

Ravenwood JumpChain

Ravenwood was a small town, out of the way of the main paths and roads used by most travelers, notable only for its namesake and their protectors. Now, however, it has been pulled into another place... a demiplane where the people of the town must survive a harsh new reality. They are, however, fortunate. The creatures and denizens of the plane know not of their existence, yet, allowing the villagers time to prepare, time to adapt... time to survive.

You have entered this realm of mutation, madness, and chaos now, and must adapt yourself or be consumed by the malevolent forces of the demiplane. To help you achieve this goal, you gain **+1000cp** to spend. Choose wisely.

Age and Gender

The people of Ravenwood are exceptionally varied, you may freely choose your age and gender from adulthood (the racial equivalent to 15) to elderly (the racial equivalent of 80).

Locations (Roll 1d8 or Pay 50cp to Choose)

1) **Center of Ravenwood:** The town square of Ravenwood itself, the busy center to a town in peril. People move about fast, going about their business quickly and trying to ignore distraction in their rush, fear is evident, but controlled, the dregs of panic having faded since the town's departure from their home plane. Travelers, Locals, and Adventurers may choose to start here for free if they so choose.
2) **The Ebonwood Forest:** Ravenwood is surrounded by a dense forest, known for having a number of Ebonwood trees within, known to have heartwood as strong as steel and reactive to druidic magics. However, whatever magic brought the forest to this place has warped them as well, spawning a number of violent creatures from the wood within. You find yourself within these woods, a single raven looking at you from the branch of the closest tree.
3) **Bluth'aven:** The second of the locales within the Demiplane that can be deemed safe, Bluth'aven is comprised of hundreds of stone towers and crystalline obelisks that the pale skinned Yasha and scaled Zshar call home. Dream-based powers resonate with the obelisks, enhancing their effect and allowing those that reside within Bluth'aven to defend themselves despite the seeming lack of defensive fortifications. Most that reside here are masters of Dream and ranged weapons.
4) **Duskfall Lake:** The home of the Salat-Ka race, Duskfall Lake is a freshwater lake found between Ravenwood and Aberinth's Gullet, a good ways outside of the Ebonwood Forest, the river connected to the lake has an offshoot that runs a short distance from Ravenwood itself, easily visible from the outskirts of the town. A short distance from the lake is a small, oft-changed village of Dusk, which gives the lake its name. Scuttlers often wreck the town, dragging the wreckage into the water as they do so, with the Salat-Ka often pulling the wreckage from the lake over the years while the wispers of Dusk rebuild.
5) **Aberinth's Gullet:** The only true city in the Demiplane and the final safe haven for those within. Aberinth, a priest turned demigod, has allowed this city to flourish, seeds of his power making his influence all the greater as he gives his followers the ability to survive out in the demiplane with nothing more than his gifts. The central church is where Aberinth resides, and is the foremost in drift, pact, and anima powers.
6) **The Crimson Fields:** A massive tract of land that many would call a town, if a ramshackle one, the Crimson Fields are anything but civilized, known for one thing and one thing only... blood sport. The creatures within the Crimson Fields capture any that come within the bounds of the city and force them to fight and keep fighting until they fall, the strange energies of the land twist them into one of their own, or until they escape. This is the origin of a strange power known as Delirium, a kind of psychic drug that induces a form of battle madness.
7) **The Wastes:** The very center of the demiplane itself, an uninhabitable wasteland of blasted rock, pits of jagged stone filled with tar, and blasting winds carrying the smell of death. Inhospitable as it is, the only true danger lies in its size. It would take one a week of constant walking to leave the Wastes, and days longer still to find any shelter. However, this is also a place rumored to be salvation. A way back to whatever plane you call home, if only you can find the way.
8) **Free Choice:** Choose any of the above locations for free.

Origins

- **Drop In/Traveler (0cp):** You just appeared as Ravenwood was moved, you are an unknown, with no new memories to guide or hinder you.
- **Local (0cp):** You are one of the residents of Ravenwood itself, having lived a quiet village life for the most part. You find yourself struggling for survival, and adapting fast to make it possible at all with only your wits and an unusual quality of the people of Ravenwood to hold them through.
- **Adventurer (100cp):** You are one of the few well known adventurers that travel through the countryside, arriving at Ravenwood just before it was snatched away by whatever power runs the demiplane. You are tried and tested, a hero in your own right already, will you lead these people or leave them to their fate as you find your own path?
- **Denizen (100cp):** A 'native' of the strange plane Ravenwood has been dragged into, you were once human or animal before the plane's many strange locales twisted you into something else. You have survived the demiplane for decades, and kept hold of your mind where others have not.

Power Sources

The people of Ravenwood have acted fast, gaining strength to survive their new situation, but without the formal instructions of mages, warriors, and priests, they have had to improvise. You gain a single power source for free. You can purchase additional power sources for 200cp. Adventurers get their second power source for free and Denizens receive a free second source based on their race. The Power sources you can choose from are; Delirium, Dream, Anima, Drift, Pact, The Ink, Rhythm, and Delve. For details, see the Ravenwood Power Source Supplement.

Races

Only One of the Following Options May be Taken.

Basic Race (Free): There are a number of races in the world Ravenwood is from, each with their own merits and abilities making no one truly above the other. These races are common and familiar to the people of Ravenwood and being outside the norm early on may cause trouble if you begin in the town. The races are listed below:

- *Humans:* The most plentiful of the material world races, humans have three things going for them, they learn quickly, they have a strong will to live, and they proliferate quickly and with exceptional vigor, making their children with other races more potent.
- *Elves:* The elves are a long lived race, able to live for hundreds of years, possess a natural grace that comes from an innate sense of balance, enhanced senses of hearing and sight, with their sense of smell being slightly enhanced as well, and an aptitude for thaumaturgy.
    - *Dark Elves:* Rarer than normal elves, dark elves trade their enhanced smell and aptitude for thaumaturgy for an even greater sense of hearing, sight, and balance. Most live underground or in places where little light reaches the ground.
- *Dwarves:* The dwarves live nearly as long as the elves, maybe a century less on average, but are considerably hardier with an innate toughness that makes them harder to put down, a resistance to most forms of poison, and a tolerance for higher temperatures than most races.
- *Orcs:* Taller and bulkier than most other common races with a lifespan closest to those of humans, the orcs are physically quite strong, have the ability to see clearly on even the darkest of nights, and have a decent ability to ignore pain in all its forms.

- *Halflings:* The halflings are an unusual sort, being quite short and having a lifespan stretching twice as long as humans in general, they are known primarily for their luck, with many surviving by the skin of their teeth off this alone, and a bit of athleticism that is unusual for their general size and figure.
- *Gnomes:* Like halflings, gnomes are short and live a bit longer than humans, though not as long as halflings, but instead of luck, they have endurance, a strong nose, and an ability to detect danger a split second before it occurs, usually via a tingle in the neck or arms.
- *Goblins:* Goblins, for the longest time, were considered savages, only recently have they shed that stigma, they are known for their exceptional skill in stealth, even when untrained, and their ability with thrown weapons, particularly stones. Most have an affinity for earth and nature based magics.
    - *Hobgoblins:* Larger than goblins, more in line with humans, hobgoblins lose the magic affinity and ability with thrown weapons, but gain in strength, speed, and endurance, with a propensity for combat. They maintain their stealth skills and are usually guerilla warriors.
- *Kobolds:* Said to be minor dragonkith, so much so that most barely have any dragon magic at all, kobolds are even smaller than halflings, gnomes, and goblins, but make up for it with their speed, affinity for magic, and knack for traps and ambush. They also have claws and teeth usable for battle in emergencies.

Hybrid Races (50cp): When two races come together, they often produce a hybrid, this is the case for these races. Hybrid races are often more resilient than their parent races and can possess unique abilities. Such hybrids are often sterile, but you are one of the lucky ones that is fertile.

- *Half-Humans:* Any of the basic races can interbreed with humans, this often results in a hardy hybrid that has some of the enhanced learning and will of the human with the normal traits of the non-human parent. They are also resistant to diseases and generally have a shorter lifespan than their non-human parent, the exception being the half-orc which live a bit longer.
- *Voldur (Elf/Orc):* One of the rarest named hybrid races simply due to the fact that elves and orcs generally despise each other, the voldur have the strength of their orc parent, the grace of their elf parent, the enhanced senses of both, and an odd ability to enhance their physical prowess with a burst of rage. Most also have a powerful voice that carries and can be quite startling.
- *Ogren (Dwarf/Orc):* Rare as they are, Ogren are pretty well sought after by both races due to just how durable and strong they tend to be, having strength that surpasses the orcs and toughness that does the same to the dwarves. Part of their toughness is their ability to cheat death, effectively a quick burst of healing that triggers when they would have otherwise died, but leaves them exhausted after the fact.
- *Druhmen (Dwarf/Gnome):* The druhmen are an unusual race, they have endurance and grit like their parent races, but their real boon lies in their nose. A druhmen has a nose almost as good as a bloodhound when compared to the more common gnome, which can even pick up on nearby threats, enhancing the gnomish danger sense. They're also really good at sniffing out poisons.
- *Kessergrim (Kobold/Hobgoblin):* Exceptionally rare, the kessergrim look like kobolds proportioned like hobgoblins, they have tough scales that act like armor, powerful claws and fangs, and are naturals in the use of enhancement or protection magic. They also have a knack for coordinated fighting, working with others far better than most races with little work.

This is not an exhaustive list, while the ones above are those that have an actual name tied to them, others are rare enough to not have their own name. They have abilities on par with those listed above.

Demiplane Native (200cp, Free Denizen): You may choose to be one of the races of the demiplane. These races are not normally found in the material but are common in the demiplane, though they are more readily found in some regions over others. These races are aligned with one of the sources of the demiplane, as listed below, getting that source for free and accessing their unique racial manifestation even if they somehow lack full access to the source.

- *Delirium:* Gladiator, Berserker, Champion, or Volkan
- *Dream:* Yasha, Zshar, or Apothecary
- *Anima:* N'mak, Reforged, or Grapher
- *Drift:* Khelan, Gaian, or Undertaker
- *Pact:* Wisper*, Kenku**, or Daemon***
- *The Ink:* Jadar, Kruxan, or Incubator
- *Rhythm:* Salat-ka, Eahrwhrm, or Chirurgeon
- *Delve:* Aberrant or Helmed Drudge

*Wispers give an additional +100cp if taken here or with the Ritual of Propagation Racial Modifier due to the disability that they all possess.
**The Kenku are a special case, discounted instead of free if taken here. Taking Magic, Static, Call Me a Fanatic gives the ritual of propagation for this race for free post jump.
***A daemon that takes And It Keeps Getting Stronger with Pact gains Pact for Free and is instead a Daemon Lord.

Progenitor Races (200cp, Free Denizen): The progenitors are a series of lesser, avatar-like beings that rule over races that carry the blood of powerful creatures, such as the implings that carry the blood of demons or the wyver that carry the blood of dragons. These races do not gain a discount on a source but instead receive a discount for the Heritage perk for their associated lineage. The races, and their lineages, are as follows: Impling (Cambion), Hark (Nephilim), Sovin (Dhampir), Kith (Moon-Touched), Wyver (Dragonkith), Iif'n (Changeling), Shadar (Umbral), Janni (Genasi), Goeth (Jotunbrud), and Eider (Troll Blood). Taking one of these races as a Denizen gives the appropriate Lineage for free.

Forgehearts (200cp, Free Denizen): An artificial race of living golems with their forms turned to flesh and blood, forgehearts are natural kilns and possess the ability to generate a special metal from their body, but due to this are not inclined towards any other source. Instead of receiving a discount on a source, the forgeheart receive a discount on the Kiln perk.

Lenak (200cp, Free Denizen): Often considered descendants of salamanders, though this is unconfirmed, the lenak are natural thaumaturgists with deeper reserves of mana and an innate understanding of its use. Instead of receiving a discount on a source, the lenak gain one of the modifiers for the Mana Wellspring perk (Sorcerer, Wizard, Witch, Shaman, Monk, or Magus) for free.

Boska (200cp, Free Denizen): The boska are a demiplane race with no inherent connection to a source, instead possessing the ability to create and control drones, insect-like creatures born from their own body. By taking this option, your gender is set to female and you gain the racial abilities of the Boska. Because of the lack of a source, Denizens that choose the Boska race receive an additional +100cp.

Ra'ghul (200cp, Discount Don't Let the Dead Bite): You have survived to the final stage of the ghoul lifecycle to become a ra'ghul, with access to a necromantic power completely separate from other sources. As a ra'ghul lacks a natural affinity for one of the main Sources in trade for their unique power, Denizens that choose the Ra'ghul race receive an additional +100cp.

Racial Modifiers

Unlike Races, Any Number of Racial Modifiers May be Taken.

Planar Races (100cp, Free Denizen, Requires Basic Race or Hybrid Race): This is a racial modifier that applies to the Basic or Hybrid races of the material. The planar variations of the material races are infused with the demiplane's energy and have developed some mutations that give them additional strength and abilities on top of their existing capabilities. For examples, see the Ravenwood Setting Supplement.

Ritual of Propagation (200cp, Discount Denizen): Instead of starting as a race, you underwent the Ritual of Propagation to become that race instead. This allows you to keep all of your other racial abilities and advantages, but changes your appearance to more closely resemble your new race, though this may mix if your essence wasn't entirely stable when undergoing the ritual. Choose one of the options free to the Denizen, you gain access to the abilities of that race and an appearance that adds many traits from the chosen one to your own. This can be taken multiple times but only the first instance is discounted. Taking this multiple times can lead to the traits of several races bleeding together to create a new appearance that can be quite odd.

Lineage - Cambion (300cp, Discount Impling): Cambions are those with the blood of fiends, possessed of the destructive power of Demonfire. Most carry some marking of their demonic nature, such as small horns, unusual eye colors or pupil shapes, sharpened teeth or elongated fangs, vestigial wings, leathery skin with a reddish tinge or kohl black in color, elongated, claw-like nails on both their hands and feet, too many or too few fingers, or bony ridges just under the skin. These are not the only signs that can show, but they are the most common. Cambions are sometimes called tieflings if the blood is diffuse enough in their lineage and the signs are much lesser as a result.

