The Knights of Emerald



Five hundred years ago, Enkidiev, a continent populated by humans, elves, and fairies, was attacked by Amecareth, emperor of Irianeth and the insect empire. The threat of a new invasion looms over Enkidiev. Their only hope of survival being to recreate the order of the Knights of Emerald by King Emerald the 1st. These magic warriors are to protect the continent until the prophesied Light Bearer can destroy the threat. It starts off with the land of Enkidiev, where multiple Kingdoms are situated. The Kingdom that is focused most upon is the Kingdom of Emerald, seeing as the Knights are trained and will live there for the majority of their lives.

You start a week before the queen Fan of Shola brings her daughter Kira to Emerald, and will stay for ten years.

Location:

- Kingdom of Emerald: Considered the strongest kingdom of Enkidiev, Emerald lies south of the Mountain of Crystal, a solitary peak in the middle of the continent. Its capital, Emerald Castle, is the headquarters of the Knights of Emerald.

- Kingdom of Zenor: Once living in a city at the bottom of the coastal cliffs, the destruction wrought by the first invasion pushed the people of Zenor to flee to the barren lands above the cliffs, forever fearing the return of the invaders

- Argent Kingdom: Coastal kingdom isolated from the rest of Enkidiev. 50 years ago, its king launched a war to conquer all of the continent. After his defeat, his successor built a massive wall surrounding the kingdom, hoping to avoid retaliations.

- Kingdom of Fairies: Hidden kingdom of the Fay people, this land looks like an uninhabited forest to outsiders, as the Fairy King keeps most of his people unseen and untouchable.

- Kingdom of Elves: Latest inhabitant of Enkidiev, the elves arrived only a few centuries before the first invasion. They are a cowardly species, preferring to hide from danger, although their telepathic and empathic abilities allow them to reach neighbouring kingdoms.

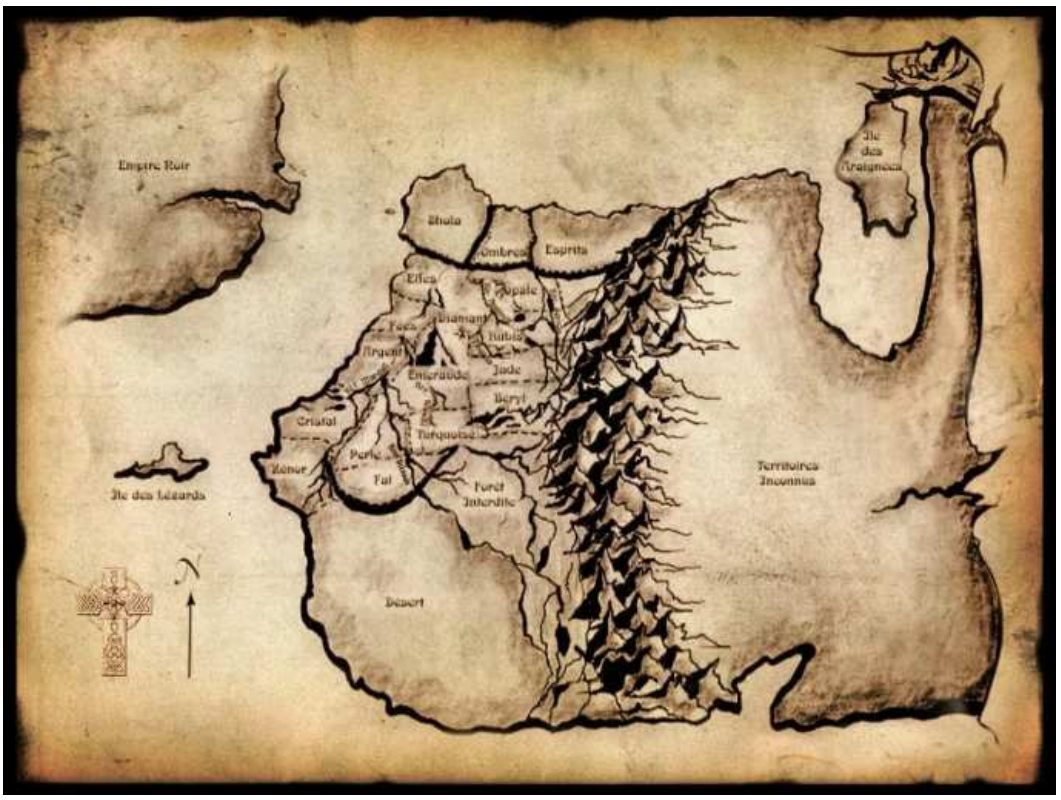
- Kingdom of Shola: Northwesternmost kingdom and segregated from the rest of Enkidiev by cliffs, it was colonized by Elf-fairy hybrids until the defeated king of Argent, his heir and his followers were banished there.

- Alombria: Known to most of Enkidiev as the Kingdom of Shadows, it is believed to be haunted by demons. In truth, it is a subterranean haven where the Immortal Nomar has been hiding and raising the hybrid children of Amecareth (over a hundred of them), protecting them from their father and his minions.

