From Dust

The Ancients once walked among the lands, linked via passages and tunnels. They bent the elements to their will, and possessed the full breath of the world. But then one day, they vanished without a trace, leaving only their recorded knowledge, totems and passages for us, the men, to follow.

Men have the unique ability to learn the melodies of the world, playing them to call upon their breath – their existence – like the Ancients once did to manipulate the elements. They live and travel from place to place in tribes, searching for the Ancients, believing them to be their savior.

One tribe, in another world, may have tried to reclaim the breath of creation for themselves, but that is neither here nor there. For now, know that you have a peaceful and idyllic world to rest in, where nature is the only enemy, and only for short bursts.

Of course, should you want to change that...

+1000 CP

Origins
Time seems to flow strangely in this place. Indeed, it seems like there is in fact no planet, just an island surrounded on all sides by endless ocean, no matter how far you travel, unless it is through one of the tunnels under the earth. There is no age roll for this jump, and indeed, the people here are of an ambiguous age indeed. You may still play 50cp to change your gender.

Path of the Shaman [Free]	**Mantle of the Breath** [-1000]
A simple village shaman you are, like all the others. No one noticed you arrive, and no one will notice you leave. The only thing that will be noticed is your presence. - You will stay here for **ten** years. - All of your powers are available. - Scenarios are available. - No memories to affect you.	*The pseudo avatar of the men's breath, the breath of creation is the guardian of the tribe, and the men, who have revived it to assist them in a vital task.* - Mandatory and Exclusive *Scenario: The Breath of Creation*. - Under the control of the Men for the duration of your stay here, forced to help them. - See Scenario III: *The Breath of Creation* for more information.

Perks

Discounts are 50% off the perk for the indicated Origin.

Shaman

Pathfinding [100cp – Discount Shaman]
The memory of men is cloudy and volatile at best, and their navigational skills even worse. It is unknown if the Ancients were like men in this way, but if they were they must have lost many of their people to the dangers of staying still in front of tsunamis and flowing lava. You've learned, however, and can instill in your people proper navigational techniques like going up the hill the breath has deigned to create you instead of vaulting up the side of a mountain.

Leader [100cp – Discount Shaman]
The men are led by shamans now. Before, the Ancients had no shamans. Perhaps this is why they disappeared? Getting your fellow men to follow your orders is no easy task, but that is why you are here, and the reason they do follow your orders is because you are the shaman.

Animal Herder [300cp – Discount Shaman]
Wherever the men go, plants follow. Wherever the plants are, animals come. Animals are simple and untamed, roaming the land and feeding on the plants. Harnessing them is easy enough, as long as there are always plants for them to feed on, and the more dangerous ones can clear dangerous plants.

Plant Cultivation [300cp – Discount Shaman]
Plants are jealous and cowardly. Water trees grow large because they are jealous of the tide, and explosive trees reduce themselves to seeds when threatened by fire. The secrets to cultivating and growing these plants are now yours, letting you handle these dangerous plants safely. It also grants you great skill in caring for other supernatural plants.

Kite Maker [600cp – Discount Shaman]
The Ancients left behind much of their knowledge on stones, which men come to study. Once they had obtained the stone's knowledge, they paint it onto a kite, which they then bring home. By studying a piece of magic, and meditating on it, a unique piece of knowledge can be obtained and painted onto a kite. When flown, the kite bestows it's protection onto the village as long as it flies above, although progressively bigger kites are needed the larger the village gets. The effect is amplified if a totem is present in a village.

Masonry [100cp – Requires Kite Maker]
Like the Ancients committed their knowledge to stone, so shall you. It may take days depending on the complexity of the effect, but you may put a specific ability you possess into stone, allowing others to copy them onto kites like you have, and bestow it's protection onto a village by flying it. Additionally, the kites you make yourself become more efficient, covering a larger area with the same size.

Totem Maker [600cp – Discount Shaman]
Totems were left behind by the Ancients, to bear witness to the passage of a tribe and the echo of it's breath. Like the Ancients, you emulate their tradition, being able to carve a totem in which you may embody the truest breath of the people who contribute their memory to it's construction. A totem is the center of a village, and may be used to shape the land, raising buildings and creating terrain that match the memories that were contributed when creating the totem. Progressively bigger totems create progressively bigger villages. The presence of a totem amplifies nearby kites.

