you hold off the East. There is only a single question that remains then…

How long is that going to take?

Well, if the Colonel falls and the Republic is still around, you're bound to hear about it. On the other hand, once Toan completes his objective you will find that the world will change very quickly and very substantially – the changes will be enough that you'll find yourself standing back in Norune Village, with the Fairy King standing nearby.

Keeping that in mind, hopefully you and your companions remain vigilant and find a way to tackle this massive country and its substantial army. Patience is definitely going to be a virtue here. Then again…who knows, maybe you'll grow to like it here in the Eastern Continent? They are indeed more advanced…

Nightfall

Norune Village – huh…you've found yourself back in Norune Village again. You'd even say that it's familiar, except it seems like there's a festival going on right now…that wasn't there the last time you came to Norune. Certainly it's a bit more lively, you can safely assume that the threat of the Dark Genie is over – even if you didn't take care of him personally.

Your companions aren't too far away either, evidently taking part in the festivities. You'd join them, but the Fairy King still has business with you apparently – or rather, he has business to close up with you. You know better than anyone how long this journey has taken, but that doesn't mean the Fairy King has ignored your efforts.

As the Fairy King says, regardless of whether you departed or stayed behind to settle problems down, ultimately you played a part towards the situation you're in today. The Fairy King isn't one to leave contributions unacknowledged. The "time" that you spent partaking in business on the Fairy King's behalf will be returned to you, and from this point on, you'll have ten years to explore a reformed Western Continent – certainly it's in a better state than when you first set foot.

The Atlamillia are returning to their slumber, but yours is reacting a little strangely. It seems that though it has lost its circumstantial changes, any modifications you had intentionally made to the Blank Atlamillia have been retained. The Fairy King doesn't mind if you take it along with you – that stone has always been a difficult one to manage for him.

Toan and his merry band have returned to their normal lives…but there is one individual who still has unfinished business with you. The Black Knight Pendragon, unless you disintegrated him entirely, will reappear one day in the village of Norune. Though he doesn't seem to be aggressive by any means, he seems dead certain that he wants a rematch with you, one on one. Whether you choose to humour him…well, that's up to you.

Once again, he'll wager the Chronicle II sword – if you win, he won't need it anymore in any case.

For you, for the Black Knight, all things end by returning to their beginning...

[The Georama Lies Complete]

Well...that was certainly interesting. But hopefully with the Genie gone, the world will have time to recover, rebuild, and who knows – maybe in time, you'll return someday to see how everything has turned out! But for now…it's time for you to take your leave again.

Or maybe not? That's a choice we're going to leave to you.

1) There was that Home of Your Own... – Time to go home already? Well, I understand, you probably haven't been back for a while. You'll return home with everything intact. This ends your journey though.

2) There's Still More to Do Here! – There's still a whole world out there that's waiting for you to leave your mark! Keeping all of your abilities intact, you'll stop here and construct the world in your image.

3) Departures to Your Left – The people here might have appreciated your work, but you're also needed elsewhere! It's time for you to move on, taking what you have with you.

Notes

Regarding the Canonical Ending of Dark Cloud

Some of you may note that in the original ending of Dark Cloud, there was a time reversal that sent everybody back to the beginning, while "retconning" the existence of the Dark Genie.

Your 10 years is in absolute time – so your time is not reset. You merely return to your point of origin when you entered this world (Fun fact: they call it Terra), with civilization all around you. You retain your memories, and so does everyone else to some extent.

Naturally, the scenario changes this up a bit, and you may well not get to the point where the original ending of Dark Cloud even occurs – mostly if you killed the Dark Genie. If you followed through both acts and let Toan handle the Dark Genie, it's likely that the ending happens as per canon.

Regarding the Dark Genie Drawbacks of Dark Cloud

The Dark Genie that you fight in the drawbacks? He's the real deal, not the fake Dark Genie that shows up in the original story. You might not have realized it, but the Dark Genie in the story is defeated rather easily – because the spirit of the Dark Genie inhabited the body of a rat. Talk about a bad host.