- Esperita: Known to most of Enkidiev as the Kingdom of Spirits, it is believed to be haunted by spirits. In truth, it is the location of a hidden city, where the Renegade Onyx led refugees after the First War. Surrounded by glaciers, it is protected from the cold by the magic of Nomar, in exchange for food and clothes for his protegees

- Irianeth: Heart of the Black Empire of the Tanieth, Irianeth is the location of Amecareth's fortress, the Tanieth's creches and the black dragons' nesting grounds.

- Free Choice: Maybe you wish to start elsewhere? On the Isle of Spiders, where the titanic tegenarians live? In the lair of Akuretari, where the Fallen God plots the destruction of the world? In the Forbidden Forest, where the last Enkiev tribes worship Kira, a purple skinned goddess who eradicated the dragon scourge millenia ago?


Empire Noir
Île des Araignées
Rhuin
Ombres
Esprits
Effica
Opale
Diamant
Rubis
Argent
Emeraude
Jade
Beryl
Cristal
Turquoise
Perle
Zénor
Tal
Île des lézards
Forêt Interdite
Territoires Inconnus
Désert

Origins:

- Knight

The Knights of Emerald are an elite group of warriors and magicians that are trained in the kingdom of Emerald. Children who show off magical capabilities are brought to the castle to be evaluated by a magician, and then deemed either capable or incapable of becoming a knight. From infancy to their teens, children will study under the magician and previous knights as well as warriors. They then will be assigned as Squires to one of the Knights of Emerald, helping them and providing for them on their adventures as well as gaining some practical knowledge. After spending a few years as a Squire, they will then be able to gain the title of "Knights of Emerald". You are a student at the Castle of Emerald, in a few months, you shall be assigned to a Knight of Emerald for the next seven years.

- Tanieth

The Tanieths, more commonly known as the insect-men, are a specy originating from the continent of Irianeth. Led by the Emperor through the Collectivity (their hivemind), the Tanieths are divided into casts, their bodies adapting to the cast. While all females are the Emperor's breeders, males are workers or warriors. Most Tanieths are barely sapient, with the exception of the Emperor and its hybrid children. You are a Tanieth warrior, in a few week, you shall reach the Kingdom of Shola, where you and your brethren will exterminate the entire population, by spear or dragon teeth.

- Renegade (200)

500 years ago, the Tanieths invaded Enkidiev, sacking the coastal kingdoms. In retaliation, the Magician of Crystal, an Immortal serving the gods, empowered thousands of warriors with powerful magical abilities. The invaders reached the Kingdom of Emerald but were eventually defeated and the Magician took back the powers he had given, killing those who resisted. But one escaped. Onyx the Renegade fled into the night, eventually founding Esperita. And it seems another survived. A poor soul found the artifact in which you hid your soul for five centuries. Whether you beat his soul into submission or fuse with him matters not, you have returned to life and only the Black Emperor and the Magician of Crystal are strong enough to stand in your way.

- Immortal (400)

Every ruler needs servants, even the gods. And so, whenever they need to deal with the mortal realm, the gods descend on Enkidiev, seeking a mortal to birth a child. These demigods will be named Master Magicians if they are born in the mortal realm, Immortals if they are born in the realm of the gods. After their death, Master Magicians will become Immortals. While Master Magicians are relatively free, at the cost of never fully mastering their powers, Immortals have complete control over their abilities, at the cost of serving the gods for eternity. You are an Immortal tasked by the gods to assist the Magician of Crystal in preserving Enkidiev and its population. You are technically only forbidden from taking leadership over mortals, but seeking your mortal family or trying to stop the prophecy by dealing with the Black Empire yourself might attract Parandar's wrath.

Perks

Perks are discounted for their respective origin, except Perks costing 100 who are free

General Perks:

- Magic (free and mandatory for Renegade and Immortal, 200)

The gift of the gods, magic, is an extremly rare ability (between 2 and 3 hundreds born with the gift across two generations for an entire continent). While most magicians are born with it, it can be gifted by Immortals and Gods. See the notes for more details

- ❖ The average magic user can use levitation, telekinesis, telepathy, healing and pyrokinesis, but telepathy is the only talent whose potential can be fully used while fighting as the others require concentration. A Renegade will have the same gifts, but equal to a dozen of regular magic users.
- ❖ Hybrids and Enkievs start a bit stronger than average magic users, but can grow to surpass Immortals.
- ❖ A Master Magician can wipe out an army with one spell at the cost of total exhaustion. An Immortal can wipe out several armies, one after the other, without tiring, or levitate an entire castle; several Immortals can stop the pyroclastic explosion of a continent long chain of volcanoes.

- Godly Love (200)

Sometimes, a god will look at the human realm and find love in a mortal. As long term relationships with mortals is forbidden by the king of the gods, Parandar, except if he had commanded the birth of a new Immortal, that god will limit themselves to acting as a guardian angel, sending wind in your sails, slowing down a storm, or creating a daughter for you because your Immortal ex-lover didn't tell you conceiving an Immortal caused sterility and that Parandar had commanded her to seduce you.

Knight Perks:

- Knighthood, (100)

You aren't a squire, you are a fully trained Knight of Emerald, or at least received a similar training. You are a trained swordsman, know how to ride a horse, how to camp and how to use your magic in difficult situations. You are also allowed to take a Squire.

- Teacher (200)

You know how to teach any student of yours how to become the person you want. You know how to transfer your skills so that your student may become your equal or your better.