Lineage - Nephilim (300cp, Discount Hark): Nephilim possess some divine blood, either through an intermingling with a member of a divine host, such as an angel or archon, or through a very distant relation to a god or demigod. This gives them the Holy Aura used by most divine hosts. Nephilim are naturally attractive, their divine blood refining their physical forms so it is naturally more in line with the best they could potentially be, in terms of their appearance. The most common sign of this heritage is white, silver, or golden eyes and/or hair. When this lineage is especially diffuse, a nephilim will sometimes be called an aasimar.

Lineage - Dhampir (300cp, Discount Sovin): Carriers of an inert form of vampirism, either through an ancestor actually being a vampire, their mother being turned just before their birth, or infected with a mutant strain that remained dormant in their system. Dhampirs are physically stronger, faster, tougher, more endurant, and more agile than average members of their race. Dhampir are marked by elongated fangs and eyes that turn red when emotional. Such individuals have the ability to use blood echoes, a magic unique to dhampirs. Cannot be taken with Vampirism.

Lineage - Moon-Touched (300cp, Discount Kith): Much like dhampir, the moon-touched carry an inert form of a magical disease, therianthropy instead of vampirism. Moon-touched are enhanced in a similar way to the dhampir, however, the moon-touched are slightly weaker but possessed of a faster rate of healing. The key signifier of a moon-touched is yellow or orange eyes and shaggier hair. Such individuals have the ability to use moonlight, a magic unique to moon-touched. Cannot be taken with Therianthropy.

Lineage - Dragonkith (300cp, Discount Wyver): The dragonkith are those with the blood of dragons flowing through their veins. More common than one would think, dragonkith is a term reserved for those that have active dragon blood. Due to the fact that dragons are often able to take on a human-like form, dragonkith rarely have any sign that they are actually descended from dragons. They have access to draconic magic.

Lineage - Changeling (300cp, Discount Iif'n): Born to a fey ancestry or having been raised by a fey themselves, the changeling is possessed of the same ethereal quality of the fey that mark them. Changelings often have exaggerated features, large eyes being the most common, and hair, eyes, or skin in unusual colors, often being multicolored. Changelings have access to the glamour used by the fey.

Lineage - Umbral (300cp, Discount Shadar): One of the most unusual lineages, the umbral are born of spirits and the undead intermingling with the living, the most common being a near mindless spirit binding to an unborn child, but sometimes, a necromancer will birth an umbral as well. Umbrals are pale, unusually quiet, with a barely there heartbeat, a reduced need to breathe, and a body that is a bit colder than normal making it hard for their presence to be detected. Umbrals have access to a magic known as ephemera.

Lineage - Genasi (300cp, Discount Janni): One of the most common heritages due to both the genie's propensity for intermingling with other races and the fact it can be magically replicated in the womb. The genasi have elemental essences infused into them before they are born and are easily identifiable as that element is obvious in their forms in many cases, though these can be hidden with effort. Genasi can use wish casting much like the genies themselves, but, are unable to store it up in a vessel to improve their abilities further.

Lineage - Jotunbrud (300cp, Discount Goeth): It is easy to spot those with giant's blood in their veins, they are often far larger than a normal man, with a mottled, stony look to their skin, and are stronger than even their large frame would suggest. The titan-blooded, relatives of the normal jotunbrud, show none of these signs. All jotunbrud are resistant to harmful magics, though titan-blooded jotunbrud are more so than their more common brethren.

Lineage - Troll Blooded (300cp, Discount Eider): Most, if not all, troll blooded are near as easy to spot as the average jotunbrud, with ugly features and many gnarled bumps and protrusions covering their skin making them unpleasant to look at. However, troll-blooded have a potent life force that gives them great regeneration.

Vampirism (300cp): You have been infected by the vampirism virus and are now a vampire. Choose a single ability associated with vampires or blood to base your particular strain of vampirism on, making that ability stronger or granting a new ability. This ability will be no more potent than the normal vampiric abilities. For full details on vampirism, see the Ravenwood Setting Supplement. Cannot be taken with Lineage - Dhampir.

- **Elder Vampire (200cp):** You've been around for some time, making your vampirism more refined and powerful while removing some of the weaknesses of the vampirism. You may even have developed or acquired more abilities over time by absorbing the vampirism of other vampires.
    - **Ancient Vampire (300cp):** You've been around long enough that all the weaknesses of your vampirism have been neutralized and you've acquired many of the abilities of other variants of vampirism out there, with your abilities heavily refined over all that time.

Therianthropy (300cp): You have been infected by the therianthropy virus and are now a therianthrope. Choose a single animal up to the size of an elephant and no smaller than an ant, this is the basis on which your strain of therianthropy is built. No variant is particularly greater than the other, but, their focuses vary. For full details on therianthropy, see the Ravenwood Setting Supplement. Cannot be taken with Lineage - Moon-Touched

- **Chimeric (200cp):** You managed to hold out seeing the moon for a year after your initial infection, allowing the strain to maintain its flexibility in such a way you can incorporate the physical characteristics of creatures you consume into your therianthrope transformation.
    - **True Chimeric (300cp):** You have somehow contracted the special variant of therianthropy that allowed those infected with it to obtain the magical qualities of creatures they consume, much like an actual chimera.

General Perks

Mana Wellspring (Free): Everyone has a small reserve of mana to draw on, though maybe not the skill to utilize it normally, you're no different. You have a bit of mana at your disposal, though lack the training to properly use it. This naturally bolsters your health and makes your healing go more smoothly. However, this mana can be used by those that learn the proper methodologies.

Adventurers may take two of the thaumaturgic methodologies below for free in place of a second source and the rest are discounted if they do so.

For details on the Methodologies, see the Power Source Supplement.

- **Sorcerer (100cp):** You know the methods of the Sorcerer. An active form of thaumaturgy, you use mana to spontaneously create and fuel a spell matrix and cast a spell. This is described as Sorcery in the Power Source Supplement.
- **Wizard (100cp)**: You know the methods of the Wizard. An active form of thaumaturgy, you create persistent spell matrices you can fuel repeatedly with your internal reserves. This is described as Wizardry in the Power Source Supplement.
- **Witch (100cp)**: You know the methods of the Witch. A hybrid form of thaumaturgy, you use existing objects to create spell matrices that are then fueled by the collapse of the matrix or your own reserves. This is described as Witchcraft in the Power Source Supplement.
- **Shaman (100cp)**: You know the methods of the Shaman. A hybrid form of thaumaturgy, you tune your reserves of mana to align with an element, gaining physical traits and control over the element. This is described as Shamanism in the Power Source Supplement.
- **Monk (100cp)**: You know the methods of the Monk. A dormant form of thaumaturgy, you focus your mana through your body to enhance it in a variety of ways. This is described as Enhancement in the Power Source Supplement.
- **Magus (100cp)**: You know the methods of the Magus. A dormant form of thaumaturgy, your mana coats your skin and acts as a barrier or armor against damage and provides greater healing. This is described as Protection in the Power Source Supplement.

Ravenspeak (50cp): By necessity, the people of ravenwood have begun to learn the language of ravens, consisting of caws, croaks, and other such noises, but allows those that know it to communicate with ravens, crows, and similar birds. And you are one such individual.

Unpredictable (100cp, Free Delirium): You naturally think in two different ways, the norm, and the off the wall. This makes it difficult to predict exactly what you will do and harder for people to read your intentions. This has the added benefit of making you more creative, something that lets you come up with... unique uses for skills you possess.

Iron Will (100cp, Free Dream): Your willpower is strengthened significantly, as is your ability to concentrate and focus through pain and other normally distracting conditions. You may, additionally, substitute meditation for sleep for a time, though you will need to get a full night's sleep at least once every three days.

Force of Personality (100cp, Free Anima): Your core personality is reinforced and you gain an awareness of any influence on your mind beyond completely natural methods, making it difficult for anything to change you from who you are without your consent or desire. This also provides an awareness that gives you insights into others and gives a bit of extra personal charisma.

Naturalist (100cp, Free Drift): You are an adept survivalist, in tune with the natural world to a degree that you are able to go out into near any environment and survive in reasonable comfort. This natural affinity also grants you additional insight into natural beings, allowing you to hunt or tame them with surprising ease.

Customer Service (100cp, Free Pact): You are an exceptionally patient and steady individual, as well as a fair orator. You are also a skilled negotiator, possessed of a natural charisma that makes it easier for you to garner trust. You are completely immune to stage fright and can hold your own in a social environment with large crowds even if you are naturally an introvert, should you need to.

Kinesthesia (100cp, Free The Ink): You possess an amazing sense of balance, spatial awareness, and body awareness, making you exceptionally surefooted, even on unstable ground, and gives a great deal of control over your own body. Additionally, rapid movement, sudden changes in direction or acceleration, and other similarly disorienting conditions such as vertigo no longer affect you at all.

Bardic Gift (100cp, Free Rhythm): You possess perfect pitch and an amazing vocal range with a voice that carries exceptionally well and is normally quite pleasant on the ears, though you can easily make it otherwise. Additionally, you can listen to and filter through multiple things at once, without it becoming jumbled background noise.

Calm Mind (100cp, Free Delve): You are able to easily calm your mind, especially when attempting to meditate, making meditation as a whole easier and more effective. This offers an increase in self-awareness and self control, mentally, as well as allowing you to keep a level head even when under pressure or identify outside influences on your mind.

Spellknight (300cp, Must Have at Least 3 Thaumaturgic Methodologies): You've been trained as a spellknight and have learned how to forcefully swap the state of your mana, calming it to dormant when it was previously active and inciting it to action when it was previously dormant, with only a few moments of focus. This has the added benefit of making your dormant mana more effective as well, improving your physical health, resistance to poison and disease, and granting an increased reaction time as your thoughts grow quicker.

Metamage (400cp): The creation of a spell matrix is much like a science, requiring extensive study and precision, and yet, magic itself is an art due to the fluid nature of mana. You have taken this farther, able to subtly alter a spell as you cast it without changing the spell matrix at all by simply altering the way your mana flows through it. With this, you can also more efficiently combine the various methodologies of thaumaturgy.

Additionally, this level of control over your mana both increases its potency and expands your reserves, doubling the effective amount of mana you possess and increasing the rate at which your reserves in all mystical energies grow. Mana itself has its rate of growth doubled and the closer in nature to mana that other energies are, the closer to they are to the same increase as Mana.

Archmage (600cp, Must Have at Least 5 Thaumaturgic Methodologies): Archmages are those that have honed their magic to a razor's edge, above their peers through their efforts and able to flawlessly meld the various methodologies of thaumaturgy they have mastered. You have earned this title for yourself.

As an archmage, you have a deep well of magical power to draw from, five times the norm for a practiced mage, and can continue to increase your reserves at five times the normal speed. This stacks with the effects of Metamage.

Your speed at creating and casting a spell matrix is impressive, fast enough that you could cast a sorcery matrix with the snap of your fingers and only need a minute to fully form and reinforce a wizardry matrix. Your care similarly allows you to use witchcraft without destroying the materials with no need for alchemical reinforcement or extra mana to do so and gives you the ability to tune your mana to a mix of elements rather than just a single one with shamanism. You will also find that your dormant mana provides some measure of enhancement and protection without the need for active thought, and when you do actively use it, they provide more potency for the same level of effort that they had before.

If taken with Spellknight, your mana is now simultaneously Active and Dormant, providing the benefits of both at all times. If taken with Metamage, your ability to manipulate your casting is improved by an order of magnitude, allowing you to turn a simple fireball into a swarm of flaming projectiles, a burst of flame from your own body, or a massive ball of flame that will grow the more mana it is fed.

Finally, you have enough talent to develop new methodologies of thaumaturgy, if you are willing to put in the effort necessary to do so.

Unliving Transition (500cp): There is a bit of an oddity for those that come to the Demiplane while on the brink of death, returning to health and becoming something between alive, dead, and undead. These individuals are rare, infused with excesses in vital essence and an efficient life force, rendering them ageless as simply living doesn't seem to cause their life force to reduce in any way. Such individuals are known as the unliving, and you count yourself among their number.

The benefits of this state grant you improved stamina, an immunity to poison and disease, and removes your need to eat, drink, sleep, and breathe, though you may still indulge in such if you choose to do so. Indulging in such things has the benefit of regenerating your life force. While this won't expand how much life force you have, it will allow you to recover lost life force, up to the most you've had in your lifetime, and will do so fairly quickly. A week of eating, drinking, sleeping, and breathing like a normal person could regenerate nearly a month's worth of life force.

Finally, this perk acts as a capstone booster for any 600cp perks, the benefits in the notes section.

Traveler Perks

Packrat (100cp, Free Traveler): Traveling the roads of the world means you do not really have the luxury of keeping a lot of things on your person, but, because of this, you've gained a lot of skill in finding useful resources and keeping them stored efficiently. You can find the use in almost anything and are able to efficiently store away objects in whatever pack or container you have available. This will even increase the capacity of whatever containers you possess by roughly 20% and ignores the extra weight from said extra capacity. Additionally, you are able to quickly find whatever you are looking for in a pack or container simply by reaching in and extracting the desired item.

Scavenger (100cp, Free Traveler): Sometimes, you do not have the luxury of top of the line equipment and need to rely on what scraps you can salvage. You, however, have an advantage, being able to cobble together scavenged bits into functional equipment that work as well as the real deal. This talent will also inherently improve the durability of such improvised equipment to function even when such materials should not feasibly hold up under the strains of use.

Dabbler (200cp, Discount Traveler): When learning a new skill or encountering some new magic, your learning of it will be accelerated for a short period, though, this will taper off after you have learned the basics. Additionally, you are protected from incompatibilities with powers you possess, allowing you to avoid the downsides such powers would normally possess, though this does not affect your talent with the power otherwise.

