Virgil's Aeneid

Jumpchain



"I sing of arms and the man..."

Welcome jumper, to one of the great cornerstones of Western literature, The crowning glory of Rome, an epic that has echoed throughout the ages, the tale of Aeneas, the Trojan who was to begin the undying destiny of Rome.

If this all sounds a little pompous, well I'm afraid that just comes with the territory. You'll be entering the world of Virgil, with his colourful adaptations and reinterpretations of Greek mythology, all serving to espouse the eternal glory of the Roman empire. You will begin at the end of the Trojan War, while Aeneas and his family are fleeing at the behest of the gods, unknowingly destined for greater things. At the same time, far to the West, Dido will be founding the colony of Carthage, and in Italy the Latins will be living a peaceful existence, ignorant of the war that will soon rock their shores.

Unburdened by fate, it will be up to you to decide your destiny in this relentlessly Roman world. Perhaps these will help you on your journey:



1000 Denarii



Location

Before the epic of Jumper can get going, we must first set the scene. You may choose freely from any of the following locations.

Troy

Perhaps not the best time to be here, Jumper. The Greeks have just left an enormous wooden horse outside the gates in honour of Athene, and the Trojans have wheeled it in to the city, under the artful deceptions of Sinon. Already as you arrive, the first Greeks will be pouring out the ship under cover of night. It's likely already too late for Ilium, but there's still time to save yourself.

Carthage

Ah, Carthage, the newly founded home of Queen Dido, who arrived on these shores after fleeing from her murderous brother in Tyre. She is a just ruler, but having closed off her heart after the death of her husband Sychaeus, her refusal to remarry has angered many of the nearby nations. Surrounded on all sides by scorned lovers, Carthage is in need of help, and the assistance which is currently on its way may end up doing more harm than good...

Italy

The future home of Rome! Not that you would think it, standing here now. This is a pastoral land, a place of simple people with simple lives, blissfully unused to the ways of war. Death and destruction will soon come to this place, so you may as well take in the sights while you can.

Underworld

All make their way to Hades' shores eventually, but only a select few have ever made it out again. To be blunt, this isn't the best place for you to begin your journey, but should you make it out from your starting point between Elysium and Tartarus, you'll be among an incredibly select list of heroes to do so, alongside Hercules, Orpheus, and soon, Aeneas.

Origin

There are many kinds of people in this world, Jumper. It will be up to you to decide where you stand among them. You may choose your gender for free.

Hero



You are a true hero, and I do not use that word lightly. You likely fought in the Trojan War, or else have done some other great deed which makes you worthy of such a title. Regardless, your reputation will only carry you so far in this world, and it will be up to you to prove yourself with your actions. Remember, above all else should come a duty to your family, your country, and the gods.

Tyrant

You may still be a hero in the Roman sense of the word, but don't think that means you are worthy of such a title. As a tyrant, you have often taken pleasure in conquering and subjugating rival peoples, not with clemence and generosity as the Romans might, but with excessive cruelty and unending bloodshed. If nothing else, you are a fine warrior, unstoppable once your rage has been invoked and your bloodlust becomes overwhelming.



Demigod (-200D)

As Aeneas was born of Venus, and Turnus of the nymph Venilia, you are more than human. You were born of one of the immortal gods, be they a nymph, river, or one of the Olympian pantheon themselves. Regardless, you will find that such heritage has its privileges, with the strength of your bloodline alone making you one of the strongest warriors in any army, not even mentioning the advantages that will surely come of your divine parent's support.

Drop-In

No history at all? You are an odd fit for this world Jumper, arriving as you do with just a quill in your hand and a seemingly endless supply of blank papyrus. Perhaps it is time for you to call upon the Muses and forge your own masterpiece.

Perks

You'll need some help to establish yourself in this world of brutal war. These abilities should come in useful.

Catasterism (free to all)

The most illustrious of privileges has been granted to you, jumper - that of immortality through the stars. In all future jumps in which stars are seen in the night sky, a constellation will be retroactively added, named after you and shaped (vaguely) like one of your defining characteristics or symbols. The origin of its name will be long lost to time, but of course, you'll know.

Katabasis (200D)

The descent to the Underworld is easy. Night and day the gates of shadowy Death stand open wide, but to retrace your steps, to climb back to the upper air—there the struggle, there the labor lies. Thankfully, this is your specialty. Now and in any future world which features some kind of equivalent to an underworld, you know a ritual means of getting both in and out without significant difficulty (stock up on pig's blood). This perk does not protect you from any potential dangers of Hades and other Hells, but it does ensure you have a means of getting in and out relatively unscathed.