- Knight Mind (400, discounted for Tanieth)

While the Tanieths have the Collectivity, allowing them to be in constant contact and share information, the Knights of Emerald share a similar if less intrusive ability. Every mage can communicate with their mind, but only to one target. Unlike them, the Knights are able to send messages or feelings to every member of their order. Communicating instantly across a continent.

- Blessed by Destiny (600)

Also called plot-armor, this protects you against death, allowing you to survive situations that would have ended anyone else. Such situations include being lost in a blizzard seeking a secret kingdom, fighting a superior hostile magic user or being stuck on the highest peak on the planet, inhabited by house-sized spiders. You will not die, but you may not survive intact, and everyone else around you is fair game. Do not rely too much on it as it will one day fail.



Tanieths Perks:

- Hybrid (100)

You are not an average Tanieth, you are one of Amecareth hybrid children or grandchildren, your mother being one of the many other species living across the mortal realm. First generation hybrids can look like purple skinned, haired and eyed humanoids of their mother's species or any mix of a humanoid scarab and the mother's species. Second generation hybrids usually have only one strange trait: granite-colored skin, light-reflecting eyes, etc… It is possible for Hybrids to become Immortals or join the Knights of Emerald.

- Tamer and Master (200)

You are gifted when it comes to taming wild animals such as Dragons and reducing entire species into your slaves before driving them to attack a continent that exterminated all the previously sent armies. Also, you can reproduce with any animal species: humans, fairies, elves, sharks, etc…

- Regeneration (400)

Sapient Tanieths are very hard to kill, not only because of their magical powers but also because of their ability to regenerate, even from being reduced to ashes through superior sorcery. And like Kira, you automatically generate a cocoon of energy shielding your body that is unbreachable by anything lesser than a Master Magician's power. As long as you are not cut into two pieces which are then kept separated until they bleed out, you will regenerate to full power.

- The Prophecy (600)

The Gods have doomed you to die at the hands of their champion. It might be the Lightbringer, or another of their servants. But until that individual comes at the right moment, you cannot be killed. Several Immortals acting together might incapacitate you for a few moments, but only until you gather yourself and retaliate or escape. The prophecy might be avoided, all you have to do is react to it in ways you wouldn't be expected to, such as: fleeing at the mere sight of the prophesied one, killing him with a dagger in the back instead of direct confrontation or sending minions to kill him while he is young (as long as doing it isn't something you would usually do).



Renegade Perks:

- Enkiev (100)

You are a descendant of the continent's first humans (more like tribes) created by the Gods on Enkidiev, unlike other humans who migrated millenia later from the Unknown Territories. Not all Enkievs wield magic, but those who do have a potential far superior to a regular human, able to one day equal Master Magicians and Immortals, with the right knowledge.

- Infiltration (200)

You have mastered the art of infiltrating groups and organizations. Through cunning and sheer charisma, you can charm your way into becoming personal friends with every core member of your target.

- Possession (free and mandatory for Renegade, 400)

Time is a better killer than any warrior or sorcerer, no human or elf in the history of Enkidiev has ever survived it. None, except the legendary renegade Onyx, and now you. Your body is long gone, reduced to dust by time, but your soul resisted the call of the Plains of Light, hiding into an artifact. Your true form is a snake of blue light, allowing you to move through matters and possess living beings. Possession is easier with individuals of your own species, even better of your own bloodline.

- Secret Knowledge (600, requires Magic)

You have been trained by the Fallen God Akuretari into secrets the Gods tried to erase. This knowledge would allow magic users with the right blood to defeat Master Magicians, who themselves could grow beyond what becoming an Immortal would offer them.
Examples:
- Knight of Emerald: Draining magic from natural world, lightnings strong enough to shatter castle walls
- Tanieth Hybrid: Create new Tanieth subspecies, destroy entire fortresses.
- Renegade Enkiev: Vortexes so fast as to appear like teleportation, reshaping an entire castle to their will, weather manipulation
- Immortal: Hide from the gods, break their protections
- God: Create a new species, banish a mortal millenia into the past, survive multiple wounds from god-killing weapons, bypass the defenses of the Pantheon's strongest god.



Immortal Perks:

- A Long Leash (100)

All Immortals serve the Gods, and even the Master Magicians are not entirely free, Parandar being willing to destroy anything that upset the natural order. But you have been given more freedom than most. As long as you don't directly oppose the Gods' commands, you are free to act as you will. In future jumps, your rulers/masters will allow you a far greater freedom of movement and action than any of their other servants/slaves.

- Flesh over Spirit (200)

You have escaped the leash of the Gods, finding a loophole and becoming fully mortal. While you now require to eat, drink, sleep and all the other requirements of a mortal body, and your magic potential is back to your origin's/species' normal, you will keep all the knowledge and mastery you had. This acts as one more life as your death will merely remake you an Immortal bound to the Gods' will till the end of the jump (by default in future jump, your service will be to benevolent Gods).

- Crafter of God-killers (400)

Like the traitorous Danalieth, you have mingled with the unaging elves of Osantalt, learning their secrets and discovering how to create powerful god-slaying artifacts. If you were to create such artifacts, you would draw the wrath of Parandar, being hunted by all the forces of his pantheon.