Kiln (200cp, Discount Traveler or Forgeheart, Free Traveler Forgeheart): You are what is known as a Kiln, capable of wielding Delfire. Often called scavenger's magic, Delfire is the combination of different forms of magic that has taken on new properties, becoming a small orb surrounded by an oddly colored flame-like aura. This is the source of delfire's name, and they do not emphasize fire over any other element. You are able to store these orbs of delfire within yourself, giving you resistance to disease, poison, curses, and corruption as it is eaten away by the delfire. Additionally, delfire acts as a spell matrix, capable of producing unusual effects when fueled by any type of energy.

If you possess the Natural Magic perk, you may create orbs of Delfire by mixing various energies together. Post jump, you will be able to come across new orbs of Delfire naturally if you wish, however it is up to you whether the delfire spawns in the setting.

Synergy (400cp, Discount Traveler): Wandering the world as you do, you pick up a lot of skills out of curiosity, necessity, or simply through being exposed to it often enough, skills that are often incredibly varied. With such a wide array of skills, finding those that work together could be a difficult prospect, but for you, it just doesn't seem to be an issue. You have an uncanny ability to get your various powers, abilities, and skills to work together near seamlessly. This would even work for normally incompatible abilities, rare as such things are in this world.

Additionally, with a great deal of effort, it is possible to well and truly combine your abilities and skills to develop something new and greater. This is most effective when combining different energies, creating something with the best qualities of each energy incorporated, though weaknesses not directly countered by another energy are maintained, with the added benefit that the energy is generally stronger, however, it is even possible to, for example, combine a dozen languages into one that can have unusual effects when spoken.

This similarly works on your equipment, allowing you to combine their effects with each other and your own abilities and allowing them to work together even when they wouldn't be able to normally.

Legacy (400cp, Discount Traveler): In this strange plane of existence, things sometimes take on traits they were never meant to take, a spark of something greater. You gain the ability to imbue a spark within an object, even immaterial ones such as songs, that allow it to build up, or awaken, a legacy. If such an item is used for a feat, it will gain a property based on that feat. A pair of boots used to run the length of a country to bring important news may gain a property to increase the speed of the one wearing them in some minor way. A shield used to block the fire breath of a dragon may develop the power to resist flames, and impart that resistance to its wielder. Even simply using the item for its intended purpose will make it ever so slightly better for that purpose, such as a sword growing sharper or armor growing more durable, though it could take years to accumulate a noticeable effect in this way. These legacy abilities may be fairly weak on their own, but they stack up over time, with greater feats giving greater improvements (Note: You are not required to perform said feats. Anyone using the item may build on the legacy abilities).

Using this ability on an item that has already accomplished great feats grants these same abilities, only stronger based on the time since those feats were performed, retroactively.

Student of Learning (600cp, Discount Traveler): While others may be a master in a particular skill, spending their life learning to do one thing, you have spent your whole life learning how to learn. Every skill you learn enhances your ability to learn similar skills (blacksmithing improves your ability to smelt metals, wield a hammer, wield fire magics, etc. just as an example), which stacks up as you learn and master new skills. The greater your mastery, the greater the speed you learn related skills. A skill that is more closely related to ones you already know will see a greater benefit than ones that are only tangentially related.

Local Perks

Ordinary Villager (100cp, Free Local): Before the demiplane, you were a simple member of Ravenwood, with a job all your own. Maybe you were the town blacksmith or you were apprenticed to the old mortician or simply grew herbs for the local herbalist. Regardless, you have a lifetime of experience in Ravenwood. Choose a profession that could reasonably be available in a medieval fantasy town, you have a lifetime of simple experience in the chosen profession. This perk may be bought multiple times to gain experience within multiple professions.

The Little Things (100cp, Free Local): Anyone from Ravenwood will tell you that it's the little things that matter most, that the little details can be the difference, even before coming to the demiplane this was common, though for different reasons. You are quick to notice seemingly minor things that can speak of danger being present, a book shifted slightly out of place, a but of dust in the air, an odd noise... these are all tells that something could be wrong, and you can pick up when they are without becoming paranoid by the possibility.

Additionally, when you relax, it is easier to calm your mind as the insignificant details make it seem more worth it, giving you a welcome reprieve from days of hard labor and horrific combat both. A few minutes just observing the world around you can ease your mind, if just a bit, and make what you experience just that little bit more enjoyable.

Piercing the Haze (200cp, Discount Local): when Ravenwood was pulled into the demiplane, many of the people within panicked and would have been rendered helpless if not for the work of a select few that were able to cut through the fear and bring clarity to the people. You were likely among those that did so, able to simply bypass fear, pain, and other mental impairments to help others think rationally.

With just a little effort, you can even impart a seed of courage that, if cultivated, can turn a fearful merchant into a fighter, though they must still learn to fight on their own. With time, you can impart similar seeds for other traits such as diligence or compassion.

Raven's Blessing (200cp, Discount Local): The demiplane is a dangerous place, with threats everywhere, werewolves, mad witches, insane surgeons... they all exist and will do anything to get their hands on some fresh meat, whether to eat or to experiment on. You, however, are incredibly lucky in finding your way out of these kinds of situations. This will not always save you completely, though you are more likely to survive these encounters, even if you are scarred, physically or mentally, by the experience.

Additionally, the detrimental effects of such encounters are lessened, slowed, or otherwise reduced in some way.

Natural Magic (400cp, Discount Local): People are not the only things afflicted with the corruptive influence of the Demiplane, the trees, the stone, the metal, everything possesses some degree of taint from this cursed plane of existence. And now you can use that to your advantage.

You possess an innate understanding towards the mystical properties of nearly all materials within (and outside) the Demiplane, and how to shape them. By cutting gems, forming metal, grinding stone, and putting all the disparate pieces together, you can create artificial spell matrices that naturally generate and collect magical energies and can shape them into spell effects. While not often the prettiest things around, these artifacts are capable of granting magic to even the uninitiated. However, it takes precise craftsmanship and extensive design periods to make even basic items.

This perk also extends to the creation of potions. These are much simpler to create compared to artifacts, requiring only the right herbs, water, and a catalyst of magical energy, which can be provided by even the most basic of spell matrices.

Additionally, any similar skills in future jumps, can be replicated with study using this perk.

Adaptable (400cp, Discount Local): When danger comes, things often change rapidly, and those unable to keep up are just as often left behind, for better or for worse. You, however, are quick to adapt to any such change, and are quite resistant to the mental strains of such situations. Additionally, you know how to take any skill you possess, and turn it towards another use, such as skill as a butcher giving you a surprising knack for feeling out the internal mechanisms of a lock or a hunter using what he knows of animal behaviors to recognize tells during a negotiation. This doesn't give any actual skill or increase the learning speed of the chosen skill, but allows you to apply little tricks from one skill to another with surprising ease.

Curse Master (600cp, Discount Local): The people of Ravenwood have an odd reaction to the demiplane, turning any curse or detrimental condition into a boon of some sort through simply experiencing it. You possess this quality as well, where a werewolf's bite won't turn you into a mindless beast, but you will be able to access their transformation to enhance your senses and strength, a curse to engulf you in flames for all eternity will give you the ability to conjure those flames into your body without injury, and a cursed sword that imparts a mindless rage and enhanced combat skill will only give the enhanced skills. Even possession, mad surgeries, and other, less obvious things can become a boon so long as you survive them. For full details see the Power Source Supplement.

Adventurer Perks

Vim & Vigor (100cp, Free Adventurer): You are physically fit, possessing strength, agility, and fortitude well above what is considered average. Optionally, one of these aspects can be further increased, bringing it to peak human levels of ability. This similarly boosts your physical attractiveness and increases it further as you become stronger, faster, and tougher.

Lost & Found (100cp, Free Adventurer): Adventure isn't all glory and battle, tests of wits and traps... it is also travel across lands, long days doing nothing more than moving forward towards some goal or another. For those like you, traveling is easier. You will never know the pain of a saddle sore or swollen feet from constant walking, never be bothered by pests such as mosquitoes, and never be bothered by the side effects of weather, such as sand on the wind or ice on the ground. Other effects are still there, however.

And when you must stop for the night, you find your skills in setting up camps are unmatched, able to make them comfortable for both yourself and your companions. Even keeping the camp safe is a simple task for you, through various means. Comes with skill in navigation.

Tried & Tested (200cp, Discount Adventurer): You are a skilled warrior and rogue, able to pick up almost any weapon and wield it with the proficiency of someone that has used it for years. Only the most exotic of weapons escape your understanding. This extends to several varieties of armor as well, allowing you to move comfortably and easily in even the heaviest of armors. You have the added benefit of armor you wear never causing discomfort from natural weather, including temperature extremes and driving rains. Additionally, you have an eclectic selection of skills that prove useful to adventurers that has been tested thoroughly in your travels. Such skills include stealth, first aid, traps (finding, disabling, and setting), and the care of animals.

Ready & Waiting (200cp, Discount Adventurer): There is quite a bit out there for you to encounter, from hordes of undead to slavering monsters to gentle giants, it pays to know what you're getting into and be prepared for it. You are well prepared and know quite a bit about the various common threats and creatures found in the material, and while the demiplane has some things not seen outside it, you are exceptional at figuring them out and what to do to counter them as a threat, where their weak points are and what to prepare or bring with you to be most effective against a given foe. You also find that you have a knack for simply bringing things along that prove to be useful even when you don't know what you're up against.

Weighed & Measured (400cp, Discount Adventurer): You possess a potent danger sense, able to let you react instinctively to threats around you and even give you awareness of threats you wouldn't be able to see or hear normally. This comes from your vastly enhanced senses that grow even finer as your physical abilities improve. The stronger, faster, and tougher you are, the better your senses will become. You are never overwhelmed by these senses, though things that would normally harm them (such as a flashbang) still will, but no more than it would without them.

Blood & Sweat (400cp, Discount Adventurer): The town of Ravenwood needed to learn fast, but more than that, they needed people to learn from. A frame of reference and a place to begin their learning. That's where you come in. You are an impressive teacher, able to impart nearly anything you know how to accomplish that isn't strictly inherent to yourself with unusual ease. At least for the basics and underlying principles behind what you are teaching, which may lead your students to new ideas that could be quite novel. This can even let you teach someone how to mimic abilities granted by your perks to a degree, though it is likely to take years, or even decades, to reach the full potential of stronger abilities.

Additionally, when training multiple people at once, you can impart a feeling of comradery that makes working together easier. While teaching a group is less effective, this added boost to teamwork makes it worthwhile.

Guts & Glory (600cp, Discount Adventurer): You are larger than life, a living legend of epic proportions, an inspiration for others to aspire to and a beacon of hope for the hopeless… or you could be the dark reflection, the terrible warlord and conqueror that rules through fear and an iron fist, just as inspiring, but in a much darker way. Whether light or dark, your legend will go down in history.

You have the skills of a great leader, able to identify the talents of those under your command, inspiring loyalty in your men, keeping morale from growing too low (or making their fear of you outweigh that of your enemies), figuring the logistics of your command, rooting out those that would sabotage or undermine your work or leadership, and even how to effectively delegate and who would be best to trust with the tasks you ask of them. More than this, however, is your ability to bring hope to those under you, a great morale booster that is not so easily extinguished. Even the darker reflection gains this ability, able to keep the fine balance between fear and hope to keep people from rebelling and subservient.

This comes with a considerable boost to your charisma and personal presence, practically shedding an aura of power that lets those under you know you're with them, for good or ill, and your foes know you are coming for them.

Denizen Perks

Twisted (100cp, Free Denizen): Sometimes, in the demiplane, a power will go out of control and surge out of its own accord, an especially dangerous are those with incompatibility with a power. You've come up with a means to counter this issue, able to turn down, turn off, or otherwise restrict your powers, perks, and abilities at will, even when you shouldn't be able to do so, such as while unconscious or under someone else's control. This works even on innate abilities such as intelligence or strength. You can't be forced to use this ability against your will.

Additionally, while so diminished, you are not hindered by losing the full strength of an ability and do not need to adjust to the new level of ability you possess, you automatically do so without missing a beat.

Divergent (100cp, Free Denizen): Most races that have lived several generations within the demiplane have developed exceptionally long lives, measured in centuries rather than decades, and the changes this has on these races has allowed them to live these lives to the fullest... and you benefit from this. Your mind is exceptionally well adjusted to living for a very long time, millenia from now you will still find you can enjoy and be satisfied in living, never having your emotions blunted by your experiences or listlessness. Additionally, you have a surprising ability to adapt to new cultures and societal shifts with ease, reducing the impact of culture shock to nearly nothing.

Irregular (200cp, Discount Denizen): Centuries, if not millennia, have passed since the first people were pulled into the Demiplane, and only a few decades was enough to give them the kind of insight that allowed them to know safety from danger. You have a knack for identifying the special traits of people, creatures, objects, and places around you, whether beneficial or dangerous. Even with limited information and only the barest of hints, you can determine the dangers these things present to you and your own. This also has the effect of making you an excellent judge of character and determining if someone is trustworthy or not.

Aberration (200cp, Discount Denizen): Many powers of the demiplane twist those exposed to them, reshaping them into new forms. These aberrant forms are disconcerting to those that experience them and have caused many to have a crisis of identity because of it. But, for the denizens of the demiplane, this is a fact of life. You are able to acclimatize to new forms with ease, both physically and mentally. This allows you to instinctively use any ability inherent to the new form, using them as fluidly as if you would have had them all your life, as well as easily tying new forms and physical changes to your identity, preventing identity issues from occurring thanks to such alterations.

Anomalous (400cp, Discount Denizen): Each generation a race resides within the demiplane, their body is changed, however, the changes wrought are lessened with each successive generation. Whether this is a resistance or simply the designs of the demiplane isn't known for most, but for you, it is definitely the former. Your body is highly resistant to hostile attempts to change it outside of simple, direct injury (note: mundane poison, disease, and similar effects fall in the category of direct injury). While not outright immunity, most attempts to change you will burn out long before they can have any kind of long lasting effect on you, and with a little effort of will, you can force them to do so faster than they otherwise would or to allow the change to occur. Additionally, you are able to sense any attempt to forcibly change your body, as well as how it would do so.