Tongue of Sinon (200D)

The Greeks have mastered the arts of trickery and sly deceptions. Like Odysseus, the man of many wiles, or the silver-tongued Sinon, you're an expert in subterfuge. Now only do you know every trick in the book, but you have a particular specialty for false surrenders and using them to get close to your opponents or even infiltrating them over a longer period of time. With your silver tongue, even the most hardened generals will find it hard to doubt that you have generally defected to their side. That's when the Trojan horse can be broken open, and all hell wrought loose upon your true enemies.

Diomedes' Respect (200D)

Your enemy sends an envoy to an old opponent of yours. He asks them to join him in his crusade against you. Your old foe responds by telling him that he will have no part in such a thing, and strongly advises him to think twice before facing you in the field of battle. For some reason, old enemies of yours, as time passes since your conflicts, begin to look at you with a kind of respect and fondness which borders on friendship. This won't prevent them from continuing to antagonise you as before, but if anyone else tries to get involved, they'll protect you to the end out of a kind of misguided respect - possibly mixed with a desire to be your only *true* rival.

Mould Her Heart Anew (300D)

Many of the lesser gods of this world have the power to invoke emotion in those around them via a symbolic gesture. Cupid is able to fill Dido with love by 'poisoning' her food and drink with affection, while the Fury Allecto throws a ball of fire into Turnus' heart to fill him with rage. You may pick a single emotion of your choice for each purchase of this perk. Through some kind of simple but symbolic act like those mentioned above, you are able to fill targets with a relatively brief (lasting a few weeks at most before fading entirely) but highly intense burst of this feeling. This power is strong enough to drive the weaker willed into acts they would never usually commit, including murder.

Pietas (100D, Free Hero)

Pietas is a Roman virtue which can be most adequately summarised as a sense of calm, collective duty to one's family, country and gods, along with a lasting spirit of wilful endurance of hardships. You are now and in future jumps famed for your Pietas, with any who look upon you feeling at a glance that you are a dutiful and honest man. Whether this impression is correct or not depends on you, but this ability only works for first impressions, and repeated shows of impiety or cowardice will cause those around you to reconsider their assessments. This effect can be toggled on and off at will.

Furor (100D, Free Tyrant)

The opposite of Pietas, Furor refers to a manic, all-encompassing rage which undermines good order and reason. Like Turnus and the great Achilles before him, you are well known for flying into such rages, and can choose to have any who meet you instinctively feel that you are immensely dangerous, and may fly into a wild Furor at the slightest provocation. People may not love you, but with this ability active, they will soon learn to fear you.

Epithets (100D, Free Demigod)

Every god must have their epithets, titles which mark them out as worthy of awe and respect. Like Tritonian Neptune or Father Jupiter, you have your own title, reflecting your past deeds and accomplishments (if you cannot choose, it will default to 'Jumper'). People will automatically associate this title with you, and will find themselves referring to you with it without even thinking. What's more, it will invoke awe and respect in all those who hear it, who will understand that it conveys something significant even if they cannot quite grasp what exactly that is.

Poetry (100D, Free Drop-In)

Few can match you in the construction of verse, nor the beautiful subject matter of which you sing. You are a poet for the ages, with the potential to surpass even the greatest writers in literary history. Such feats will take much time and training however, but rest assured that should you be willing to put the work in, the sky's the limit for your writing ability.

Famed in Arms (200D, Discount Hero/Tyrant)

For each time this perk is purchased, one fighting style must be selected. Only the respective style for your origin is discounted.

Hero - You are a master of the art of war, fuelled by the virtue of Pietas. Reason, strategy and carefully calculated maneuvers are how you win battles, and more importantly, wars. Your skill is masterful, as you are able to carefully time spear throws to take down chariots, move your troops in for incredible ambushes, and improvise soundproof plans of engagement in seconds whenever new circumstances arise.

Tyrant - Unlike the Hero, you have little time for tactics and plans. Instead, you enter into a bloodthirsty rage in battle, in which your growth in sheer power more than makes up for what is lost in technique. In this blind Furor, you are highly destructive, almost an unstoppable force to any opposing armies. Your allies have lessened versions of this effect, and they too can go on the rampage while fighting alongside you, making you a formidable enemy.