- Godhood (600, cannot be discounted, reserved for Immortal origin)

You are no longer an Immortal. Maybe you have been rewarded for your services or maybe you were born of two gods. It is irrelevant. Your power now dwarfs any Immortal, although you are now even more bound by Parandar's laws. Unless… you wish to fight beside Akuretari? Only another god or a mortal wielding an artifact of Danalieth can kill you.



Items

Items are discounted for their respective origin, except Items costing 100 who are free

Knight Items

- Knightly Equipment (100)

The basic equipment of any knight, magical or not: A sword of castle-forged steel, able to cut through flesh, bone and the shell of non-elite Tanieths; a dagger of similar quality; A leather armor studded with Emeralds and a horse to cross the lands you defend.

- Training Hall (200)

A vast building possessing all the necessary material to train magic-using child into a Knight of Emerald, from books about how to teach children, books teaching how to safely use magic, training equipment, an armory full with swords and armors.

- Vortex Armband (400)

These armbands give their wearer the ability to create vortexes when crossing their arms, allowing him, and whoever follows, to instantly appear in a place he has previously visited.

- Call to Arms (600)

The second generation of the Knights of Emerald are an elite force, trained to wield the sword, the spear and magic since childhood. Yet even at their peak, they will barely number in the hundreds while facing thousands of Tanieths and hundreds of dragons. And so, treaties were written with the various kingdoms so that the Knights could call upon their armies to assist, should they face overwhelming forces. You possess the copies of these treaties. In future jumps, should you defend multiple nations from an invading force, you will be able to call upon their armies and other resources to help your fight.

Tanieth Items

- Dragon-Horse (100)

Raised by a Tanieth subspecies, the “dragon-horses” appear like massive horses, bigger and faster than any used by humans. They are also far more intelligent, nearly equal to a human, with their own language, and can communicate with their riders through telepathy. You are bonded with a stallion of this species, loyal and fearless (although it really hates rivers, sea and storms). Breeding him with regular horses will lead to more “Dragon-horses” and some anomalies like pegasus-like horses.

- Corrupted Blood (200)

The secret weapon of the Black Empire, a potion based on the black blood of the Tanieth. Any being drinking it will be connected to the Collectivity, slowly brainwashing them into serving Amecareth. Another effect is that the drinker will start spreading a deadly plague, with only individuals of Tanieth-blood immune to it. The only cure is a potion causing to puke the infected blood, taken every day over several weeks. You possess the formulas to create more corrupted blood and more of the cure, adapted to the worlds you will visit.

- Dragon Herd (400)

A herd of wingless female dragons. They can be black (feeding either on still warm hearts that they have ripped from their prey’s chest) or red (able to heat flesh but preferring grass, fruits, vegetables and cheese). Leading the herd will be one adult male, his wings allowing him to cross the continent in days. Dragon scales are incredibly hard, shattering even enchanted steel blades. Their only weak point is where the neck connects to the head, as while it is protected by their horns, even non-magical weapons could cut through the entire neck there. They cannot swim and are susceptible to fire, making rivers and burning pits more dangerous to them than a hundred men.

- Insectoid Hordes (600)

The legions of the Black Empire are many, reproducing faster than humans, elves or fairies. They are also divided into many subspecies, each specialized in different ways of waging war. The regular Tanieth, both a worker and a warrior if needed, with claws able to climb any obstacle. The Tamers, able to tame even wild adult dragons. The Elite Guards, taller than most men, with a shell immune to fire and blades, the inside of their elbows their only weak points. The Silver Warriors, able to jump over rivers and walls, impervious to any blow except to their eyes. The Flying Mantis, with armor-shredding blades and able to block mental communications and other sensory magics. You have at your command several thousand Tanieths as well as two hundreds of each mentioned subspecies.

Renegade Items

- Double-bladed Sword (100)

Appearing as two swords connected at the hilt, it is
Fighting style ideal against Elite Guards and Silver Warriors, requires lot of stamina
Can be summoned and dismissed with barely any magical effort.

- Diary of Jumper (200)

A diary describing events of your past, containing vital information about a current crisis. Should anyone read this book while you are imprisoned (magically or otherwise), you will be freed in such a way that no one will realize you are gone.

- Golden Sword (400)

A similar weapon to the one used by Onyx to come back to life five centuries after his death. As long as you hold that weapon when your body breathes its last, your soul will be absorbed into the sword, until another being starts wielding it. When interacting with the soul of the wielder, you will have the choice to overwhelm them and take full control or to fuse your souls together. The first option will see you in full control, with no change of personality, but beings on the level of an Immortal could exorcize you if they gained access to your sword. For the second option, you cannot be exorcized, but you will gain the memories and parts of the personality of your host. Although the older, more willful and experienced soul will keep the most traits, maybe even fully absorb the younger soul. The sword is magically protected to shield it from the damages caused by time and nature.

- Legacy of Danalieth (600)

The Claw, the Spirals and the Armbands are artifacts forged by the Immortal Danalieth, powerful enough to slay a god, but can only be worn by mortals.