Heteroclite (400cp, Discount Denizen): The demiplane has changed your kind, made them something else, something powerful and great, and you have learned to own these changes, to make them your own. No one will take them from you now that they are yours. You are immune to attempts to steal, weaken, suppress, or remove your abilities and powers, and attempts to copy your powers are doomed to failure unless you choose to allow it. Jump fiat may still affect such powers as normal.

Ritualist (600cp, Discount Denizen): Ritual magic is an extensive form of arcane practice that allows those using it to accomplish great works even as fairly weak mages. You have gained considerable knowledge, both practical and theoretical, on the workings of ritual magic and, by extension, sacrificial blood magic. This allows you to create far reaching and incredibly powerful spell matrices that can be supplied over time by anyone, or fuelled by the life force of sacrificed creatures or blood. Such spell matrices last much longer than common spells, able to persist for weeks on a single casting. Additionally, each casting can be built up over time, allowing it to be stretched out in small portions that, if interrupted, can be restarted without losing all the progress made on the ritual. Even fast rituals, using sacrifices of life force (from yourself or a suitable sacrifice), can be quite persistent, lasting hours where a similar spell would only survive minutes.

This is extensively used by the races of the demiplane to create Rituals of Propagation, complex rituals that can be used to turn humanoids into another race, designated by the ritual design. An individual may undergo multiple such rituals, but may become unstable, either physically or mentally, if too many are done without enough recovery time between such uses, which can take several years. You and your companions will automatically recover at the start of each new jump.

As a Denizen, you start knowing the ritual for your race, otherwise you must learn or design them from scratch.

Gear

You receive a 500cp stipend for items only.

Welcome Package (Free): Working together, the people of Ravenwood made sure everyone had something to help them survive. To that end, just for entering the jump, you gain three sets of sturdy clothing, a set of reinforced clothing that can act as basic armor, and a waterproof cloak. On top of this, you gain a pack with basic necessities; trail rations, a waterskin, tablets to purify water, flint and steel, a coil of rope, a knife, a hand axe, and a lantern. These items are simple, easily replaceable, and designed for function over form.

Delfire Orbs (50cp, Free Kiln): You receive a moderately powerful orb of delfire with three, relatively minor synergistic effects of your choice. You may choose if these orbs rely on vitality, stamina, or mana for their basic effects.

Orbs of delfire bought in this way do not fade away if left on their own as other orbs of delfire would.

Kilns gain four purchases of this item for free.

A Guide to Sources (200cp): You possess one of the books written on the various sources within the demiplane. Choose a single source, you receive a book that explains the source and acts as a guide to both the basic and complex abilities that power can be used for, as well as how to counter users of the source. It can also teach others how to unlock the use of the source if they were to read it, the guide acting to stabilize the reader so they may safely use that source. You cannot use this feature on yourself and cannot gain access.

This may be purchased multiple times and is discounted if you possess the source the book you're purchasing covers. If you purchase four of these books, then you receive the books for all eight sources.

Bloodshards (400cp): This strange substance came from beyond the demiplane in the form of a meteorite that appeared during the blood moon and landed in the Crimson Fields. The shards of this meteorite were collected and forged into powerful artefacts by the volkan artisans of the fields, resembling nothing more than intricately carved spikes. You own five of these artefacts.

By plunging one of these spikes into a person, animal, or even yourself, the spike will imbue them with power and causes no damage at all to the one affected (you could stab them in the head and they would function just fine). This causes the one stabbed to grow in muscle mass and size, bones to harden, and skin to thicken to the point of blocking common swords. More than that, the spikes imbue a supernatural awareness and swiftness. Using multiple spikes will amplify this boost, to the point someone using all five could hold their own in direct combat against several berserkers and gladiators from the Crimson Fields in direct combat using only what these spikes provide.

However, this comes with a side effect, the spikes warp instincts to be more animal, increases the aggression of the recipient, and amplifies negative emotions, using all five without the will (or another defense against such) to hold this back could render the user a mindless rage monster.

Pulling the spike out after using it leaves no wound, just a mark lighter than the surrounding skin, repeated use in the same spot leaving it pure white. You are able to remove the daggers with ease, but others trying to remove them by force find it incredibly difficult without considerable strength and proper leverage. You can choose whether this applies to the recipient of the spike.

Spellbook (400cp, Discount Archmage): A surprisingly light and ornate tome, bound in leather protected by simple enchantments to prevent incidental damage, that contains the formulae for a few low power and utility spells that are easy to create the spell matrics for. Comes with infinite pages and will always open to the spell you want. This spellbook updates to include any spells you know and, at the start of each jump, adds a few minor spells and basic spell lore for the setting, if there is any.

However, the real potential of this artefact is the convex lense of sapphire in the center of the cover. The sapphire lense acts as a receptacle for mana, able to store mana and passively collect it from your surroundings. The amount of mana it may store grows as spells and spell theory is added to the pages of the tome. You may use this mana to construct and fuel spell matrices. The lense may be removed and carried as an amulet but will not grow unless placed back onto a tome with at least the same amount of magical lore held within.

At its base level, the lense can hold roughly twice the mana reserve granted baseline by the Mana Spring perk. Enough to cast a handful of fireballs before it is drained completely.

Abomination Blood (500cp): Dark beasts from beyond the planes, abominations are a threat that the demiplane actively fights, both for the threat they represent… and for the power held within the little bits of blood they shed when wounded. You possess a vial of blood harvested from an abomination. This blood has several uses due to the power held within it. When imbibed or injected as is, the blood has mutagenic properties that reinforces the body to the extent that even normally critical or mortal wounds can be survived long enough to heal, though instantly fatal wounds, such as the brain being destroyed, cannot be survived with this alone. However, this doesn't improve the rate of healing, though it does prevent scarring and allow for a limited form of regeneration. This has a secondary effect of extending the lifespan of the drinker by several centuries.

The blood can be distilled into a form of potion that augments the magical capabilities of the drinker. Those uninitiated in the use of magic are granted a sizable pool of mana and a basic instinct for its manipulation while those already possessed of mana will have their reserves expanded and improve their ability to manipulate mana.

A treatment of abomination blood will greatly enhance the magical properties of materials, objects, or creatures, which only takes a few drops of the blood. Artefacts and potions created with alchemy are empowered to be nearly triple their normal power, permanently, though this can only be done once. Objects with inherent magical properties have those properties reinforced to the point they can be used with witchcraft without crumbling to dust. Creatures with inherent spell matrices have those spell matrices empowered to be doubled in power.

Magical viruses, such as vampirism, therianthropy, and the ghoul virus, can similarly be augmented through the use of abomination blood, which can make even a weak vampire or therianthrope the equivalent of the oldest and strongest example of their kind.

Finally, abomination blood can be used to fuel rituals, replacing any other material requirements, including any living sacrifices that would normally be necessary. The blood increases the power of the ritual as well, and can nearly quadruple the power involved if the blood is added rather than replacing the material requirements.

You gain another vial of blood at the start of each year.

Traveler Items

Ghostlight Lantern (50cp, Free Traveler): This alchemical lantern at the end of a pole emits a thin mist that calms the mind and body, repels insects, and reduces aggression in some of the more monstrous and predatory creatures out there, allowing you to make camp in relative safety. This relies on access to natural energies, requiring the pole to be embedded into the ground. This lantern is sturdy enough to be used as a particularly long-handled mace with surprising efficacy in the task.

Handy Haversack (100cp, Free Traveler): A simple, sturdy leather pack that fits you perfectly and holds about five times what it appears to be able to hold and does not weigh you down any more than when it's empty. Whenever you reach into the pack, the item you are looking for is on top.

Mystic Forge (200cp, Discount Traveler): Actually two items. A metal frame that can store mystical energies of all sorts and a large furnace that, if you plug the frame into it while it holds mystic energies, can be used to treat metals with that energy while also acting as a forge. This can even take power from sources that don't normally use an energy like Anima or The Ink. The frame can also be used to hold and sustain a single orb of delfire which can be used as long as it is within the frame even if the user is not a Kiln.

Magelock Pistol (300cp, Discount Traveler): A creation of a noble family that has an interest in Ravenwood, this weapon is highly advanced for the time it was created and holds a strange power favored by gunmages, a rarity even on the material plane. This gun comes with specially crafted bullets capable of being imbued with any power the wielder possesses, which gives properties based on the power in question. Delirium is able to change the course of the bullet to curve around corners, dream allows the bullet to explode on impact, anima causes it to phase through armor, drift makes each bullet poisonous, pact-based divinity induces a curse that prevents healing, etc. Other powers may have their own effects as well.

Comes with sixty bullets to start and has instructions for making more, which usually requires bits of gold, silver, or gem dust. The sixty bullets replenish themselves at a rate of one every hour.

Ancient Core (400cp, Discount Traveler): Once the core of a slime-like creature that was around when the demiplane first formed, these creatures are now long since extinct, but their cores remain. These cores, resembling nothing more than orbs of a prismatic material the size of a human fist, can be absorbed into the body of a person with a simple act of will, seeming to vanish into the body but able to be extruded once more at will. Once so absorbed, this core gives its user a perfect memory with unlimited storage, perfect indexing, instant recall, and tamper-proofing that protects against harmful memories. Memories made before this core was absorbed are slowly restored to pristine condition within the core.

There is also a repository of knowledge about the demiplane in this core, including full maps, what creatures, plants, fungi, and materials can be found and where, the types of intelligent races that can be found and their cultures and traditions. This additional knowledge contained in the core can be accessed just as easily as the memories affected by the core and can be added to in several ways, including absorbing it from other sources.

This particular core also comes loaded with a few dead languages and an algorithm of sorts that seems to combine the languages to create a true language that, when fully understood and spoken while channeling mana, can generate magical effects. If you learn a language, it can be added to this algorithm to empower the effects slightly, with more languages continuing to strengthen them.

Local Items

Feed Bag (50cp, Free Local): A large sack filled with the ideal food for ravens, crows, and other, similar birds. The feed within never seems to run out. Birds that eat this feed regularly seem to grow smarter, up to the intelligence of the Ravens offered below.

An additional purchase (undiscounted) can be made to add feeds that will have the same effect on another kind of animal, such as cats, dogs, mice, or other, more exotic animals.

For an additional 100cp (discounted for Locals) can be spent to add feeds infused with the sources you possess to grant anything that eats and can benefit from the feed access to that source. A single animal can only benefit from one such infused feed.

Arcane Resources (200cp, Discount Local): A supply of high quality, magically-active materials. Such materials are useful in the process of casting spells of various sorts, able to act as foci for various spells, or can be used in the creation of potions or artefacts (as described in the Natural Magic perk). Comes with several schematics for potions and artefacts that can be made with these materials.

Additionally, this comes with a travel case that can contain up to 16 potions. Potions contained within this imprint to the slot they are placed in for the next 24 hours, at which point the potions respawn the day after they are used. Placing a different potion in the slot allows it to imprint the new potion.

Home Sweet Home (300cp, Discount Local): You possess a good sized home in the style found in Ravenwood with a comfortable interior and atmosphere and able to house up to ten people comfortably, actually being a bit larger on the inside than its outward appearance would suggest. It is always a comfortable temperature and humidity inside the home regardless of outside conditions.

There are several additional features found in this house. The first is a door to a workshop that is soundproofed so your work won't disturb anyone else in the house and is set up for any particular craft you wish to do when entering the workshop, even if it was set up completely differently when you left it a few minutes ago. It is always stocked with enough basic materials for your work but won't hold any truly rare materials and the materials produced here cannot be taken out unless already crafted into another form. Outside the house is the second feature, a garden plot that seems to allow any plant to grow regardless of season or outdoor conditions, even accelerating the growth rate slightly and making them resistant to common diseases and pests. There's also an area for some trees to grow on the land. The last feature is the root cellar, which has a stasis effect on anything stored within to make sure nothing stored goes bad, it is roughly the same size as the rest of the house.

Guardian Crest (400cp, Discount Local): Ravenwood was named for its guardians, the ravens, the eyes of their patron deity, and many carry holy symbols in the form of an iron raven skull. Since the transition to the demiplane, Kaine’s influence, and that of these pendants, has become more than just mere symbols and signs of faith, they are now a means of protection. Possessed of a complex enchantment, these pendants make their holder resistant to disease, poison, and curses of all sorts. This resistance increases as the holder is exposed to such effects, even extending to other negative 'conditions' as the pendant learns to counter them, and can eventually reverse the effects if they do take hold. They also act as perfect holy symbols for any deity you may follow.

Comes with instructions on how to make more of them.

Adventurer Items

Trail Rations (50cp, Free Adventurer): A supply of an assortment of rations used by the various races, such as the fruit and nut studded bread common to elves, the hearty sausage and hard cheese carried by most dwarves, and the dark bread and soft, fruit studded cheese favored by halflings. These rations have the benefit of being exceptionally healthy and quite tasty compared to normal rations. You receive enough each week to feed twenty people for the entire week, more or longer if you eat light.

Well-Crafted Gear (100cp, Discount Adventurer): A set of finely crafted armor and a sturdy weapon of exceptional quality or a fine set of robes and an arcane focus such as a staff or combat rod (akin to a mace crossed with a wand). These are the finest examples of such craft found and are thus quite effective even without being enchanted.

Additionally, your Welcome Package is upgraded, consisting of higher quality equipment than before, potentially with some useful, though mundane, additions. Non-magical alchemicals, such as alchemists fire or thunderstones, are also found in your equipment and replenish regularly.

Training Grounds (200cp, Discount Adventurer): This isn't actually an area you can visit, but rather a bunch of equipment that can turn any area into an effective training field that you can seemingly pull out of nowhere and set up in a few minutes time. Those training or learning in a field prepared with this equipment finds themselves learning three times faster than they normally would, and if they have a teacher this is pushed to five times faster.

The actual equipment can vary based on what you intend to train once you set it up, it isn't set equipment, nor does it need to be used for solely physical endeavors, teaching academic skills works with this equipment.