Village Movement [100cp – Requires Totem Maker]
Men live in villages. But villages that have been burned or flooded are not villages. By moving a totem, the entire population center that has been built up around it can be moved as well, without destroying and raising the village again.

The Breath

A Breath of Power [600cp – All Free Breath]
The world was created with a sound, from which music came. When the music fluctuates, so do the elements – the sun, the water, the earth and life. The shamans say that playing music is how men discovered the breath of the tribe. Every creature and element, without exception, possesses it's own breath, to know it's music is to master it's actions. Now, your breath is known to you. For every purchase of this, pick one of the options from the list below.

→ **Breath of Movement**

The most versatile of all the breaths, allows you to raise elements into a sphere above your head, moving massive quantities of earth, water, lava – anything that is 'loose' enough to be picked up. Carries the benefit of isolating the massive sphere from the world while you move it. Earth won't be soaked in rain, and lava won't bake everything beneath it.

→ **Breath of Earth**

With a sound, earth is generated, and with a movement, earth can be dismissed. With a low sound, the earth can sink through rock into a pit. With a high sound, earth can be raised through stone into a hill. With a longer sound, these powers are amplified.

→ **Breath of Water**

A tune summons water, a tune dismisses it. By releasing a build up of music, a spring of water can be created, and by ending the release, it can be sealed. Quieting the sound of water can lower local water levels, and agitating it raises a tsunami.

→ **Breath of Lava**

Primal music coats the land in lava, shaping it and raises rock. A sharp melody punctures to the core of the earth, releasing a font from deep within it. A long, raging build up causes the earth to raise and split aside as a volcano forms, shaking the land to dust with it's wrath. All can be sealed with a calming tune.

→ **Breath of Plants**

With braying, wandering music, strange, basic and primal plants can be incited to grow. Simple leaves, runks and simple moss attract basic, plant feeding animals. By hacking the tune to a halt, plants wither and die, and the animals leave in search of other plants. By mixing this with other breaths, or a source of fire or water, plants that gorge on those elements can be raised. Taking a dedicated effort can kill even the most hardy plants.

Scenarios

There are three scenarios available in this jump. Your choice of scenarios is limited by your Origin.
If you picked the *Breath* Origin, you are restricted to and *must* take the scenario "The Breath of Creation".
If you picked the *Shaman* Origin, you may take *either* "The First Power" or "The Destroyer"

[=Scenario I=]
"The Destroyer"

The earth grew tired one day of being trampled by the animals.
It commanded the plants to grow so strong that all life perished, suffocated.
The most massive of animals burst into a blind rage, crushing the vegetation under it's bulk.
The vegetation surrendered, but the anger of the destroyer abides.

The men who live among plants are familiar with animals. They'll tell you of their timid nature and how they feed on plants, or dip into the shallows to cool themselves. But they also tell of another animal, black and enormous, which crushing all plants beneath it.

They'll tell you to travel through the passages to an island of high and low cliffs. Where the lower levels are periodically flooded by a rising tide. Upon exiting the passages, you come upon… an interesting sight.

An enormous animal, crustacean-like and legless with thick black chitin rests in the middle of the tide pool, the swollen tide barely creeping up it's sides. It looks large enough to break a tsunami on it's own.

You might recognize this as a destroyer, which tramples plants as part of a longstanding feud between it and the breath of plants. But you never knew an individual one could become so titanic... and so angry. If you stay long enough for the tide to come in, it becomes apparent that the destroyer also likes to rage, periodically slamming against the cliffs, shaking the villages perched atop them and sending chunks of rock down into the ocean, which crash against the destroyer and only serve to enrage it more.

Apparently, more of the cliffs used to be there before the destroyer moved in, eventually the totems themselves will fall into the sea, and the isle will be rendered uninhabitable.

This is your last chance, Shaman, turn back now, return through the passage, or see this through to the end.