1. The Claw is a dragon-shaped ring that makes magic channeled through it highly lethal to divine beings, and will bite any divine flesh that gets close enough.
2. The Spirals are tattoos burnt into the palms of their wearer. The flames they unleash can shatter stones and burn gods like they would a mortal.
3. The Armbands can neutralize godly magic, and send energy balls lethal to gods

Immortal Items

- Godly Anchor and Waters (100)

Unlike Gods, Immortals cannot stay in the mortal world as long as they wish, greatly weakening the longer they remain. When assigned to long term missions in the mortal world, they are given a jewel that reinforces them, keeping the weakness at bay for a longer duration, and access to a fountain whose waters will re-energize them, just like a trip to the realm of the gods would. You have the jewel on you and the fountain is in a secure location of your choice.

- Crystalline Hideout (200)

Hidden under the earth, all over the world, lie cavern complexes covered in naturally formed magic-resistant crystals. These crystals cannot be affected by magic, and so block all forms of magical sensing or communications. Even someone hunted by the gods couldn't be sensed within these caverns. You know the location of one such complex and possess a magical artifact that can open an untraceable vortex to it.

- Demon of Jerianeth (400)

An ancient liquid lifeform living in the depths of the earth, their origin is unknown, yet their powers make them heavily sought by the wises. Those with the will to command these demons can be shown visions of the present, anywhere across the world, or of the future. But for divine beings, the benefits are even greater, as bathing in the waters of the demon can heal all wounds, even those inflicted by other gods or by the weapons of Danalieth. You have one such entity at your disposal, hidden wherever most benefits you.

- The Plains of Light (600)

An afterlife for the souls of all mortals under your care. Appearing as the mortal world, without any of its ills like storms and other disasters, the temperature is always ideal for its inhabitants, with no changing seasons. The souls cannot feel hunger, nor thirst or any form of pain, naturally drawn toward their families and loved ones. They also cannot feel negative emotions and will slowly forget about their mortal life, except in the case of one of their loved ones not being in the Plains. Then they may worry about them, waiting or searching for them relentlessly, even for five hundred years. In future settings, the Plains will follow you, accepting all souls not already bound for another afterlife.

Companions

Import & Export

You may import up to eight existing Companions into this jump. Each imported Companion receives 600 CP to spend on Perks and Items from this document and chooses an Origin appropriate to their background. Imported Companions may not take the Champion perk unless they were already Champions in a previous jump — the Powers choose their own. At jump's end, all Companions may continue with you into the chain, retaining all perks and items purchased here.

Recruiting from the Setting

Characters from the story can be recruited as Companions. Standard characters cost 100 CP; Immortals and Master Magicians cost 200 CP. Onyx, Amecareth and Gods can be taken for 400 CP. Characters from Heirs of Enkidiev can be taken as companions, although children of Abussos won’t be able to receive their godly awakening after leaving.

Drawbacks

- Late Start (+0)

As the Second Invasion lasts around 30 years, you can start later in war, when Kira is eight and start her training, when she is 15 and becomes a squire or when she is 17 and becomes a knight, Onyx reveals himself and Amecareth starts launching real armies against Enkidiev

- The Complete Saga (+100)

The events of the first saga span nearly 30 years and the sequel starts 16 years after the end of the last book. You will stay until the start of the events of Heirs of Enkidiev.

- The "Fan of Shola" Experience (+100)

You will fall in love with the perfect woman of your dreams, then she will die in your arms. She will return as an Immortal and string you along for years before revealing that she only used you for the Gods' plans and you gave her a child that you will never see grow. Also, you'll be infertile once the child is conceived. You will forget this drawback.

- The "Why Am I In The Sequel" Experience (+100)

You will remember falling in love with your childhood friends, only to see them fall in love with other people. You will have a wife (or some other form of significant other) and have children with her (or them). One of these children is actually from an old flame of hers, who died in her arms, came back one night making her think it was just a dream. Another is from your elder brother drugging her while you were visiting him for the birthday of his eldest child.

- A Farm and Some Children (+100)

Your greatest desire for when the war ends is a farm, a wife and some children. You won't wait until the end of the war to get them, and it is near certain that they will be endangered several times.

- The Poison of Ambition (+100)

You grew up with nothing, your parents casting you out at the first chance. Everything you have, you earned it. Seeing these fat bastards in their castle that they never earned, while you and your friends fight for them, it disgusts you.

- Bug Brain (+200)

In canon, the war lasts thirty years, mostly because Amecareth has no head for strategy or time, rarely sending more than one invasion or scouting force each year. This stops now. The Tanieth scouting forces will strike all over the coastline, coordinate their attacks, establish outposts on Enkidiev in lands beyond the reach of the Knights like Shola or the southern desert. If you serve Amecareth, you get the same view of time as a pureblooded Tanieth.

- Stuck Where? (+200)

You are lost somewhere in the Desert, the Forbidden Forest or Enlilkisar (the Unknown Territories beyond the volcanoes) and you can't use any means of magical or technological transport except your feet or a mount born of this world until you return to the Kingdom of Emerald.

- Coven (+200)

Asbeth and Selace are no longer the last sorcerers of Amecareth, but one of dozens. They will rarely work together, but they will stay out of each other's way to inflict as much pain as possible to the defenders of Enkidiev, assisting regular Tanieth soldiers or striking deep within the kingdoms. Each is strong enough to fight a dozen Knights of Emerald and win.