Enchantments (300cp, Discount Adventurer): Your equipment is not just of a higher quality, it is flat out enchanted. These enchantments are fairly simple, a sword that ignites at will, armor that is lighter than it has any right to be, rope that moves with your will or can extend several times its apparent length, rings that produce a protective barrier, a cloak that protects against the weather and hostile attacks... Nothing too potent on its own.

However, one or two items are a bit more potent. Maybe you have a ring that gives you regeneration, or maybe it's a shield that bolsters your strength and speed, regardless, it would certainly be useful for any adventurer.

Divine Artifact (400cp, Discount Adventurer): You had an artifact made for you by a demigod, infused with a bit of their divinity, allowing it to grow in power as you do. This is a piece of personal equipment that you can use, call to your hand at will, reduce to a harmless seeming form (such as a helm becoming an earring), and is able to benefit from any power you possess as it is effectively an extension of yourself.

Better yet, this divine artifact has a seemingly bottomless metaphysical hole in its construction that can take in the enchantments and qualities of other items by absorbing them, allowing a secondary method of growth for those that are already very far ahead of the curve in terms of ability.

You may import another item to gain these properties.

Denizen Items

Trade Goods (50cp, Free Denizen): A cart full of trade goods native to the demiplane that can be used to barter in the markets of the various cities, towns, and villages in the demiplane. The cart itself is sturdy and has a simple mule to pull it that only seems to be there when needed to pull the cart. The goods in this cart are worth enough to act as starting capital and any goods gained or money earned by selling them is considered part of this item.

Scrolls of Resilient Life (200cp, Discount Denizen, Goeth, or Eider, Free Denizen Goeth or Eider): The Goeth and Eider races are considered some of the weaker races in the demiplane due to their abilities being fairly passive in nature, even after each leveraged their abilities with other forces to manipulate them better. Because of this, the two races have allied themselves with each other and seek to combine their abilities as a result, compiled in these scrolls.

The first of these three scrolls contains the details of the Ealain Beatha, the Life Arts, used by the Eider race, a way of channeling life force through the body without spending it, which can invoke a number of fantastic effects. The second contains the details on the Goeth art known as the Equations of Resilience, a series of metaphysical mathematical equations and principles that can be used to shift ones resistance to magical effects in different ways. The third and final scroll contains notes on what the Goeth and Eider have figured out in how to combine the arts, though it does not include the actual means of doing so or the final product as that has not yet come to fruition. Maybe you could figure out how to do so yourself with the information here.

Ritual House (300cp, Discount Denizen): Denizens of the demiplane are known for their use of ritual magic, and so, many create entire facilities to house rooms for ritual casting due to this. This is one such locale, each of its twenty rooms designed to increase the efficiency and stability rituals performed there; making common rituals such as enchanting, or larger scale works easier to invoke. In the same spirit, its basement houses a myriad of tools for ritualistic sacrifices which can strengthen their effect if used properly. Finally, should you know and have benefited from a Ritual of Propagation, or be a race free to the Denizen origin, this space will include a special room well suited to each of those rituals; even gaining additional ones should you master or benefit from a new one.

Abomination Egg (500cp, Discount Denizen): One of the rarest objects to ever be found in the Demiplane, this man-sized object is a perfect sphere of an obsidian-like material that was left behind by the only abomination to ever be, seemingly, slain in the Demiplane and only one was ever found. You have the second. The sphere is impervious to all attempts to harm it, even by gods, makes a melodic, ringing noise when struck, is cool to the touch, and has a steady pulse within that can be heard if you put your ear to the shell.

This sphere, thought to be an egg by some, a heart by others, and a brain by still more others, is able to take in powers and objects, but doesn't seem to do anything with them. Until you leave the demiplane. All the powers and objects put into it incubate and shape themselves over time within the shell and, once you leave the demiplane, it seems to fold space around itself and vanishes from sight.

This creates an entirely new demiplane that is linked to you, influenced by the powers and objects put into it, with creatures and abilities based on them. You may open a portal to this demiplane at will and may add any properties you own to it to expand it. You can also open a portal to the egg where you can add more powers or items to it to further expand on this new demiplane and allow it to grow in size.

With time, you may learn to grab individuals or locations from the world to add them to this demiplane, expanding it and adding new elements to it.

Artifacts of Power

These items are potent, one of a kind items, if you purchase one, a companion cannot do so, and if a companion purchases one, you and your other companions cannot do so.

The Shards of Rust and Ruin (600cp): Originally a pair of swords created for and used by Lord Blood with the remains of a divine artifact, the blades were shattered in a fight against an abomination and, infused with much of Lord Blood's power and the power of the abomination as well as its own natural divine empowerment, the fragmented blades gained their own power in turn. Now they appear as little more than a few fragments of rusted iron with jagged breaks, but edges still razor sharp, and they are even stronger than they were before. Simply cutting yourself with the edge of these shards and allowing a bit of your blood to fall on each shard will cause them to fuse into your body, causing scar-like markings to start forming over the course of an hour, at which point the bond with the shards is permanent until your death.

The scars formed by the shards have a potent effect on delirium, acting as a channel, refinery, and receptacle for the power to the point where it can take on a near physical presence and actually reinforcing your psyche in opposition to delirium's normal effects. This gives you much greater reserves of power, with greater finesse, control, and power behind those reserves. This also comes with enhanced skill as a warrior as some imprint of Lord Blood's use of the original blades remains within the shards and infuses the delirium you utilize. However, this is not the final form of the scars as they can undergo a transformation after certain conditions are met.

The shards infused into the scars form an incomplete pair of blades, which you can call to hand at a moment's notice to form a blade or a pair of blades that are composed of delirium compressed into a solid state around the shards you currently possess. This blade is impossibly sharp and durable, but otherwise unremarkable, at first. However, the incomplete nature of these blades causes them to seek to be whole once more. When you defeat a foe, the blades will draw iron from the blood they've spilled and pull it into your scars, which will then compress them with delirium into iron shards that will incorporate into the blades, strengthening it further and, quite possibly, adding new qualities to them. You can also use these shards to form a suit of armor that will perfectly fit to yourself and act almost like a second skin, being virtually weightless while you wear it and enhancing your physical capabilities based on the shards incorporated. These collected shards can each individually have innate qualities that can be brought forward and combined in the blades or armor to form different forms of enchantment, almost as if with alchemy. This can allow for a very flexible array of abilities.

However, it is once you have enough of these shards to form both blades and the armor that your scars undergo their final transformation, the scars taking on a metallic appearance and increasing their capacity even further and eases the actual use of delirium to the point it is as easy as breathing.

Finally, once every ten years, the shards will condense a great deal of power into a single shard of iron shed from the many shards you have collected, which can be used to grant another individual a lesser variation of this artifact's effects. Such shards cannot be used to produce more.

The Catalyst (600cp): When the Templar shattered the Crystal Golem in his pursuit of becoming an Avatar in his own right, he created the Catalyst as well, a byproduct of the explosion that resulted from the golem's destruction melting the crystals down into a new form infused with truly extraordinary amounts of dream. The Catalyst itself appears to be nothing more than a thumb-sized chunk of clear quartz but is far tougher than most any other crystal you could otherwise find. Just holding this crystal is enough of a boost to allow a dream user to form half again the number of foci they normally could before straining themselves, however, it is far stronger when implanted.

By putting a drop of blood on the flat base of the Catalyst and placing it in the very center of your forehead, it will harmless pass through your skin and bond to your skull, compressing into a simple-looking, round gemstone that looks somewhat like a third eye, the color changing to one that is personal to yourself in some fashion. Over the course of a few days, the crystal will spread through your bones, reinforcing them and allowing them to act as a channel and amplifier for your use of Dream, even creating a sort of field that gives a form of tactile telekinesis and a psionic filter that keeps any form of mental contact from being harmful to you, including warding off charms and domination. However, during this growth period, your capacity to use dream will be diminished as the Catalyst draws in Dream to fuel its growth. Once this passes, however, your ability to condense Dream into Foci is improved by an order of magnitude, allowing you to form ten times what you normally could before feeling any strain, and you can use external manifestations of dream as if you were Surging, further enhancing the effects when you actually surge.

You may use the power of the Catalyst to convert dream into crystalline orbs that will float and move to your telepathic commands. You can sense through these orbs, seeing and hearing through them as if they were your eyes and ears, and can condense and house foci as they can hold Dream. This allows you to originate dream-based abilities from these orbs, including various manifestations of telekinesis, telepathy, crystal generation, and illusions. Having these crystals near you, another dream user, or each other can allow them to amplify dream-based abilities by a fair margin. In a pinch, you can set up a destructive resonance in the crystal to cause it to explode, violently, which can knock a full grown giant off its feet, however, this causes considerable feedback. You can also generate weaker crystals that provide the benefits of holding the Catalyst, though no other benefit. Such crystals last a few days before going inert unless treated with alchemy and placed in a frame to contain and focus the effects. These crystals reduce your capacity to use dream for a few days, around the same amount of time they normally go inert.

Finally, the Catalyst builds up considerable amounts of dream over the course of a decade, which it can then condense into a crystal that can be used in the same way as the Catalyst by another, though it is not as potent as the real thing and cannot form more of these lesser catalysts.

The Remnants of Creation (600cp): Between the time the old universe ended and the new one began, a force was born that propagated the creation of the new universe, initiating its birth before seeming to vanish into nothing. This force was the first soul, massive and powerful, but unstable as the souls remaining from the old universe fused into it. It broke apart as if shedding grains of sand, becoming the souls we know today. However, at the very core of this force was a few stable threads that mixed the old and the new... these threads, woven together and intertwined heavily, are what are now known as the Remnants of Creation. Looking like nothing more than transparent sapphire threads of energy, you can pull these threads into yourself, allowing them to settle at the very center of your soul where it can incubate for a few days. In that time, you'll find your potential growing, your sense of self reinforced, your body idealized, and your capacity to use anima improved considerably.

From these Remnants, you can pull blank gleanings, wisps of soulstuff that you can imprint with emotion, natural energies, histories, the nature of a recently dead creature, or any number of other things to turn it into an incredibly stable and potent gleaning that can then be utilized like any other gleaning. Until imprinted, these blank gleanings rest on the very outer layers of your soul, where they act as a buffer against attacks aimed at your soul, can be burned in a flare, can be cannibalized to repair damage to your soul, or can be naturalized to your soul to expand your overall potential. You can also use them as tools to reorganize parts of your soul, making it easier to create deeper receptacles for your anima that are empowered by being closer to the center of your soul. These blank gleanings can, alternatively, be fed into existing gleanings, stabilizing and empowering them slowly over time until they develop into soulsparks or are able to be shaped into an anima artefact on their own.

More than this, the Remnants act as an anima receptacle, able to take on the potential of your soul to power a few basic effects, though this is by no means the most potent aspect of this ability. These basic abilities include a magical form of flight that increases in speed and maneuverability as you infuse more of your internal anima, or soul potential, into the remnants, an environmental shield that acts like a life support system, it's actually possible to go into the vacuum of space safely with this shield, though it provides no additional protection unless powered by your internal anima, at which point it acts to dampen external effects on your body, and the ability to focus power through the lens of your soul to create concussive beams of power, which scale in strength with the rest of these effects. However, the real power on offer is the ability to form a Regalia, fusing anima artifacts into the Remnants to allow you to manifest and empower all of them at once along with the basic effects of the Remnants themselves, and even combine similar anima artefacts into each other (such as a pair of anima artefact spears that become a single spear with the shared effects of both). This can support roughly a dozen such artefacts in the Regalia before diminishing returns start to kick in.

Finally, the Remnants will build up power within a gleaning held at their center over the course of a decade, turning it into a dark, sapphire blue strand of visible anima that can grant another a lesser variation of the powers provided by the Remnants of Creation. These lesser strands don't have the capacity to form these strands themselves.

The Phaezroot (600cp): One of the stranger artifacts of power on offer, the Phaezroot is said to be a cutting from the roots of the World Tree, the Tree of Life, or any number of other legendary plants, no one knows for sure though. What is known is that it is a living, symbiotic plant that bonds closely with its host and is at least mildly intelligent, enough to actually choose a proper host. The plant itself resembles nothing more than thin white roots that branch constantly and reconnect in odd ways coiled into a sphere, which rolls around like a tumbleweed until it finds a host, at which point it will approach and "observe," for lack of a better term, until it decides if the potential host is a good fit or not, at which point it will attempt to bond, unfurling and sinking through the skin to join the nervous system of the host. Once this is done, which takes only a minute or two depending on the size of the host, the Phaezroot starts to move drift through the body to optimize its functionality. Its rudimentary intelligence fades once bonded and the instincts on how to use it are imparted into them. You in this case.

The Phaezroot has its own flows of drift energy that act as ley lines on their own that you can tap into in order to generate motes without the need for access to the ley lines of the world. The energy within these flows is denser than normal ley lines and ages the motes more quickly, allowing them greater power with less time to build it up, it will also naturally age normal motes over time as the energy from them bleeds over. There are deeper energy flows in the Phaezroot that naturally spring forward when you are in a dangerous situation to create temporary mutations to help you survive the situation, though they will not react at all if you wouldn't want them to, with no effort needed on your part. They can also be tapped into to fuel geomantic effects you set up within yourself, effectively turning yourself into a geomantic artefact that projects the effect outward. You can choose to dampen one or two of these effects to empower the others. Improving the mutagenic effect would allow you to create stronger mutations or set the normal ones as permanent mutations, improving the mote generation would cause them to age and regenerate energy significantly faster, and improving the geomantic effects would spread or empower their effects.

You can channel some of the power of the Phaezroot back into itself to cause it to generate seeds that carry enough drift to manifest temporary mutations that will optimize and empower the body of those they are planted in, though you can add other temporary mutations into them if you channel a little more power to this effect. This energy can instead be used to mutate the seed itself in various ways, which will then sprout and can be used to generate effects from exploding violently to generating hallucinogenic spores to sprouting into plant creatures that will fight at your unconscious command. The optimization seeds last roughly an hour, the mutated seeds will remain viable for a few days before they wither away and die on their own, and the creatures created from the mutated seeds may last up to a day before they set down roots and become a mundane plant or wither away. With practice and greater energy, it is possible to make these effects last longer. The Phaezroot can also use a similar power to bond with other symbiotes and promote the formation of a collective that can be be stored within the Phaezroot, though how this functions is unknown.