Conversing with the local shaman, you learn that the destroyer suddenly emerged from the sea shortly after they settled here, and hasn't moved from it's resting place since then, simply raging periodically. The shaman, quite frankly, has no idea what to tell you, and simply suggests looking for knowledge elsewhere if you desire to help.

The men really have no proper communication system, but by traveling far enough among the lands, you might hear a shaman mention a stone engraved with the Ancient's knowledge of animals. If you press them or jog their memory, they might be able to provide you a rough description of the land you are looking for. You've got to find it first, somehow. It might be worth your while to try and listen to the breaths of smaller destroyers and follow them back to their source.

...Or it could just end up leading you right back to the titanic destroyer.

The specific method non-withstanding, when you finally emerge from the passage, you find a land that roughly matches the description the shaman gave you. Roughly crescent shaped, with a gentle incline taking it from a beach at one end to a sheer cliff face at the other end, where the stone is located.

Study the stone, Shaman, and you'll discover a power, and – like the men have learned to do, paint it onto a kite.

You may have become so absorbed that you didn't notice the ground starting to shake slightly, as what you thought was a wet and muddy hill starts to move, pulling away and separating from the landmass, leaving a massive hole where it once lay as it shifts out into the bay proper.

There are animals other than destroyers, after all. This one is quite obviously a titanic planter, no legs and shelled, like the other animals, with spongy, wet gray chitin caked with dirt and plant life. You've most likely encountered it's smaller kin, who roam eternally over lands that have plants, seemingly never eating, but creating plants in their wake. Supposedly, the first planter ate the breath of plants, trapping an element of it forever within it and giving it it's distinctive properties.

Indeed, the power you've obtained seems to be directly linked to this planter, as it seems to regard you with a primitive curiosity. It takes you a minute before you realize that it isn't really paying attention to *you*, it's paying attention to the fluttering kite firmly grasped in your hand. Somehow this is supposed to help you with the destroyer?

Well, you got what you came for anyway, the planter's behavior is curious, but ultimately pointless, you figure. But upon emerging through the passage, you'll be greeted by the planter friendly beaching itself onto the land. It looks like it wants to follow the kite.

Your curious new companion succeeds in drawing more attention to you than ever before, but the men don't seem particularly inclined to do anything about it. They rarely are, after all.

Emerging back into the land of the destroyer, the planter once again emerges from the sea, quietly beaching itself onto one of the lower cliffs, foliage already starting to sprout around it. Before you can truly react, the destroyer sets upon it, savagely crushing the sprouts and nearly killing the planter. As the planter attempts to flee, the destroyer chasing after it's wake of foliage, you notice another knowledge stone situated exactly where the destroyer used to rest.

Your task now is two fold. You must protect the planter from the destroyer, ensuring it stays occupied and doesn't return to it's berth while you examine the stone, eventually drawing another kite with it. If you don't truly care for the planter's life, you could always let it die and focus on the stone, but there's no guarantee.

With your success, and the flying of a new kite, the destroyer's rampage will come grinding to a halt as it settles docilely into the shallows, and marks the completion of the scenario.

While the men are grateful in their own, basic way, they are also… reasonably concerned about the presence of two titans like these, especially considering their history with one of them. You may pick two choices from the list below now, presuming both of the beasts survived.

Take the destroyer

The shaman makes it very, very clear that while they are immensely grateful, they do *not* want that thing around anymore, pressing it's kite back into your hand. Their loss, you suppose.

The destroyer is large enough that tsunamis break across it without it even noticing, and sturdy enough you doubt that even a breath is capable of doing any significant damage to it. Perhaps a factor of it's own large size, it has an… unusual effect on animals near it, causing them to grow larger, reaching the size and strength of the destroyer itself with enough time. Hopefully it doesn't have that same effect on men. Hopefully.

Take the planter

While you suppose leaving the planter there wouldn't do any harm, with the little cliff space remaining, it doesn't really have any place *to* stay, anyway.

Nevertheless, the planter is an adorable and inquisitive sort, and happily hangs around you, even should you lose the kite, and generally tries to be helpful in it's own animal sort of way. Other than it's titanic size, it's quite useful for providing food, with great forests sprouting in it's wake, and it's almost always surrounded by herds of smaller animals feeding on it's trail. It's shell also seems to be quite the habitat for plants, as they grow large and healthy once they have a chance to take root.