- Light Extinguished (+200)

Lassa will not reach adulthood and the prophecy will not be fulfilled. Without it, Amecareth will not die. One way or another, he will escape all attempts to kill or capture him. Even several Immortals and the most powerful mortal were only able to briefly stun him. You can still throw him into a volcano or a deep sea trench, it should trap him for a few centuries. Lassa can still be resurrected.

- The Hungers of Men (+400)

In canon, peace has reigned over Enkidiev for decades, since King Draka of Argent was defeated. And the second invasion will see no infighting between humans, elves and fairies. This drawback will make the various kingdoms more greedy and wary. Everyone dislikes the Kingdom of Argent. Turquoise, Crystal and Zenor are viewed as weak, uncivilized peasants by the people of Perle. Opale desires the forests of the Kingdom of Elves. Diamant always fear Emerald wants to take their lands. Etc… If you serve Amecareth, the slave races will rebel, greatly diminishing the forces available to the invasion.

- Accelerated Invasion (+400)

It was only during the third decade of the invasion that the warrior caste of Irianeth was unleashed. This drawback will unleash the Silvered Tanieth, Elite Guards and the more dangerous vassals of the Black Empire attack within the first ten years. If you serve Amecareth, the human kingdoms will build powerful navies, sinking any invasion forces not defended by a sorcerer.

- When The Dragons Ruled (+400)

At some point you will be banished into the far past of Enkidiev, when dragons were the apex predator of Enkidiev and the Enkievs barely survived hiding from them. These dragons are not tamed by the Tanieths. There are thousands of these beasts across the entire continent, as they have no predators. It will happen when you will be needed the most but will last only a few months

- Renegade For Life (+600)

Onyx would have leashed his ambitions after fusing with the soul of his descendant Farrell, befriending the Knights of Emerald and fighting beside them till the very end. Here, one way or another, Onyx will remain full of wrath and ambition, and keep trying to take over the Kingdom of Emerald and kill all the Immortals. He hates Tanieth just as much as he does Immortals

- Narvath (+600)

Kira is raised on Irianeth and grows to be Amecareth's strongest and most loyal servant. Expect teleporting invasion forces defended by army-disintegrating, castle-shattering orbs of energy and mighty magic shields. If you serve Amecareth, Kira will fully master her full Master Magician potential, and be defended full-time by Immortals until she does.

- A Legacy Erased (+600)

Danalieth didn't escape the wrath of Parandar and his creations were destroyed. Akuretari, the god who will grow to threaten the entire Pantheon, cannot be stopped. The only way to stop him lies on the mythic elven island of Osantalt, where Danalieth learned his art and where his notes remain.

- Fallen Gods (+800)

Akuretari didn't murder the other Fallen Gods and instead will use them against Enkidiev and Parandar's Pantheon. They are much weaker than him, but are still stronger than most Immortals.

- The Saga Continues (+1000)

The Inheritors of Enkidiev and the Knights of Antares are canon and will start affecting Enkidiev earlier.

There are two other Pantheons, the Birds and the Cats. They really hate the reptilian Pantheon ruling over Enkidiev (and each other) while directly ruling over the mortals worshipping them. They will start attacking magicians and Immortals loyal to Parandar in Enkidiev, maybe even directly invading. Solis the god-jaguar is currently possessing Zach, the eldest prince of the Kingdom of Zenor. Anyguara the goddess-black panther is currently haunting the Kingdom of Jade. Aquilée the goddess-eagle will infiltrate the Knights of Emerald by posing as the pet bird of one of them. Azcatchi the god-chough will be the most cunning and vicious.

All these pantheons are actually the grandchildren of Abussos, the supreme god of our galaxy. If Onyx fuses with Farrell, whose soul was born from Abussos and his wife, he gains the potential to be the third most powerful being in the universe (after Abussos and his wife, since none of Abussos' other children are interested in fighting skills). The other children of the supreme gods are Lassa, Swan (a Knight of Emerald who wed Farrell before he fused with Onyx), Farrell's and Swan's firstborn and other individuals who won't be born in the next 30 years. Children of Abussos don't gain their godly power naturally, they need to awaken them. In canon, this would happen 45 years after the start of the jump. With this drawback, whoever is most inconvenient for you will start awakening their godly powers.

Acheron is the supreme god of another galaxy and a tyrant. Amecareth is one of his sons, the exiled god-scarab, and so can only be killed by another god of similar or superior level. His son Kimaati, the god-lion, also fled to Enkidiev, helped conceive the Feline Pantheon and will start killing and fucking whoever he wants. Javad, the god-rhino, will murder Acheron and start invading Abussos' universe with his legions of half-men, half-animals.

Patris is the original god of the setting, the true creator of the universe and the father of Abussos, Acheron and all other supreme gods. But he has an opposite: Tramail, a god-octopus so big that his tentacles can crush planets. Tramail can devour entire galaxies, usually targeting their supreme gods first, then taking his time, torturing mortals and lesser gods until he grows bored. He will target Abussos' galaxy instead of Acheron's, remaining hidden from Patris a bit longer

Scenario:

The Lightbringer

(cannot be taken by Tanieth, incompatible)

Protect Lassa and ensure that the prophecy is realized and Amecareth dies. This will be harder than you may expect, as Kira must also be protected and Lassa must be captured by Amecareth, brought to Irianeth, tortured then rescued by Kira. The capture must happen at the right moment, when Lassa reaches adulthood. This moment can be discovered by reading the stars. Lassa is born 15 years after the start of the jump.