Radiant Beauty (200D, Discount Demigod)

Oh my, you are beautiful. Have you received a makeover from the gods, by any chance? Just as Aeneas had his features accentuated by his mother Venus, you have a permanent aura of divine beauty which means few can look away from your stunningly good looks. Just be careful with your charms, lest you become the second face to launch a thousand ships.

Invoke the Muses (200D, Discount Drop-In)

The Muses are the divinities which govern the arts, to whom all epic poets must address their works. Before any creative endeavour, you too may dedicate your work to the Muses and call upon them to assist you, and receive divine inspiration in return. You will work more efficiently and skillfully in this state, and the quality of whatever you are creating or performing will be substantially enhanced.

Scrolls of Fate (400D, Free Hero)

You are destined for great things. Or if not destined, at least pointed in the right direction. This power, which can be toggled on and off, always leads you to events of great importance, subtly influencing chance to ensure you end up in a position to make major decisions and influence the outcomes. Of course, this power will not let you know which decision is the right one. Only you can decide that.

Into the River (400D, Discount Tyrant)

A failure to plan can often lead to deadly situations. Luckily for you, when things seem their worst, a circumstance always seems to come along to give you the chance to escape. You could throw yourself headfirst into the enemy base as they slam the door behind you, and massively outnumbered and trapped as you are, you'll still find an opportunity to escape, be that a window overlooking a river or a convenient trapdoor leading far away from the enemy. It'll be up to you to survive long enough to seize these opportunities, but at least your situation will never be truly hopeless.

Divinities Everywhere (400D, Discount Demigod)

Pretty much everything in this world is some kind of god, from the trees to the rivers. Now, there will be similar divinities in future worlds, ruling over their small landmarks and sites. They exert power over these places, and so appeasing them can lead to great results. Make an offering to the god of a beach in the hopes of rocks rising up to shipwreck an invading fleet, or pray to the goddess of the desert you're stuck in to protect you from the heat. However you use this perk, you'll find that many problems are easier to deal with when they've been personified.

A Fine Patron (400D, Discount Drop-In)

Just as Virgil was able to court the favour of Augustus, you have a knack for winning the respect of and befriending powerful people. With a few poems singing their praises, paintings depicting their brilliance, and any other shows of respect you can think to give, you can earn yourself a comfortable place under the wing of almost any powerful person, even emperors or kings. Just try not to invoke their wrath, especially if your new patron is known to be temperamental in their affections.

Founder of the Roman Race (600D, Discount Hero)

After his death, Aeneas was praised as the founder of the Roman race, as the forefather of the bloodline that would one day spawn Romulus and Remus, which could be traced all the way to the emperor Augustus. Like Aeneas, your actions lend themselves exceptionally well to mythologisation. Help out a town, and generations later they would still sing songs of your arrival. Save a city from destruction, and you'd soon find yourself being prayed to as though you were a god yourself. Even when things go wrong, time and the blurring of details will conspire to give the most positive impression possible of your actions and their consequences. Whatever you do and wherever you go, there's no chance of you not leaving an impact on all those around you.

Forgive and Forget (600D, Discount Tyrant)

You may be an impious sort, disrespecting and insulting the gods at every possible moment. Yet, inexplicably, you still seem to have friends among the Olympians. As it turns out, people in general are quick to forget your mistakes, regardless of how intensely they typically pursue a grudge. Make a show of having a change of heart, and almost all will seem to buy into your new persona and forgive your past misdeeds. This will happen again and again, no matter how many times you betray their trust. The only exception is if you do something truly unforgivable, such as slaughtering someone's entire family. Even that, if left long enough (perhaps a few decades?) could be forgiven.

Divine Favour (600D, Discount Demigod)

Your piety has been noticed jumper, and you will find it rewarded frequently during your time here. Deities and other immensely powerful beings find themselves fond of you, and now and in future settings will often grant you boons and benefits befitting their nature. Vulcan may grant you a hand-forged shield, while an eldritch being is more likely to drive your enemies insane. Regardless, such favours are great gifts, and assuming you react with gratitude, may lead to even greater rewards in the future.

Orpheus Reincarnated (600D, Discount Drop-In)

Choose a single art, such as epic poetry, painting, the guitar, or singing. You are now so skilled at this art, that you rival even the great Orpheus in your abilities. Not only could you charm any mortal or immortal alike with your skills, but you could even enthrall inanimate objects. The trees sway to your beat, the mountains lean closer to hear your performance, and the waves part to give you a better view of whatever you are painting. Such artistry is beyond mortal comprehension, and nothing you create in your chosen medium will ever be anything less than a masterpiece.