The Phaezroot also sprouts a bud once every decade, a tiny, bulb-like structure that will extrude itself from your body and can be implanted in another individual to give them a lesser version of the Phaezroot symbiote. These lesser variations are infertile and will not bud as the Phaezroot does.

The Aethermental (600cp): There is a rare occurrence where a god will shed their divinity, turning themselves into a mortal creature that walks the earth, most of the time this is temporary as their soul is still connected to their divinity, however, every so often, they will choose to sever this connection so they can die as a mortal. This leaves behind their divinity, which is slowly used up by their priesthood until only the spark that defined their ability to achieve godhood remains. This spark cannot be extinguished, but, left free floating, it will move towards other sparks of divinity unprotected by a god's existence. Five of these coming together created the Aethermental, a godling symbiote that you have bonded with and been empowered by, almost as if it were a familiar.

At first, the Aethermental acts as a fairly basic familiar, a small sphere of liquid gold that sheds light that seems to shift between white, orange, and blue or sometimes even multiple at the same time, which it can extinguish at your command. The benefit it provides you as a familiar empowers any blessings, rites, familiar benefits (other than this one), and spirit provided boons you gain access to, it also provides a degree of separation from spirits, patrons, and familiars to allow you to better utilize them without being overly influenced, even allowing you to access the power of multiple gods, even those that would normally be mutually exclusive and refuse to work with each other. However, over time, you can have the Aethermental pull some of the traits of the powers it acts as a focus for, gaining access to some of the traits and abilities of the creatures involved stored within itself, which can then be shaped and incorporated into them to give them new abilities, and change their form.

While not itself a god, the Aethermental /is/ a divine being, and it both generates and stores large reserves of false divinity thanks to the sparks of divinity it is composed from. This false divinity is potent and easily shaped for use in Ceremonies, as a cultist would, and can be shaped to create a variety of rites on top of the existing abilities. With a great deal of practice and work, it is entirely possible to create unique creatures that can be summoned from an internal storage within the Aethermental, akin to a more mindless and weak variation of a divine host. The Aethermental can also extend some of the boons it can generate to those you choose, and revoke them when you decide to.

Finally, the aethermental will refine a bit of false divinity over the course of a decade into something similar to divinity, though not quite there, that acts as a lesser variation of the Aethermental itself, lacking the ability to create more of these lesser variations.

The Aethermental is incapable of ascending to godhood nor can it allow you to do so if you would otherwise not be able to.

The Shadow Ichor (600cp): The only artifact of power to actually be created by intelligent hands, the archivist created this substance through an empowered alchemical distillation of the Ink itself, taking the beneficially corruptive nature of the Ink itself and turning it into an oozing ichor. The bottle this Ichor is stored in is enchanted so none will fall out unless it travels through a solid medium, which is how the ichor is used, by allowing the ichor to travel up your hands and out of the bottle until it binds fully to you, a process that leaves your hands stained blue-black for a few days before it fades. Once this color fades, only vein-like markings remaining, the bonding is complete and you can access the power of the Shadow Ichor in full. This makes you fully compatible with the Ink and greatly enhances your ability to understand it just based on this alone, something you can access even before the stains fully fade.

The first of the Shadow Ichor's abilities allows you to form what is known as an Inkgate, a ring or halo of the same black material conjured to form weapons by some Inkwalkers, which move through the air at your mental command. Inkgates are able to open into the Ink, which causes the same black mist that forms when someone inkwalks to spread from it, though you maintain the ability to see through these gates. You can also prepare locations with a symbol drawn using the Ink, which you can then open the Inkgates to whenever you want. The Inkgates can be grown or shrunk, from the size of an earring to large enough to allow an ogre to walk through completely upright, and this can be used to grab a hold of things so you can move them with the gates, though it is possible to counter the force if they are strong enough.

The second ability, however, is the development of a secondary mind, or, more accurately, a secondary awareness that takes note of the things around you and keeps you constantly aware of what's going on around you with your own senses. This is especially useful for keeping yourself from misstepping or losing your balance. However, you can meld this secondary awareness with your mind to expand your own, giving you a massive boost in your intelligence, processing power, and pattern recognition. This can be maintained near indefinitely, but is draining and can lead to a slow loss of your inhibitions and ability to empathize until you separate them once more and give your mind time to recover.

Finally, your body processes bits of Ink through a similar, though internal, alchemical process to produce bits of a lesser Ichor that forms a tattoo-like ring on one of your fingers, which will extrude out of it after a decade of building up, allowing you to give it to another to grant them a lesser version of the Shadow Ichor, though without the ability to form more rings.

The First Verse (600cp): Much like the Remnants of Creation, the First Verse was created at the moment of the universe's birth, an echo of the moment existence emerged from the void of nothingness. This originated the power known as Rhythm and was captured by a small, seemingly insignificant creature that now resides within the brass bell you hold, tarnished and salt-crusted as it is. The creature is long dormant, likely dead, but it still carries that echo, and once you crush what remains of its form, the Verse will become a part of you instead. Even if you previously lacked the ability to use Rhythm, doing this causes you to awaken to the song and become perfectly compatible with the power, allowing you to better pick out components of the various songs around you and more accurately identify what they mean. An additional side effect of having the First Verse allows you to alter your voice by a fair margin and project music from seemingly nowhere, which is useful for bards in the creation and control of Verses.

The primary effect of the First Verse is its ability to harmonize and tune songs together on its own and remembering the songs for you, something especially useful for Composers and Tuners. Those working with you acting as a Composer can actually form a much closer bond between yourself or another in your Symphony, allowing them to fuse together into a single individual greater than the sum of the two individuals, even when working together perfectly. This is, however, temporary, and either member of the gestalt can choose to end the fusion at any time, only through staying together and fine tuning their own songs to a perfect melding would it become permanent, and most are not capable of doing so, even you would be hard pressed with the aid of the First Verse to harmonize the songs. However, when acting as a Tuner, you can combine the songs you have stored up in your own song to form a perfect, permanent melding of the two that is no more difficult to tune than if you were using a single one, creating new abilities as a Tuner as a result. This can be expanded on over time, though getting past six songs fused simultaneously would be difficult. This can also be reversed to enhance your ability to de-harmonize the song, making the discordant forms of rhythm easier and faster to utilize.

Additionally, by creating a discord within the song of the world, you can find new sounds and notes that you can extract and weave together, creating something harmonious and new. This can be used to incorporate into a new song that you can use yourself, though the effects of such songs would be largely random unless you can figure out what each individual note does, or, with a lot of practice and a great deal of stamina, they can instead be used to create new living beings which are, again, fairly random unless you can figure out what each note does, and most creatures will need a large array of notes to form a song capable of supporting life. The latter ability is something only possible for those with the First Verse, and even then, not every individual is able to manage it at their best, even the Rhythm Avatars are unable to pull this off.

Finally, an echo of the First Verse, sometimes called the Closing Verse, will start to build up within you over the course of a decade and can be given directly to another person to grant them a lesser variation of the abilities the First Verse or stored in an instrument so it can be stored. Such lesser variations cannot create more Closing Verses.

The Idol of Aspects (600cp): No one knows where the Idol of Aspects actually came from, though speculation about it is hotly debated, with the leading theory being that it is the leftover bits from when the Gate and the Keyholder first formed. Little more than an ornate stone statue of what looks to be basalt woven through with bronze, the statue has no signs of tool markings and is perfectly formed into a knight with a rusted iron key as a sword and a lock as its shield, an obelisk of stacked masks behind it, standing roughly the size of a human forearm. The key can be removed from the knight's hands and placed into the shield lock, and when unlocked, the entire structure simply crumbles to dust that swirls around you as you are dragged, mentally, into your Inner World where the dust flies into to form a door, with a key sticking out of it. They key is Claimed as a part of this process and allows you to instantly enter and exit your Inner World with but a thought, rather than having to meditate in order to do so.

The claimed key opens the new door in your mind, which can open the Inner Worlds of your Aspects, pieces of you redefined as unique beings, with the final prize being a duplicate of yourself that are defined by that aspect. You can choose to Embody these duplicates, gaining a massive increase in abilities related to their aspect when you do so, though you may only Embody a single aspect at a time. These aspects can be further divided into more and more focused aspects if you allow them. The key can also be used alongside another prize to open into an Inner World focused on that prize, which can lead to it unlocking new abilities within it or refining old ones considerably. This can even be used on summons to empower them.

Outside of your own Inner World, it is possible to use the key to unlock a pathway into the Inner World of an object, location, or willing person, which you can then look through and face the challenges of yourself, either pushing the Claim to the object and empowering it or Claiming the prizes for yourself. This requires you to Claim the object, location, or person in question. Objects are simply pulled into your Inner World and can be slotted into the door with the key to unlock their Inner World. Locations, however, have a metaphysical manifestation appear instead, a sort of glowing ball of light that sheds the feel of the location, which is slotted in instead of needing to use the location itself. Claiming a person allows them to enter your Inner World, though they cannot leave the Safe Space at the entrance save by going through the door, which they must open alongside you to enter, allowing you to enter their Inner World through your own. Claims made using this method are duplicates of the person's and will not diminish their abilities or potential with Delve.

Finally, the pedestal next to the doorway in your Inner World will, after a decade, suddenly have a lock and key present when you enter your Inner World one day. These can be taken out of your Inner World and given to another to grant a lesser version of the effects of the Idol of Aspects. None will ever form these locks and keys other than yourself.

Companions

Familiars (Free): Any creatures taken as familiars can be taken as followers or pets for free, respawning after 24 hours if killed and keeping any upgrades made to them.

Allies (Varies): For 50cp, you may create or import a single companion with a free origin and 600cp to spend on perks and items. For 100cp you may create or import up to three companions instead. For 200cp you may create or import up to eight companions instead. You may optionally give your companions an additional 100cp for every additional 50cp you spend on this option.

Canon Companion (Varies): There are a number of individuals that have unique capabilities within the Demiplane, you may take one of these individuals with you on your chain (see the Ravenwood Supplement for costs on these individuals and their abilities)

Raven (50cp, One Free All Except Denizen): Every villager that leaves the bounds of Ravenwood is accompanied by a raven. These ravens are fairly weak, but incredibly intelligent for animals and are able to act as scouts. You can double the number of ravens you possess by paying 50cp, this may be done multiple times (to a maximum of 16 ravens for 200cp, or 250cp for Denizens). A killed raven returns the next dawn.

If you purchase a pet or similar creature in another jump, you may instead import your ravens, all of them, to gain any special traits the pet would offer. If you have the option to import a pet in some way, you may import all of your ravens with a single purchase, all of them gaining the same benefit.

Additionally, you may purchase the following modifiers that may be added to your ravens; you may to decide how many of your ravens possess the modifier, including all of them. All such modifiers are discounted to Locals, if this would bring the price under 50cp or the modifier is already discounted, it is free.

- **Familiar (50cp):** You have formed a stronger bond with your raven(s) compared to other Ravenwood natives, turning them into familiars, allowing you to see through their eyes, granting them the ability to speak, and a slightly improved intelligence. As familiars, these creatures are inherently bound to you and are thus quite loyal, though they are still individuals and may balk at suicidal orders without good reason to follow through, they also grant a small boon to their master.
- **Augmented (100cp, Discount Delirium Source):** Your raven(s) possess the ability to utilize delirium on their own, enhancing their physical abilities. This control is crude, however, only giving the most blunt of uses, but is potent nonetheless. This makes the ravens a greater fighting force than they otherwise would be. Additionally, these ravens possess a small cloud of delirium around them that can be used to reinforce the delirium use of another.
- **Linked (100cp, Discount Dream Source):** You have a strong psychic link with your raven(s), granting you an empathic means of communicating with them. As you hold a deep bond with the raven(s), you may shunt a focus of your own to each of your raven(s), allowing them a minor form of passive telekinesis that gives resistance to weather conditions that would normally be detrimental, such as strong winds, driving rain, or temperature extremes. Additionally, each raven can produce dream of their own, allowing them to create foci on their own, given time. Possessing more than one foci enhances the raven's resistance
- **Twilight (100cp, Discount Anima Source):** Your raven(s) are instead twilight ravens, possessing blue-black feathers that are reactive to anima. You can invest a small amount of anima into your raven(s), allowing them to create a phantom avatar around themselves that enhances their flying speed and endurance, and with greater investments, may even allow them to launch the phantom's beak ahead of them like an arrow. Only as strong as a crossbow at their weakest, these are nonetheless a useful means of attack.