Shaman's mask

Most men have cause to fear or love whichever of the animals you leave behind, but the local shaman seems to recognize that, whichever you leave, you are making a form of sacrifice, and offers you his mask as a… bizarre form of compensation.

It's only until later that you get a chance to try it on and find that it greatly heightens your capacity for music, making you count for ten men just by wearing it. You also discover that it enhances your hearing, letting you easily pick up on hidden supernatural noises, such as the breaths of the world.

[=Scenario II=]
"The First Power"

This Scenario contains a route that requires the purchase of "A Breath of Power"
This Scenario alters your starting conditions.

Here the earth split, and the two halves live separately.
The Ancients planted their totems on each half.
Are we to understand that neither side is superior?

The Ancients settled many strange lands in their time. Peninsulas ravaged by tsunamis. A shifting desert. Forests of exploding trees. But this has to be the strangest. A barren, rocky island, barely large enough to hold the solitary totem and surrounded by strange, winding semicircles of stone that remain mostly submerged by water. You and your tribe have just arrived, but already you ask the question: why would the Ancients ever settle here?

That question is answered upon touching the totem. The ground rumbles for a moment, then shakes violent as the island suddenly shifts up, stone exploding into lava as a crater forms. Indeed, it appears the Ancients decided to settle inside the crater of an active volcano.

Thankfully, the lava flows out of the crater before it gets close enough to the totem to be dangerous. If it raised the volcano, then it's quite possible losing it is going to send the island plunging back into the sea. Your objective for now is to protect the totem and ensure it and it's surrounding village isn't destroyed.

The lava boxes you in for now, but eventually the flow will ebb, and paths of stone will open up that will allow

you to walk out and explore the newly emerged island proper. It is entirely stone, except for minor outcroppings of earth at the bottom that regularly have any plant life stripped from them by the passage of lava. The semicircles of stone remain, though spaced slightly further apart now, perhaps.

Then the first tsunami comes.

It arrives without warning, not entirely your fault as the walls of the crater block your sight of anything that isn't lava or stone. The water crashes through, the only reason your village isn't uprooted and swept away is the walls of the crater and to an extent the lava itself protecting it. But after the water has drained, the flows look much thinner and the crater walls are very dilapidated. They won't last.

You have two routes you can take.

Normal Route

You've got to figure out a way to preserve this little village, but spend enough time near the totem and you might notice something. The normally inert totem has a living breath of it's own, with a bit of music you can coax it into the open, surprisingly causing all lava and water around it to, for lack of a better word, 'jellify', freezing them in place.

Once jellified, the water and lava both can be manipulated freely, sculpted like clay. The breath eventually grows tired and retreats back inside the totem, but the effect will last for a good hour or so, plenty of time to get some work done. When the effect ends, the water simply collapses, but the lava will instantly harden into stone.

You can certainly use this to weather a few of the tsunamis by suppressing it's momentum, but it still severely erodes the island with each successive hit. Although, now you think of the semicircles surrounding the island. The Ancients settled here once, and if they did, then it's very possible they protected themselves from the tsunamis before…

Perhaps those rings were once walls, worn down by time? You suppose it's possible to shape the lava into walls while it's jellified, but with just you and the few tribesmen working by hand, it would take ages to build one. There has to be a better way…

You might have noticed by this point that the island seems to be slowly expanding. Hold out for long enough, and you'll notice new totems beginning to rise out of the earth. If you thought protecting the original totem was challenging enough, you now have to protect all of these totems, and they don't have the benefit of being inside the crater for protection. Luckily, each totem will provide an additional power for you to use. The second will agitate the breath of fire, turning it so hot that water evaporates and the tide drops, while making the tsunamis less dangerous. The third will create an area of protection around each totem that repels the lava flowing around most of the island.

Awakening each totem's breath will take progressively larger and more elaborate festivals, and the tsunami's appear to be getting more and more frequent… You can't keep this up forever.