Items

Perhaps some equipment is called for? Take your pick from the armory below. Items may be imported wherever appropriate.

Shining Armor (100D, Free Hero/Tyrant)

A beautiful and highly effective set of armour which invokes awe in all those who see it. It may have an illustrious history behind it or this history may be yet to come, but either way you'll stand out like a shooting star on the battlefield. And if you were to die wearing it, you'd soon find a small-scale battle erupting over who gets to claim the blessed armour of jumper.

Xenia Gifts (100D, Free Demigod)

Xenia, or guest-friendship, was an important concept in this period. Hosts would offer their guests wondrous gifts, each with a long and detailed story behind how they came into its possession and why it was so wondrous and valuable. You have a small collection of gifts of this sort: golden chalices, ornamental blades, and the like, and you instinctively know the long and impressive histories of each item. New artifacts appear at the start of each jump, and anyone who is given one of these gifts in an act of Xenia instinctively understands their importance and will be suitably grateful.

Tools of the Trade (100D, Free Drop-In)

A small desk, a pen which never runs of ink, and an infinitely replenishing stack of papyrus. When performing any work with these tools, you'll find yourself working significantly faster than you otherwise would. Your pen practically flies off the page as your mind goes a mile a minute in constructing the most beautiful of verses.

Spear (200D, Discount Hero/Tyrant)

The most noble of all weapons, the spear was the weapon of choice for both hero and tyrant alike. This one is especially effective, as when thrown, it is supernaturally inclined to hit its mark, even more so if you make a brief prayer to the gods before your throw. Even after being thrown it finds a way to very quickly return to your possession, and even if utterly lost or destroyed will soon show up again none the worse for wear.

Household Gods (200D, Discount Demigod)

The Penates were a series of stone statues which Aeneas saved from the ruins of Troy, and in so doing, he was able to bring the gods of Troy forward into his new city of Lavinium. You have your own set of small stone statues, updating to include the gods of each new setting you visit. In any setting in which you can pray to gods to gain boons or powers, even after leaving that jump and thus their area of influence, you may pray to your statue of them to gain a similar effect to as if you had prayed to them directly and they were present in the setting. Just make sure the statues aren't damaged, or you risk losing their blessings.

Golden Bough (200D, Discount Drop-In)

A solid gold tree with many replenishing branches. These branches are utterly unbreakable by most, but those capable of great things find that they come away in their hands easily. Not only does this allow you to test people and separate the wheat from the chaff, but a branch from this tree is recognised by all who see it as a symbol of great power, and none who bear witness to a golden bough in your possession will ever doubt that you have incredible feats ahead of you.

Fleet (400D, Discount Hero)

A series of large ships more than capable of transporting a small army of refugees across the globe. These ships will emerge from any body of open water shortly after you will them to arrive, manned by a small crew. Though they are not outfitted for naval combat, you'll find these ships to be far sturdier than most you will find, and more than capable of surviving a storm.

Chariot (400D, Discount Tyrant)

A golden chariot fit for the gods. This incredible vehicle appears whenever it is needed, driven by one of your companions or a generic but highly skilled attendant. It is far faster than any other vehicle you will find in this world, aided by the divine horses which carry it. These steeds have an additional minor divine gift of their own from their heritage. You may choose what this is, but examples include being able to speak or breathe fire at will.

Shield of Jumper (400D, Discount Demigod)

This gorgeous shield, much like that of Aeneas, was forged by Hephaestus himself. It has no equal in this world, and will deflect any blow that strikes it directly. As if this wasn't enough, it is intricately inscribed with depictions of events involving you which have yet to come. These events update with each jump to foreshadow what is to come in each world, and an intelligent jumper may even be able to avert these events with the vague forewarnings of their shield's prophecies.

Trojan Horse (400D, Discount Drop-In)

The Trojan Horse itself. The same one those brave heroes of Troy dragged into the gates of their city, fooled by the deception of the wily Greeks and their evil god. This large hollow statue can fit an unnatural number of men within its hold, and any deceptions you try to pull with it are divinely backed. The judgments of those you offer this horse to as a gift are clouded so that they cannot see it as anything more than a genuine peace offering and they will react to it accordingly, although a fear of divine retribution will keep them from considering its destruction.