- **Dire (100cp, Discount Drift Source):** Your raven(s) are instead dire ravens, twice the size of their normal kin, they possess a small number of mutations to their name that makes them more dangerous, including sharpened feathers that let them use their wings as weapons and enhanced senses. Beneficial, drift-based magic is more effective when used on a dire raven, and they may store such magics in the form of motes that they can use at will, though they are limited in the number of motes they can store in this way.
- **Psychopomp (100cp, Discount Pact Source):** Your raven(s) are touched by the afterlife, giving them a small taste of divinity for themselves. Psychopomp ravens are able to produce and store up a small amount of false divinity, enough to contract with a lesser spirit of their own and are also completely immune to the mental effects of any bound spirit. Additionally, you can feed such a raven false divinity to empower their spirit and share the benefits of the spirit they have bound, mitigate the mental effects of one of your own bound spirits, or use their false divinity to power a ceremony or enhance a blessing.
- **Inkwell (100cp, Discount Inkwalker):** Your raven(s) possess an innate connection to the Ink, with the increased intelligence and inkwalking that such a connection entails. Additionally, they are able to create a small portal to the Ink, manifesting as a black mist, which increases the ability for others to inkwalk, even able to stack up the effect if the ravens work together. Finally, these ravens are able to shoot feathers conjured from the Ink, which fade away after striking.
- **Choir (100cp, Discount Rhythm):** Your raven(s) are instead choir ravens, ravens that can hear and interact with Rhythm. These ravens are able to sing like songbirds as well as the normal raven vocalizations due to this connection and may use their songs to subtly affect the Rhythm. They also act as amplifiers for rhythm, making it easier to hear for those around them and enhancing the effects of other's influence on Rhythm.
- **Nevermore (100cp, Discount Delve):** Your raven(s) are nevermore instead, masked ravens with patterns of blue or indigo dotting their forms and possessing a false third eye on their masks. Nevermore are known as spirit guides and jinxes, able to subtly alter the emotions and perceptions of those around them in such a way that they can direct them towards or away from danger, though these abilities are mere shadows of actual illusions or enchantments. Finally, a nevermore can become spectral at will, allowing them to pass through solid objects or for said solid object to pass through them without injury.
- **Tempered (100cp, Discount Kiln):** Your raven(s) are instead tempered ravens, with a slightly metallic appearance to their feathers, claws, and beak. These ravens possess incredible stamina and recover it quite quickly, which they can use to power delfire or to create a flame-like effect along their feathers that increases their speed, durability, and sharpness of their claws and beak at the cost of tiring themselves quickly. Finally, they are able to hold a single orb of delfire within their body to use, with all that entails.
- **Alchemical (100cp, Discount Natural Magic):** The raven(s) that follow you are homunculi, artificial creatures born of natural magic, either by alchemists or naturally occurring. Such ravens heal exceptionally fast, nearly as fast as a troll-blooded, and possess a small reserve of mana, which they may use to fuel their main ability. Their main ability allows them to eat near anything and distill it down to the spell matrices held within the object, which they may then cut down and combine together to spontaneously create potions within a second stomach. These potions are akin to honey in nature and may be extracted or regurgitated for others to use, however, to maintain the effect, they must be supplied with mana.
- **Spellwarped (200cp, Discount Mana Wellspring):** Your raven(s) have been infused with transformative magicks, warping them into magical beasts. They naturally possess a decently sized pool of mana and two or three naturally occurring spell matrices that the mana can be used to fuel. These natural matrices can be small things, such as elemental breath, increasing or decreasing their physical size, weakening opponents, resistance to the elements, and minor physical enhancements.
- **Ritual (200cp, Discount Ritualist or Heritage):** Your raven(s) have undergone a ritual to bond them more closely to yourself. Any powers you possess and are inherent to you, such as those from the heritage perks, are granted to your ravens in a weakened form. This extends to powers gained outside of this jump as well.

Drawbacks

(There is no Drawback Limit)

Pushing you Closer to the Edge (+50cp): Choose a source, your connection to that source is tenuous, leaving it prone to going out of control when stressed or overused. This can be dangerous for nearly any source, both for yourself and those around you. This can be taken multiple times, to a maximum of four times at which point it applies to all sources. You must have the source to select it for this drawback.

Drown All Dreams (+100cp): Something back on the material plane drew your focus, gave you something to strive for, but, the demiplane has pulled you away from whatever it was, and left you feeling hollow. From now until you leave the demiplane, you must strive for a focus or goal, both short term and long term, or you will find your motivation and will fading until you find a new such thing to focus on. Post jump, you may set a goal to strive for, and as long as you push towards that goal, your focus, motivation, and willpower are enhanced.

That Adrenaline Rush When Weapons Fly (+100cp): You have a love of combat, the exhilaration of your heart pounding as you fight for your life, it's a thrill that you cannot help but try to get going every chance you get. Put simply, you are an adrenaline junky. This makes you a bit more reckless and less likely to retreat in battle as you are pushed farther and farther with your adrenaline getting stronger and stronger. Post-jump, you will learn to release your adrenaline at will, as well as gaining an unusual property where your adrenaline improves the power behind your non-physical abilities as well, such as your sources. However, the crash from your adrenaline is rather intense as a result of this.

A Hell Within My Head (+100cp): There is a rare creature within the demiplane, a nuisance, mostly harmless in nature, called a twilight shade. These dark blue furred felines are tricksters that feed on fear, and are incredible illusionists to do so. Their illusions induce a sense of paranoia even before they properly manifest, and making their inevitable rise all the more terrifying. You have a small group of these creatures that think your fear is delicious following you. Any time you sit down to rest and there is no danger imminently present, they will start to weave their illusions. Any time you capture one, they will disappear into their own shadow and come back later. Killing one escalates their torment. Should you kill them all, you will find a tiny nugget of greyish material that is useful in creating artefacts based on illusions. Should you instead let the creatures go about their business for the jump, they will stop tormenting you during the last year of the jump and one will attempt to join you, having grown a bond with you akin to that of a familiar. Alternatively, you may impart the powers of one of these creatures into your ravens.

Shadows Growing in My Mind (+100cp): The world just seems more dreary and cold to you, everything is dark and grey with seemingly no light or color to be seen. This makes it much harder to find the silver lining in anything and makes it even harder to keep hope. You will quickly find cynicism becoming a constant ally and your outlook jaded. After this jump, you will receive a full cleanse that removes all mental illnesses and traumas you may have.

Are They Real And Do They Feel (+100cp/200cp): A necromancer has set up shop near Ravenwood, somehow protected and hidden from the monsters of the Ebonwood. Ravenwood will be plagued by zombies and skeletons of animals and people. For an additional 100cp, the necromancer experiments with their undead, creating hybridized and reinforced zombies and skeletons that grow stronger or gain new abilities over time. If you find and kill this necromancer, and do not die in the process, you gain a book that details his processes, allowing you to learn necromancy and, with the upgrade, how to modify and strengthen undead before animating them, as well as how to animate them through other means.

Where's All The Energy I Once Had Inside? (+100cp/300cp): The sources of the demiplane do not seem to agree with you much, your reserves are half what they should be. And this extends to all powers you possess, both from this jump and others. For an extra 200cp, this is cut even further, to only a tenth what you should have. By the time the jump is over, learning to overcome this has allowed you to use less energy to get the same level of results.

And It Keeps Getting Stronger (+100cp/200cp/300cp/400cp/500cp/600cp/700cp/800cp/900cp): Inside your mind, there is a beast... a chaotic and capricious creature that seeks control of your body for its own amusement, and it has linked itself to one or more of your sources. For each 100cp you gain from this drawback, the beast is linked to one of your sources, and using one of these sources allows it access to your mind, fighting a battle of wills. If your will slips while using a source the beast is linked to, it takes over for a full 24 hours. If you have taken the drawback My Flesh Will Feed the Demon, the beast can be linked to the parasite as well and grows stronger the more the parasite spreads. It is possible to pacify the beast, calming it enough to let you use your sources without it interfering, but you must find a way to communicate with it. You can choose to keep the beast after the jump ends. If you do, the beast becomes more passive and friendly, is able to communicate with you, offers its own instinctive use of the sources it is connected to, and strengthens your will by putting its own will behind yours, which is stronger based on the number of sources it is connected to.

Don't Let the Dead Bite (+200cp/300cp): A virus has spread. Magical in nature, it turns those infected into undead, ghouls, that hunger for flesh and spread their nature with their bite. Fast, agile, and tough, but unable to access the sources of the demiplane, ghouls have an inherent animal cunning that allows them to fight well. These ghouls will target yourself and Ravenwood, as well as infect other creatures of the demiplane, making them more dangerous as the virus spreads. One good thing is that healing magics harm these creatures, use this to your advantage. If you also take Just a Bit Surprising, this grants an additional +100cp. Post-Jump (or once you've eliminated all ghouls from the demiplane, whichever comes first), you gain a variant strain of this virus that can convert someone to the Ra'Ghul race (described in the notes section).

Terminal Uniqueness (+200cp; Mandatory with 4 or More Sources, Requires at Least 2 Sources): The various sources of the demiplane are capable of interacting and intermingling, but, sometimes, when many come together in a single individual, they do so automatically. Your sources are connected. Maybe you need a focus active to shape an anima artefact, or your delirium and drift must be used in tandem, or you might just need to gather wisps from living people using pacts. This does not diminish the power of your sources, it just makes them more annoying to use. You still gain the points even if you get this as a mandatory drawback. This allows you to more easily meld the uses of the various sources together, and do so intuitively, once the jump ends. Every source affected past the first two grants another +50cp and you can choose Delfire, Mana, or any of those granted by a Lineage (other than Resilience and Life Force) if you possess them.

Just a Bit Surprising (+200cp): The creatures of the demiplane are a wily sort, cunning more than intelligent, but, since the arrival of Ravenwood within the demiplane, this has changed. Now more than just cunning, the dark beasts and monsters of the demiplane are much more intelligent. As time goes on, more and more such creatures will garner intelligence on par with humanity. However, this also means that these creatures will compete between each other, which you may just be able to use to your advantage, though they may just ally between themselves as well.

You're Banjaxed (+200cp/400cp): You're Screwed! Ahem. Yes, indeed. You find yourself stranded out in the wilds in an area that cannot be considered anywhere close to safe. It will take several weeks to get to one of the starting locations, and you will be hounded by the beasts of the demiplane the entire way. The good news is you will not have to deal with that once you get out of the situation... unless you choose to gain an additional 200cp, in which case you will somehow find yourself in situations where you are lost in the wilds and need to make your way back to a safe spot once again at least once a year.

Dark Nights Are Upon Us (+200cp): In the normal course of events, Ravenwood would be relatively safe for a few months as the Ebonwood Forest hides them from the denizens of the demiplane. Now, that isn't the case. Within the first few days, the beasts of the demiplane will find Ravenwood and start to harass the town. These creatures will draw attention to the area, drawing in the more deranged, but intelligent, individuals of the demiplane. This reduces the survival rate of the Ravenwood locals during the first few months.

Close Your Mind, Identify (+200cp): Your capacity for most forms of proper thaumaturgy is reduced to near nothing. You cannot benefit from any of the thaumaturgic methodologies, though you can still take them to gain the abilities post jump, and your mana stubbornly refuses to expand beyond its pitiful base pool. You cannot even learn these abilities in jump.

A second purchase of this drawback makes it so you cannot benefit from the Kiln, Natural Magic, or Ritualist perks, which are under the same restriction as mana. It also removes the normal benefits of dormant mana entirely

A final purchase means that beneficial magics, thaumaturgic, ritualistic, and alchemical, do not aid you. This does not affect the effects of Sources, however.

I Keep the Price I Paid (+300cp): The duration of your jump does not start until you leave the demiplane. And trust me, getting out of the demiplane is difficult. Post jump, this offers a degree of insight into how to get out of prisons, physical or otherwise.

Ten Thousand Promises (+300cp): Ten Thousand Ways To Lose. While most in the demiplane are able to use at least one of the eight sources found within, you have access to none of them, lacking any affinity for them and an inability to learn them at all. This is actually a safety feature to prevent you from picking up the downsides from the sources, however, you can take this drawback a second time to remove that protection. While this does let you continue to learn how to use the sources, it ensures that if you do, even by accident, that they will have downsides for incompatibility.

You can still purchase the sources when taking this drawback. With a single purchase of this drawback, you will be unable to use the purchased sources. If you take a second instance of this drawback, you instead purchase the sources at a discount, but using them will cause the incompatibility issues to sprout up rapidly.

When It's Six to Midnight (+400cp): A dark presence brews within the demiplane, and one has been cursed to wander these lands eternally, his name is Stanton Cree. Appearing as an elf/orc hybrid, Stanton Cree is undead, and he's chosen you as the one that can finally lay him to rest. Every so often (between a week and a month) he will arrive wherever you are and make a challenge you must accept, often giving the choice between a shifting challenge and fighting him. He is, however, exceptionally powerful, a master in the use of Delirium, Anima, and Pact sources, not to mention he himself is a cambion of exceptional strength and agility, with normal damage to his body seeming to not affect him for his undead nature. Finally, he carries a phantasmal Magelock Pistol (as the Traveler Item). Each time you defeat him in one of his challenges, he grows weaker, but you can only end the threat by killing him in a duel to the death. Should you win, he infuses a piece of his soul into yours, enhancing your potential as a result.

I’m at the Door Screaming (+400cp): Like the Templar, you’ve come into an obsession, a deep-seated desire to achieve strength and power that is next to impossible to ignore. Anything that can give you that power will be a great temptation, the more power offered, the greater this is, and your ability to resist that temptation is waning. This will only subside once you’ve reached the level of power equivalent to an Avatar. You won’t take obviously bad deals for power, but, you may jump into something that, in your normal mind, you wouldn’t.

Magic, Static, Call Me A Fanatic (+400cp): The pact source is a recent addition to Ravenwood, shown in its lack of an avatar and only a single race possessing a connection to it. A member of Ravenwood has taken to the source with surprising gusto, several in fact, but one... one has been taken in by the source, given a grim purpose. This individual will eventually found a cult, one that will attract locals of Ravenwood, the beasts of the surrounding areas, and even some of the people of the demiplane itself. As the cult grows, they stockpile more and more divinity, tainted by the mania of the cult's founder, and develop into a vile spirit, one that will worm its way into the minds of the cultists and even the founder, and take control. If this happens, the spirit will attempt to take Ravenwood for itself, and become the first Avatar of Pact Magic. Should you succeed in preventing this, either on your own or through preparation of Ravenwood to defend itself, the false divinity that made up the spirit will create a blessing to protect Ravenwood and grant the cult founder knowledge of a ritual to turn people into Kenku.

Blackened Feathers Falling Down (+600cp): You are reduced to your body mod, losing access to powers, items, and perks from previous jumps, as well as your warehouse. This affects your companions as well, giving them +200cp if you take this drawback.

Uncanny Bit of Strange in the Air (+600cp): One of the Avatars has taken offense to your presence, almost as if you were an Abomination in their eyes. The Avatars are powerful beings in the demiplane, able to stand up to the Abominations that regularly invade. Your power, on its own, will likely not be enough to fight the Avatar, let alone kill it, but should you do so, a new Avatar may well emerge, one as unpredictable as the rest, though they will not carry the enmity their predecessor had. This can be taken multiple times, once for each Avatar.