The fourth totem is the most important one, as after an incredibly drawn out performance, it activates and begins to raise the walls of the island back up again, and marks the completion of this scenario.

Alternative Route

(Requires a single purchase of "A Breath of Power")

It seems something about your presence has agitated the breath of water. The next tsunamis that hit last longer are slightly taller, and occur at shorter and shorter intervals. Indeed, it seems the ocean itself is attempting to rise up and swallow you, as each successive rush leaves the water level just a bit higher, and the men can't survive underwater.

To make matters worse, the volcano is still evidently very, very active, and will periodically shake the ground, blasting stone back to loose, easily erodible earth. You're going to have to figure out a way to build land up, which is probably easier than draining the ocean that's rapidly creeping up on your feet.

Even if you pile up layer upon layer of sand, however, you're going to find the waves get taller and more powerful each time, and the tremors get more and more violent. Your goal here is to somehow reach stability on this island, whether through building the island into an unassailable fortress or protecting against the world by some other method. The waves occur frequently, and are damaging when they do so, but rarely occur more than twice or so in one day, so you don't have to spend every waking moment worrying about it, but it will still consume most of your time.

No matter your method, after ten years the waves and tremors slowly die out to nothing, and mark the completion of this scenario.

If you completed the Normal Route

Something you've come to understand is that the elements and breaths of the world are not simple creatures, they are active, thinking entities of their own, and evidently the ones housed in the totems wish to be free. Should you allow it, they will depart from the totem and intermingle with your breath, giving you access to their powers whenever you wish, although as they are now being fueled off your own reserves, expect it to be taxing to maintain.

If you completed the Alternative Route

Being surrounded by two angry breaths for ten years certainly teaches you how to listen, and through your listening, you've deduced that it wasn't simply the breath of lava or water acting on that island. There were four breaths there. Due to the tsunamis and the volcanoes, you've only had time to really deduce the secrets of one, but...

Breath of Rain

The breath of rain hides within the breath of water and the breath of earth. It is drawn to where it is pleasant, shifting the rain to where it is clear, and tremors to where there are none. But now that you know it's music, much like an animal's favorite plant you can draw it out or lead it away, diverting and controlling the direction of tremors and rainfall, and also encouraging it to sit in one place, and grow in intensity.

Breath of Air

Air is what sound travels through. It is the medium of music and sound. "How can it have a breath?" Many shamans have responded. But you've finally figured it out, for you see, the breath of air is… nothing. It is the total absence of sound that the breath of air exists within. A curious nature, and one that is highly exploitable,

for sounding the breath of air does not create sound, but rather removes it, silencing everyone, and allowing you to levitate things in complete silence, along with the obvious benefit of controlling it's currents.

[=Scenario III=]
“The Breath of Creation”
Mandatory and Exclusive to the Breath of Creation Origin

And here we are, as on the first day…
Bereft of memory and without a breath of this unknown land.
Without the Breath, can we call ourselves 'men'?
We are estranged; estranged from ourselves and from the earth.
First we must learn to speak with the world.

Your first memory begins with a note, which becomes a melody, and then the breath – you. Men stand in a circle amongst cliffs at sea, playing instruments to create you. This tribe of men have discovered their ability to learn the melodies of the world, and have created a breath of their own, which you seem to inhabit now. In other words, they created you and bound you to their service.

It quickly becomes apparent that the men have no idea what they're doing, and are entirely counting on you to figure out how to complete the tasks they lay out in front of you, while simultaneously restricting your abilities with their ignorance of the world, for how can their breath know something they don't?

Even with the great power you wield as the breath, being able to move great amounts of earth and water, you feel as if you're… missing elements of your breath, on top of your existing abilities.

After summoning you, the men descend through a stone passage deep into the earth, traveling far to emerge on another island. It appears they are seeking the knowledge of “The Ancients”, the tribe that came before them. As their breath, it is your job to help them settle all of the totems to open the next passage, taking them through each step of the journey they have set before themselves.

It will not be easy, the men seem to have rudimentary intelligence at best, simply sitting within their villages until you call them, at which point they will mindlessly march to their objective, ignoring perils until it is too late. But you can persevere easily enough, along with the help of some form of kite the men seem to build to ward off dangers, and the shaman has the sense to occasionally assist you with difficult obstacles.