A New Troy (600D, Discount Hero)

From the ashes, a new Troy is born, just as the prophecies predicted - more or less. This walled kingdom bears a strong resemblance to the lost city of Ilium, and is practically immune to sieges when it comes to anything less than divine intervention. You may be its ruler or just another citizen, but the city will follow you into future jumps (or can be made into a warehouse attachment), being inserted retroactively into the setting and if you like, being updated to fit, although even so they keep their cultural practises and customs alive.

Unjust Army (600D, Discount Tyrant)

Even the most disliked tyrant can gather up an army by calling in favours and long unpaid debts. You have a sizable fighting force, enough to feasibly conquer any of the cities in the ancient world. The soldiers under your command are vicious and ruthless, and will have to be reined in if you expect any kind of discipline from them. If, however, you wish to loot and raze cities to the ground with no survivors, these men will do a fine job of it without complaint.

Elysium (600D, Discount Demigod)

The Elysian Fields are a beautiful meadow deep in Hades where those favoured by Zeus (primarily Romans, of course) may enjoy perfect happiness in the prime of their youth. Their days are spent exercising and socialising in the fields in an eternal state of bliss. Now you have a similar pocket dimension version of this place that can be accessed at will. Anyone taken inside your personal Elysium will be returned to the prime of their youth and they will not age until they leave. While inside they may choose to enter a state of bliss, upon which they will cease to feel any kind of negative emotions until you choose to break them out of this trance, if indeed you ever decide to do so.

Roma (600D, Discount Drop-In)

Rome. Not as it was when it was at its founding by Romulus, but as the mighty city of the time of Virgil and Augustus. This immense city looks to you as its eternal emperor (or you may instead pull the strings from behind the scenes with the emperor as your public patron), and while you cannot take the rest of its empire with you, this prosperous city will follow you from jump to jump, being retroactively inserted into each setting, or alternatively can become an entirely self-sufficient warehouse attachment. Either way, you may choose what aspects of this city progress over time, so you may bring Rome to contemporary settings with its ancient flair and customs intact.

Companions

Not set out to go it alone? That's what this section is for. Choose wisely.

The Old Crew (100D, 400D for 8)

If you want to bring some familiar faces into this world, this is the option for you. For 100D each or 400D for 8, you may import existing companions (or create new OC ones within the setting) to receive a history in this world and gain 600D each to spend on their origin and perks.

Figure of Myth (100D/400D each)

There are many grand heroes in this world, all destined for great things. For 100D each, one can be destined to join you at the end of this jump, guaranteeing that they will come along with you as a companion. If you don't like the idea of denying their free will, they can instead have a choice in the matter. This applies to humans, animals and demigods, but for 400D you may also take gods. Concepts like fate and destiny do not govern gods, so they will be entirely in control of whether they come with you or not - let's hope you can be persuasive.

Divine Parent (200D, discount Demigod)

On one side of your family, you have divine blood. Choose a god from this world. They are now your mother or father. While they do not care for you in the direct manner a normal parent would, they will often look out for you and have your back. They will send portents your way to warn of upcoming events and may even appear in disguise to give you advice or helping hand, fleeing if you ever recognise them. This will continue even beyond this jump. With time they may eventually come to show themselves more directly, and when this time comes you may take them as a companion, but this will likely not be for decades, if not centuries.

Drawbacks

No one likes to run out of Denarii. Feel free to take on additional burdens and labours below. There is a drawback point limit of +800.

Greco-Roman Mythology (+0D)

There is a great deal of overlap between Roman and Greek mythologies. If you have ever encountered any of these mythical characters in any form, you'll now find them much more familiar to you. You'll be remembered by the characters of this world and your relations and impacts in past mythological worlds will be carried over.

Timeframe (+0D)

The Aeneid alludes to many events which happen between its main story and the period in which Virgil was writing. The birth of Romulus, the Rape of the Sabines, the defeat of the Gauls, the Battle of Actium, and much more mark Rome's illustrious mythological history. You may stay as long as you like from the period of the Aeneid to that of Augustus' reign. At some point you will find myth slowly but seamlessly blending into history, but events will always retain their bizarrely Roman-centric tinge.

Propaganda (+100D)

You have a strong and irresistible urge which frequently washes over you and compels you to espouse the glory of Rome. This impromptu propaganda is made even stranger by the fact that Rome does not even exist yet. You'll find incredibly convoluted ways of praising 'the future city which shall be born of the line of Aeneas' and there is no doubt that those around you will have a headache at the mere thought of Rome by the end of this jump.