If Kira dies, she will become an Immortal and be able to return to Enkidiev. But even should she become an Immortal and fully master her powers, she is a brash woman. Asbeth is much more cunning than her and could find ways to eliminate Immortals. Amecareth is just as strong magically as her, much stronger physically and cannot be killed. Akuretari is far stronger and more cunning than her.

If Lassa dies, as long as his body is healed from his cause of death, the gods can be convinced to bring him back to life. Lassa is rather bad at fighting, physically or magically, and he has no special powers besides his destiny. He is, however, very good at helping people mentally, restoring hope and banishing despair.

If taken with Narvath, Kira must be made to care about Lassa.

Your rewards will be **Bearer of Light**, Lassa's ability to unleash the Light of the gods upon his prophesied enemy, killing him and destroying the entirety of his fortress. In future jumps, you can design a prophesied enemy and a prophesied ally. After being tortured by your designated enemy in his fortress, touching you designated ally (they will find a way to get there no matter what) in front of your enemy will unleash the Light, slaying your enemy and utterly destroying his fortress. It doesn't matter how strong, fast or powerful, your enemy is, no form of immortality will resist this perk. You and your ally will escape the destruction of the fortress, the space around you miraculously intact, even if it went from being the top of the highest tower to the center of the crater. You can also take **Kira and Lassa** as companions, **Sage** too if he is still alive.

Heiress of Irianeth

(Tanieth only, incompatible with Narvath)

As one of the Tanieths loyal to Amecareth, you must find Narvath, the youngest daughter of the Emperor, and bring her back to Irianeth. You will then have to protect her from Asbeth's treachery, foil her escape attempts and any rescue missions by Immortals and Knights of Emerald. But more importantly, you must train to become the next Empress of Irianeth and fully take over the world (although nowhere else will be as defended as Enkidiev).

Until she is fifteen years old, Narvath, named Kira by her mother, will be living in the Castle of Emerald, the headquarters of the Knights of Emerald. Even when the Knights will on mission, the castle will be defended by the royal guard, the Magician Elund who taught magic to the Knights and the Immortal Abnar, allowed to wield his full powers to defend Kira. The Immortal Fan of Shola might also appear to defend her daughter. Although, she might leave the Castle sometimes, she is unlikely to be defenseless long enough to be captured

After her fifteenth birthday, she will become a squire of Knight Bridgess, leaving the protection of the Castle to follow her Knight. She will be particularly isolated during the two-pronged assault following the birth of Lassa the Lightbearer, left with the other squires on the cliffs of Zenor while the Knights fight the horde of dragons and insectmen. Then later, at Alombria, separated by Asbeth from the Knights, with only the young Sage of Esperita, possessed by Onyx, but not having recovered his full power.

After her eighteenth birthday, she will become a full Knight of Emerald and start discovering her Tanieth powers. She will marry Sage of Esperita, a first time while he is possessed by Onyx and again once he has been freed. There will be multiple times when she is isolated from most of the order, like on the Island of the Lizard-men or when attacked by Selace.

The longer you wait, the more Knights of Emerald will be trained, and the more powerful allies will be gained by the Knights. In the last months of the war, the witch Anyaguara and her adoptive daughter Myrialuna, the Immortal Danalieth and his daughter Dinath, the Immortal Dylan and others will join the war. The Fallen God Akuretari will banish Kira millenia into the past when she refuses to serve his own goals.

Your reward for succeeding will be taking **Narvath** as a companion, with her powers fully mastered and fully trained in statecraft, warcraft and in how to use the Collectivity to its best, ready to rule over a multi-continental empire. You will also take **Irianeth** and the full **Black Empire** (even if it means the entire world), Tanieths, dragons and every slave race included.

If taken with The Saga Continues, once the world is taken (and the retaliation from the Pantheons defeated), you must follow Amecareth and Narvath to the galaxy of Acheron (through a portal hidden among the volcanoes separating Ekidiev and Enlilkisar). Once there, help Amecareth exterminate his family and claim the role of supreme god of Acheron's galaxy. He'll allow you to take the continent of **Alnilam** and its inhabitants with you.

Revenge

(Renegade only, incompatible with Renegade For Life)

Taking Onyx's place just after Sage of Esperita started using his golden sword, you must successfully possess Sage, convince Wellan to accept you in the order despite being an adult, execute the rituals to regain your old might then slay Abnar and take over the Kingdom of Emerald. Which will be much harder as Onyx's personality (when he can control his ambition and rancor) was extremely compatible with Wellan's.

The current order of the Knights of Emerald are raised from childhood to serve the people of Enkidiev and that magic must not rule over men. So, they will refuse to serve you and actively oppose all your plans. Yet, they are necessary to defend the continent against the Tanieth invasion, as non-magical beings cannot defeat the dragon hordes of Irianeth or the more elite Tanieth forces. You cannot defeat Amecareth, and must let the prophecy be accomplished. Which will be considerably harder without Abnar to defend Lassa and with Kira enraged that you are possessing the man she loves and made love to her while doing so.