Finally, the men reach the final passage, the one that leads to the land of the Ancients!

They emerge onto a small stone island, desolate of all life and lacking any totems, or passages. Where is the land of the Ancients?

You soon realize something that the men don't. The land is saturated in melodies, breaths of all kinds. They fill you, swelling you with power. The rest of your breath is available to you now, and the men, now possessing of the knowledge of the Ancients, ask you to remake the land of the Ancients for them.

You have the full power of the breath of creation to create your promised land, an idyllic land where the men shall know no want, and can live in splendor as the Ancients did.

But it is still not enough for the men. They demand the breath of the world be theirs, commanding you to create the final ritual with your powers, and access the time of the Ancients, when it was under their command.

The skies turn black, the water rushes in, and your idyllic and peaceful land begins to crumble. Plants and animals die, the earth is eroded back to rock, and a raging storm builds under strange orange symbols in the sky. You must use your new powers – which even now are fading from you – to guide them to the new passage you've created, to shelter them from the wrath of the world.

And here we are, as on the first day…

Wait, what?

Bereft of memory and without a breath of this unknown land.

You feel a tune, a melody, as before, and are created again. But now you see that the men never were creating you, they were rediscovering you, for you have always existed, but simply dormant as long as the men were not aware of you.

Indeed, it soon becomes clear that the men do not remember anything. They act as if nothing has happened, as if they are unaware what awaits them at the end of the journey this time. Perhaps they never have, and are simply trapped in a terrible loop.

But you seem to remember… pieces. You vaguely remember a journey, and a destination… a horrible, horrible destination. Trying to recall the breath of the world is an exercise in futility, but, it seems a scrap of that breath has carried over with you, and you've managed to retain one of the breaths you had before it all collapsed.

You are once again on the cliffs, and then men are still pursing their journey in ignorant bliss, forcing you to help them against your better judgment. This time is different, however. The world is more hostile to you now, the journey is more difficult, and even with your new power it's going to be difficult to progress as the world throws even new threats at you.

Amongst the new lands you also start to find stones, engraved with knowledge of the Ancients before, but now humming with music, something that speaks to you. They can be found in the bottom of lakes, buried underneath great hills, or next to flows of lava. Sending a man there and having him bring the knowledge back to a totem will reveal that the music contains part of your previous power, restoring some of the abilities you lost when you entered this world.

Once again you reach the end, and despite your best efforts to delay them with comfort or hindrance, the men once again force you to try and claim the breath of the world.

And once again the world rages, and it returns to the cliff…

You've managed to keep some more power this time, another breath that you possessed before, and the challenges have become even harder.

It's clear by this point that this will continue, and the men that are the source of your breath – and therefore your life, and going to eventually succumb to their own stupidity. If you could convince them to stay in the land of the Ancients forever, or maybe one of the more safe steps of the journey, it might be possible to break this cycle. It's also entirely possible that the world can be reasoned with, and forced to stop this ceaseless cycle against men.

But to do any of that, you're going to need more agency than simply calling lava or moving earth. Two more

cycles and you'll have the full powers of the breath of creation at your disposal, and who knows how many more to recover all your power, considering by this point it may have many thousands of elements to it.

You now have a choice with how you proceed, you may either *end the journey* or *calm the world*.

Ending the Journey

The men's greed and wanderlust is powerful, but it's also ultimately fueled by homesickness, and a lack of wisdom. Convincing them to settle in one place will prevent the world's wrath, but you must also secure their continued safety forever, and box them into a single place. If you can do this and maintain this for ten years without the men attempting to move forward in the journey again, then you will have succeeded, exiting the breath and this world.

But, be warned, for every cycle you take to regain power, the world becomes even more hostile to the men, and their death becomes more likely.

Calming the World

The second solution is much, much more difficult, but also much more permanent. From what you've glimpsed of it, the breath of the world is completely and utterly unknowable, even to a fellow being of music like you. Contacting it is relatively easy, it rages at you periodically every time the men arrogantly try to bind it.