My Flesh Will Feed the Demon (+600cp/800cp): While symbionts are a somewhat common creature to find within the demiplane, especially in Aberinth's Gullet, every now and then one turns into a parasite. You've been infected by one such parasite, a larval khadafere, replacing a finger, toe, or similar body part. This parasite is able to shapeshift in a somewhat limited fashion, with you being able to command it to do so, but, the more you use it, the more it consumes, growing as it replaces parts of your flesh with itself. The parasite doesn't really show its more dangerous side until it has consumed roughly half your body, at which point it starts to shift on its own as its will begins to overpower your control of it. This allows it to continue growing without you using it. The parasite will save your head for last, and if it consumes all of your body, it will consume your brain, ending your chain. If you take the drawback And It Keeps Getting Stronger linked with this drawback, it grants an additional +200cp. Post jump, you retain the shapeshifting ability without the dangers imposed.

Alternatively, if you possess And it Keeps Getting Stronger, you may choose to separate the parasite from yourself and allow the beast take control of them, forming a body for it, which may then become a companion. It will possess any sources it was connected to as well as any you possessed outside of the main five, as well as possessing the shapeshifting offered by the parasites. This doesn’t entirely remove the post jump benefits of And It Keeps Getting Stronger, but they are weakened by roughly half what they would have been.

Let Me Hear You Scream (+800cp): You find yourself in a bloody surgeon’s room rather than your original starting location. This is the Hostel of Screams, considered the most dangerous and hostile location in the entire Demiplane. The Master of the Hostel, one of the two Avatars of Delirium, is a mad surgeon that has complete control over the Hostel and is the reason for the danger within. A number of surgically created monstrosities walk the halls and seek to drag any within to the operating room, where they can be converted into more such monstrosities. The only way out is a single portal that opens to the front doors of the Hostel’s exterior building, which can be quite difficult as the Master of the Hostel seeks to keep all ‘patients’ from leaving until they are to his standards of health, including drift based corruptive mutations that take hold the longer someone is within the Hostel.

These improvements can honestly be quite useful, however, they allow the Master of the Hostel to influence those afflicted, the more affected the individual, the more influence he has, though this is often quite subtle. In order to escape, you must survive a full month within the Hostel, after which, the exit will become accessible to you. Even if you are caught, you will survive, but you will be a puppet for the full duration of the jump, barring someone or something freeing you, this can have extremely deleterious effects on your mind and can result in death of personality, at which point you are restored and your chain is ended.

If you take You're Banjaxed, you are guaranteed to need at least two weeks of time to find the exit, though it may still take much longer.

Post jump, you gain the ability to combine alt-forms and the mutations you gained from your time in the Hostel become a template that can be applied to any of your alt-forms. Any further mutations, from any source, are similarly turned into templates that may be applied to your alt-forms and can be suppressed if they are detrimental in some way.

Reality is Ripping at the Seams (+1000cp): Abominations. Creatures from outside the cosmos of this realm and holding at the very border of the demiplane. These alien creatures have been clawing into the demiplane for a long time, but now, a horde of them are trying to make their way in, and the demiplane is struggling to hold itself together. Within the next five years, the demiplane will unravel unless something is done, either defeating the abominations in some way or escaping the demiplane. Even should you escape, the abominations will start to appear on the material plane, weakened, but still powerful. Without aid... the demiplane and all stuck within will die.

Scenario

Spark of Divinity: A little known fact is that a person can ascend to godhood through a complicated and often random series of events. Aberinth, the leader of Aberinth's Gullet, is well on his way to becoming a god himself, already being a demigod, and Kairne, the nature god worshipped in Ravenwood, is a half-orc who became a god almost two thousand years before Ravenwood was even founded. Two more will walk the path towards godhood during their time in the demiplane. Well, now there are potentially three.

Once you choose to progress through one of these stages, you either succeed or fail, you cannot opt out once you choose to press on. You either push forward until you make it to the next step, or you fail and suffer the downsides of doing so. You will remain in this world, either on the demiplane or the world beyond, for as long as it takes you to progress, and when you choose to stop, you may move on, assuming at least ten years has elapsed of your time here.

The first step on the path to godhood is to become a demigod. Becoming a demigod is, by far, the hardest part of achieving godhood as you must somehow find, create, absorb, or otherwise obtain enough divine power to form a seed of true divinity within yourself. This can be accomplished with any source, but the actual methods differ from person to person and from source to source. Alternatively, you may steal a piece of divinity from a god or demigod, no easy task given the power both possess.

Becoming a demigod extends your lifespan and wards off the infirmity of old age as well as enhancing your physical and mental capabilities by a significant degree. Certain capabilities may be emphasized above others depending on your own inclinations and talents and any natural talents you possess (such as a natural inclination and skill with alchemy) are similarly enhanced. You may choose to stop here, maintaining your demigod status in future jumps and all the benefits therein, but you will not possess the ability to ascend to godhood if you do.

The second step is much easier, but takes a long time to accomplish. Your actions, skills, and interests will slowly seep into the seed of divinity within you, coloring it towards those interests. This will direct the potential domains you may develop as a god. This can take years to properly form your potential domains, but once they do, you must feed more divinity into the seed until it sprouts. However, this step is the most dangerous as it can potentially collapse or starve your seed if you feed it too fast or too slowly (respectively), leaving your soul strained and your demigod status revoked. If this happens, you fail this scenario as you will not be able to form a new seed of divinity to try again.

If you manage to keep the seed stable after your domains form, it will sprout and become a divine soul, making you a lesser god. This has the same effects as being a demigod and then some based on your domains, as well as becoming ageless. On the seed of divinity sprouting, you may choose up to five domains from the ones you cultivated. Any skill or ability directly related to those domains becomes easier by an order of magnitude. A god of fire with access to wizardry, witchcraft, and shamanism, and skill with delirium will be able to construct spell matrices for fire oriented magics with less mana and be able to fuel it with only a fraction of the mana normally necessary, tune their mana to fire as easily as breathing when using shamanism, and can call out larger amounts of fire mana from their surroundings far more easily with witchcraft. Similarly, their use of delirium for skills that utilize fire, such as blacksmithing or bomb making, are easier to develop and far more efficient when it comes to the fire aspects (ex: heating metals is quicker and more accurate). The more domains you pick, the weaker the effect each domain has, though associated domains may increase the effects above focusing on a single domain. You may choose to stop here, maintaining your lesser god status in future jumps and all the benefits therein, but you will not possess the ability to ascend to greater levels of godhood if you do.

The next step is to refine your divinity through gathering followers. Worship extends wisps of belief into your divinity and allows it to grow further, the more worshippers you possess, the faster this process happens. At a certain point, your divinity will be strong enough to form connections with mortals, signifying your ascension to being a greater god. However, it is possible to stretch your power too thin, either through loss of worshippers or a false prophet taking control of their faith. Should this occur, your domains will begin to discorporate as they come loose from your divinity, reverting you to how you were as a demigod and losing the ability to form new domains to attempt to ascend once more.

Greater gods receive the same benefits as a lesser god, but also possess the ability to grant some of their followers with a touch of divine power, making them clerics. This takes a small amount of your divinity to imbue the cleric, but also refines it further as your clerics utilize the power you granted them, as well as pulling in greater levels of faith to grow your divinity further. Your divinity will regenerate and be refined as you are worshipped. You may choose to stop here, maintaining your greater god status in future jumps and all the benefits therein, but you will not possess the ability to ascend to greater levels of godhood if you do.

The last step is merely a factor of time and devotion. As your divinity grows and is refined further your ability to grant divine power will grow at a miniscule rate, but this will eventually (over the span of tens of thousands of years) lead to becoming an elder god, the final stage of godhood. However, it is possible to lose worshippers, if you are forgotten and worship stops, your divinity will stagnate and atrophy until you are reduced to how you were as a lesser god and forever losing the ability to become a greater god again.

Elder gods receive the same benefits as greater gods and then some. At this point, your divinity is as strong as it will ever be and your ability to create clerics is enhanced, allowing you to maintain as many as you want, only limited by how faithful the clerics are themselves. Additionally, you can break off pieces of your own divinity (which will regenerate in just under a year’s time) to imbue into others, transforming them into demigods in their own right, able to ascend just as you did. Doing this too often without allowing the broken off pieces to regenerate may result in negative effects on your divine power, possibly dropping you to the level of a greater or even lesser god, though you will always be able to regenerate back up to full strength. This also means you no longer need faith to sustain and regenerate your divinity.

Notes

For Details on Locations, Notable Characters, and Races/Creatures, see the Ravenwood Setting Supplement.
For Details on the various Magic Systems and Sources, see the Ravenwood Power Source Supplement.

Capstone Boosted Perks

Archmage: As an unliving archmage you can, temporarily, merge your life force and mana into a singular power and become something much greater than you were, effectively becoming a mana elemental. This greatly enhances your ability to use and the power of your thaumaturgy and allows your life force to regenerate as if it were mana. However, maintaining this form is incredibly draining, mentally speaking, requiring a strong will to keep it up for more than a few minutes, with a maximum of four hours. This requires at least a day's rest to recover enough to use again, but doing so may reduce the time if used too often. Because your life force and mana are tied, can cause you to die if you tap out your mana reserves.

Student of Learning: Becoming an unliving being has allowed you to surpass the limits normally experienced by other beings, allowing you to grow stronger near endlessly, the only limit being the amount of time you are willing to invest into learning or developing something about yourself. Additionally, with enough learning in a particular direction, you can condense a conceptual Domain based on the skills in question, greatly enhancing your abilities with anything related to the Domain. These are near identical to the Domains used by gods but without the divinity to make full use of them, enhancing your abilities passively with no active enhancement. The more domains you have, the harder it becomes to form a new one. If you somehow gain Divinity, these domains become true godly domains, however, the more you have, the slower you will develop as a god.

Curse Master: Your nature as an unliving being has enhanced your curse bending to the point you are a true curse master, able to take in a curse without being affected by it at all and imprint it within life force. From this point forward, you can manifest its effects to gain the twisted variation or cast it on another or incorporate it into an object or location at will. Such internalized curses manifest as a marking on the skin, though these can be suppressed when not in use. With a bit of practice, you could use this to apply the effects of curse bending to another, temporarily, to undo a curse done to them and allow them to benefit from it or to absorb the curse for your own use.

Guts & Glory: Before, you were considered a living legend, now, as an unliving being, you are on another level entirely. Firstly, your physical and mental abilities are elevated by a considerable degree, making all of them five times greater than they would otherwise have been. Secondly, those in your chain of command seem to gain a bit more competence and luck proportional to your skill, with those in a higher rank gaining more of a benefit, with generals and the like gaining the ability to project a lesser version of any aura you can project. Your own aura is strengthened by the people in your chain of command or those you've trained.

Ritualist: The unliving are a rarity among the denizens of the demiplane, often artificially made instead of granted that state by the demiplane itself. This state means you are receptive to other forms of enhancement, this is especially true for those formed from rituals, but will make spells or potions that affect you positively have a noticeable increase in effect. Your life force also has the effect of stabilizing such effects, making them less likely to harm you and allowing you to sustain up to eight such effects indefinitely with absolutely no downsides, though if you want to maintain an 9th effect, you'd have to give up one of the previous ones. This also allows you to maintain ritual spells and allows them to recharge over time.
(This does mean you stabilize from a ritual of propagation after just a week's time)

Changelog

2.0 Update

- Completely Reworked the Race Section, including replacing the Inhabitant Perk with the race section.
- Added Racial Modifiers, including replacing the Heritage perk with Lineage Options.
- Added Vampirism and Therianthropy, each with three stages to them, as racial modifiers.
- Unliving Transition reworked heavily and made into a Capstone Booster.
- Moved Natural Magic from Traveler to Local and Added the Synergy Perk
- Moved Trainer of Heroes to Adventurer, replaced with Natural Magic
- Moved all Mana Based perks from Adventurer to General Perks and reworked them into Mana Wellspring, Spellknight, Metamage, and Archmage perks.
- Replaced Mana Wellspring, Eldritch Erudition, and Arcane Artist with Lost & Found, Ready & Waiting, and Blood & Sweat (Trainer of Heroes renamed).
- Guts & Glory Reworked Heavily
- Twisted effect moved to 200cp as Irregular, New Twisted gives a toggle effect
- Anomalous and Aberration Swapped Prices
- Added Delfire Orbs item
- Reworked A Guide to Sources as a General Item
- Bloodshard Daggers changed to Bloodshards and moved to General Items
- Spellbook moved to General Items and Permanently Upgraded
- Abomination Blood Moved to General Items and upped to 500cp
- Handy Haversack Moved to 100cp for Traveler and buffed
- Ghostlight Lantern Moved to Traveler at 50cp
- Trail Rations Moved to Adventurer as a 50cp item
- Delfire Forge reworked and renamed Mystic Forge
- Arcane Resources Moved to Local
- Magelock Pistol Moved to 300cp
- Ancient Core Item Added to Traveler at 400cp
- Feed Bag Altered and Buffed
- Arcane Resources moved to 200cp Local item
- Home Sweet Home replaces Quaint Home and Workshop Items for Locals
- Guardian Crest buffed and moved to 400cp Local
- Well-Crafted Gear Upgraded and moved to 100cp
- Training Grounds Item Added at 200cp for Adventurer
- Enchantments Reworked and separated from the 400cp version
- Divine Artifact added at 400cp to Adventurer
- Trade Goods added at 50cp for Denizens
- Scrolls of Resilient Life added at 200cp for Denizens
- Abomination Egg added, replaces both 100cp and 400cp items for Denizens
- Artifacts of Power rewritten for clarity.
- Familiar companion option Added
- Chimera Companion Removed
- Pushing You Closer to the Edge, Shadows Growing in My Mind, Close Your Mind, Identify, Ten Thousand Promises, I'm at the Door Screaming, and Uncanny Bit of Strange in the Air drawbacks added, When It's Six to Midnight and Terminal Uniqueness altered
- Capstone boosted effects for Archmage, Student of Learning, Curse Master, Guts & Glory, and Ritualist added