Lingua Latina (+200D)

Salve, Jvmper! Are you used to language barriers not being a concern for you? Unfortunately for you, you can no longer rely on the miracle of instant translation. Everyone in this world speaks Latin (which is unusual if you think about it too long - shouldn't Aeneas be speaking Greek?) and you have lost all knowledge of how to speak this ancient language, if indeed you had any to begin with. You'll likely struggle to get by in this world, particularly as any abilities which would make learning Latin a breeze have been significantly dampered, but thankfully your warehouse now contains a collection of modern Latin textbooks. Better get reading, jumper, you'll be here a while.

Ambiguous Hero (+200D)

You're a hero! Or are you a tyrant? Or something else entirely? It's incredibly hard to pin you down. You're prone to sudden violent mood swings which seem to change your entire demeanour. One moment you are the embodiment of Pietas and duty, loyal to your friends and always open to negotiation. The next you're a wild beast of Furor, shooting the messenger and abandoning your friends to massacre all those you perceive as having wronged you. You're dangerous to be around and hard to rely on, but you're far from the first mercurial hero in Greco-Roman mythology.

Tragedy (+200D)

Your time here will be plagued by tragedy. Cities you settle in will be besieged and their inhabitants slaughtered, relationships are doomed to a miserable ending. There is little you can do to avoid the sadness which seems to follow you at all times besides avoiding attachment, but even then the gods will find a way to tug at your heartstrings.

Tempest (+200D)

A storm is on the horizon. No, literally. The four winds seem to have a vendetta against you, and no matter where you are you'll find yourself assaulted by violent weather almost constantly with only the occasional brief reprieve. Don't even consider setting sail during your time here, or you will undoubtedly find your ship scuppered against rocks by the violent waves which you attract. Even usually safe places like your warehouse aren't immune. Better make sure your equipment is waterproof.

Plaything of the Gods (+200D)

As Shakespeare would later say, "As flies to wanton boys are we to the gods." That is the case for everyone in this world, but it seems to apply to you more than others. You've attracted the attention of the divine in the worst possible way. You will frequently be pestered and indirectly assaulted by the gods of this world, as they manipulate the emotions of those around you, making important people hate or love you as per their whims, or shipwrecking you on unknown shores, all for their amusement. But it could be worse, at least they don't explicitly *want* you dead-

Enemy of the Gods (+300D, requires Plaything of the Gods)

By Jupiter, are you sure? Pick a major god, one of the main players of the Aeneid. Just as Aeneas attracted the rage of Hera, you have earned their ire to the point that they want nothing more than to see you dead. But unlike Aeneas, you do not have fate's protection keeping them from killing you. You will be hounded by this god across the world, and though they might try for indirect tactics at first, survive long enough and they'll come after you personally. Good luck facing down a god and all the forces they can muster against you.

Fated (+300D/+0D)

Aeneas? Who? The mythical founder of the Roman race has gone AWOL, and it's up to you to take his place. You must take the same fated journey as him, but without the safety of destiny to ensure your inevitable success. Beginning in the burning of Troy, you must travel across the sea, stopping at Carthage and venturing into Hades, and before arriving in Italy and fighting a great war over your right to the hand of the bride Lavinia. If you succeed in all the tasks set before you and found the city of Lavinium which will one day lead to Rome, you will be allowed to continue your chain. Alternatively, you may take this drawback for 0D for a reward rather than points - in all future jumps, you will be retroactively remembered and honoured in history as the founder of the Roman race, with your feats in this jump becoming part of mythology, immortalised in a famous and eloquently written epic poem about your quest.

Ending Choice

After ten years, your journey through the world of the Aeneid is complete, and it is time to decide what comes next.

Familiar Shores

For those of us whose homes remain, there is no greater gift than to arrive back at the land of our fathers. You return to your home world and settle back there, with a brief refresher on your old memories.

Continued Destiny

You remain in this world to see what the scrolls of destiny have yet to reveal. Your affairs back home will be handled, and you may choose if this land remains in a timelock or if it will gradually progress to something resembling our modern world (perhaps you can keep the Roman empire intact this time around, eh?).

A New Epic

You cannot be satisfied with but a single story. You shall venture onwards to create your own legends which will no doubt be passed down in good time. We wish you Jupiter's luck in all your future endeavours, jumper.