It's possible that if you recovered enough of your former power, you could attempt to overpower it's will, and effectively intimidate it into submission, but from what you've seen, that would be a long shot. Perhaps by learning the other melodies of the world, you could also create a tentative bridge from which you could try and soothe it.

Whichever one you try, it's going to require several cycles to attempt, and with each cycle, the world only grows angrier…

Should you ultimately fail, the world, in it's fury, strikes down the breath of the men, robbing them of their existence utterly, but also setting you free from your tether. Perhaps the world was sympathetic you your plight, as someone who was bound to the will of those who attempted to bind it in turn. You have been left with the breaths you gathered during your cycles here, maybe as another gesture from the world as it pushes you out of itself and into the next one.

If you ended the journey

You've built a place where the men are safe. They have forgotten the Ancients, or perhaps simply don't care anymore, protected not by their breath, but by the land you made for them. Without anymore use for the breath, it settles back into dormancy again, and you feel what bound you to it release, leaving them in their paradise and signifying the completion of this scenario.

As a reward, the men seem to have left you with a sample of their very own breath, something that greatly set them apart from any other melody or breath in the world. By taking earth, plants, water and lava (or perhaps fire) together, you could create a man, but something much more significant comes from this. The power of the men was their ability to learn the melodies of the world, the *true* breath of creation, of which you were only an expression.

And now you know that, and may play this for others to take in for themselves. Someone who takes in this breath gains… a gift, an instinctual ability to learn and use not just music, but also power, giving them a significantly easier time in learning supernatural abilities and an instinctual understanding of how to use any powers they may possess.

If you calmed the world

The world rages once again, as it has many times, the land crumbling back into the sea and everything returning to dust. But this time, it appears the world has heard you, or been cowed by your power. Instead of being returned to that cliff by the sea, you instead appear in a stormy gray and orange void, returned to your body. The world speaks to you, maybe with a hint of respect or fear. It shows you the men's final fate, on the cliffs again, stripped of their breath, perhaps forever, but the seas calm, and the passages open, marking the scenario as complete.

Perhaps as a tithe, or a gift of gratitude, the world enhances an aspect of the power you gained in your time here. Pick *one* of the options below:

Breath of Stone and Metal

Stone and minerals all have a different tune to them than sand and earth. The world has revealed these to you, allowing you to move and raise stone and seed ores throughout your work. If you listen to other ores long enough, you might find their tune amongst the stone as well...

Breath of Salt and Steam

The water in the sea has a slightly different tune compared to the spring water that bubbles up from the earth, or the clouds of steam released during a drought. The differences are subtle, almost barely perceptible, but the world has shown you the difference, letting you choose what kind of water you create, and what state it emerges as. Create paradoxical tsunamis of freshwater, or springs of salt water, or create huge spheres of ice above your head to create a glacier. Perhaps other kinds of water have a sound...

Breath of Fire

Lava is strange. It’s true form is stone, but it moves like water, and is hot like fire. This is because lava was born from the union of the breath of fire and the breath of earth within a volcano. It cannot be understood without both understanding fire and earth. To help complete your knowledge, the world shares with you the breath of fire. Fire’s voice is fleeting, and it vanishes quickly, but is loud and voracious, and can be gathered up to sustain it’s song. Challenging the fire in the earth to show itself produces jets of fire. It is also hungry for knowledge, eager mixing with the breath of other fire, proclaiming their fleeting voice to all who hear.

Breath of Life

The first animals perished because the earth was flat and barren, the first plants came after, and attracted the animals to them. Animals and plants therefore have breaths that are intimately linked, it takes the wisdom of the world to show you that they are in fact one and the same. When raising plants, it also becomes possible to raise animals, creating perfect relationships by intertwining their breaths together, or creating an opposing relationships by intertwining each with a different breath, such as the fire tree, the product of the breath of plants and the breath of fire mixing.

Drawbacks
You may take any number you wish. However, the maximum amount of points you may earn is +600.

Immigrant [+100cp]
It turns out that in a world based almost entirely on melody, not speaking the native language is a tiny bit of a handicap. Not too big of a handicap, mind you, but enough to be extremely inconvenient, as there doesn't seem to be any sort of common bridge to translate it from.

Only Four [+100cp]
There are only four elements in this world. Earth, Water, Lava and Plants. And that's the only kind you'll get. Your access to any out of jump technologies that contain anything other than these in their raw, unprocessed forms are locked away from you during this jump. This includes things such as stone, concrete, metals and glue.

Goddamn Volcanoes [+200cp]
You know what's really solid, and keeps you out of water? Stone. You know what reduces it to soft, easily erodible soil? *Volcanoes*. The planet has seemingly been agitated, periodic shocks hitting it every few days that shatter stone to dust, slowly eroding the land. While this doesn't necessarily spell doom for you, it does make everything near water just a little bit less safe, and there's always the risk of a spout forming...

Lemmings, All of Them[+200cp]
These men are goddamn suicidal. Forget them staying in their villages, not doing anything until you tell them, now they're actively trying to be helpful. And *failing*. Continually running into lava flows, going out in the middle of a tsunami to get food, and to make things worse, they'll do it in *groups*. The entire tribe will conga line off a cliff if you don't stop them, and what's more, the tribe you start amongst? It is now your responsibility to protect them.

No Breath [+300cp]
This shouldn't even be possible. How are you even still *alive* like this. You possess absolutely no breath. That means no voice or speech, and no ability to make music. Sure, the drum makes a sound when you hit it, but it fails to mix or move the world in any way whatsoever when you do it. This also renders you incapable of using the native powers, including one's you've bought and disables any telepathy you might use to get around the communications gap.

The Crumbling World [+300cp]
Something has gone terribly, terribly wrong. The land is slowly… sinking, collapsing back into the sea. Upon arrival, you may not notice it too much, but eventually hills will flatten, beaches will rapidly rush up the mainland, and volcanoes will sink into lakes of lava that hiss against the rushing sea. It's going to start slow and avoidable, but it's eventually going to get you. Hopefully you'll be able to protect yourself against it somehow, or be fast enough to move to the next land before the current one collapses upon you.

Notes

Taking “No Breath” as the Breath isn't going to completely cripple you, as normally it would simply entirely disable your ability to do anything, but instead it's going to severely reduce the effectiveness and power of any of your abilities, including ones that you might regain in the progress of the Scenario.

You automatically get thrown into the *Breath of Creation* scenario as the Breath, no ifs or buts. You cannot take it as a Shaman, either. Failing the scenario still earns you all the basic breaths, even if you didn't acquire them in the scenario before failing.

You can't subvert the reward system in the scenarios to gain more rewards than allowed by the scenario.

The metaphysics of this world are vaguely defined at best, any attempts to exploit them are probably going to end with the breath of the world coming crashing down on your head.

Kite Maker allows you to project a spell over a wide area. Obviously, how useful this is depends on the spell. Spells that enhance travel speed or repel elements would grant those effects over that radius, but placing a pyromancy spell into one would most likely set the entire area on fire.

Masonry allows any ability to be copied, but like with *Kite Maker*, it's useful really depends on the ability itself, and the spell goes into the *area*, not the populace. Projecting enhanced strength over an area will just succeed in making the earth harder, or plants tougher. You can make as many stones as you want, but are limited to having them grant **one ability at a time**. If you want to change it, you need to go find and destroy **all the stones you've made**. Even the ones you've left behind in other places.

Totem Maker will create an area that is the best middle ground between all the contributor's idea of 'home'. Contributor's from the plains will find the area flattening, people who live in huts will find simple ones erected. If contributors are from an advanced period, the houses erected are basic, drywall only and lack furnishing. If erected in an existing settlement, it will work around any existing buildings, not damaging them as the terrain shifts. The size of totems is proportionate to their effective range. Small, ten or so meter poles will suffice for most village squares, while totems that affect only small cities will reach up to skyscrapers in height.

Village Movement transplants any 'movable' features, such as buildings, connected power grids and the like perfectly, but things that rely on features outside the effective radius are going to cease functioning. Things such as, for example, a hydroelectric plant when the effective radius does not contain a river.