Even if the Knights of Emerald accept your new rule, you will have to face the other kingdoms, whose rulers had only assisted the creation of the Knights because of their trust for Emerald the 1st and the guarantee this new order would prevent sorcerer-warriors taking over kingdoms.

There is also the Fallen God Akuretari who wants to end the world, taught you most of your magical knowledge, wants to re-enslave you and cannot be hurt by non-divine means.

Your rewards will be all of **Enkidiev**, unified under your rule, as well as a new order of the **Knights of Emerald**, just as powerful as the original order, and fully loyal to you.

If taken with The Saga Continues, then you will have to abandon Sage's body and fuse with Farrell's soul, to gain the powers of a **God-catalyst**, grandson of the creator of all things, mightier than Parandar and Akuretari and able to slay Amecareth (who is also a grandson of the creator of all things). Then conquer **Enlilkisar**, and force the **Reptilian, Avian and Feline Pantheons** to kneel before you (.

The Fallen God

(only with the perk Godhood, incompatible with Fallen Gods)

You replace the Fallen God Akuretari at the start of the books, hidden as the Immortal Nomar and taking care of the hybrid children of Amecareth in the hidden city of Alombria. You must take your revenge on Parandar.

You are not yet strong enough to fight your elder brother, yet you can grow stronger by learning to fight against the more powerful mortals like Onyx or by growing your magical energies at the bottom of a Demon of Jerianeth.

Furthermore, the greater chaos you unleash upon Enkidiev, and the more of Parandar's descendants you slay, the weaker he will become.

Sadly, the Pantheon must be ruled by three gods (even if one of them can be banished or imprisoned), else every god and all of their creations die. So you must keep a descendant of Parandar (like Abnar or Danalieth) and one of Theandras (only Jenifael is known) alive and ascend them to godhood once you are the last member of the triumvirate.

You will be rewarded with **Enkidiev**, its inhabitants and the remains of the **Reptilian Pantheon**.

If taken with The Saga Continues, you will have to fight the **Avian and Feline Pantheons**, each desiring to become the only Pantheon. Each of them are also bound by the Triumvirate rule, all gods and all life on Enkidiev ending if even one of the Pantheons doesn't have a full Triumvirate for more than a few hours. After defeating them, you can take the survivors.

Stay Here

Go Home

Move On

Characters

Wellan of Emeraude is the leader of the Knights of Emerald. One of the best duellists of the order, a strong magician and a scholar, he is beloved by the goddess Theandras that he has been worshipping since his childhood. He fell in love with Fan of Shola when he first met her, and continued loving her after her death (she was a Master Magician and became an Immortal), although his old squire Bridgess also loves him. After being abandoned by Fan (once Kira was an adult and Dylan was born), he wed Bridgess. The goddess Theandras offered him a daughter, Jenifael, as a reward for being her most devout worshipper (and because conceiving Dylan, as Parandar commanded Fan to do, made him sterile). He befriended the Renegade Onyx, even receiving the Spirals of Danalieth from him, so that they could fight Akuretari together. When Akuretari assaulted the Pantheon, sending Parandar to his knees, the gods had Wellan killed, so that his soul bearing the Spirals could come save them. Which he did, burning the Fallen God alive. He was then reincarnated into Kira's first child.

Kira is the hybrid daughter of Amecareth and Fan of Shola, the latter smuggling her to the Kingdom of Emerald when she was one year old. She is the last survivor of the kingdom of Shola, as all its citizens were exterminated once the Black Empire forces realized Kira was no longer there. She was adopted by King Emerald the 1st and grew up to become a Knight of Emerald. She fell in love with Sage of Esperita (her nephew by her hybrid half-sister Jahonne) while he was possessed by the Renegade Onyx, and again once he was freed. She is the grand-daughter of the Fallen God Akuretari (the father of Fan), and will be banished into the past when refusing to join him. That's when she will exterminate all the dragons from Enkidiev. As Amecareth's most powerful child, she is meant to become the next Empress of Irianeth, yet she is fated to stand beside the Lightbearer and end Amecareth once and for all.

Onyx of Emerald was born a peasant in the Kingdom of Emerald, meant to inherit nothing. Yet his magical potential brought the attention of Akuretari, and later led him to becoming the lieutenant and best friend of Hadrian of Argent, the leader of the Knights of Emerald during the First Invasion. At the end of the war, the Immortal Abnar took away the powers of all Knights, executing those who refused. Onyx fled and formed the hidden kingdom of Esperita, although only death freed him from Akuretari's grasp. He came back five hundred years later, possessing his descendant Sage (a second generation Tanieth Hybrid). He seduced Kira to take the throne of Emerald but was exorcized. He escaped and found a new host in another one of his descendants, Farrell. He fused with Farrell, regaining some of the humanity lost to Akuretari's torture, even falling in love with Swan, Farrell's wife. He regained the trust of the Knights, resurrected Hadrian of Argent and legally received the crown of Emerald from Kira. He grew his powers, even taking the Claw of Danalieth, in order to slay Akuretari.

Amecareth is the father of every living Tanieths and Hybrids. While he views most of his children as tools (Asbeth and Selace), he has a special spot for Kira (despite only meeting her half a dozen times) due to her powers, abilities, and strength of character, refusing to attack her until their final confrontation as the prophecy was happening. After capturing her husband Sage (who is also his grandson), he decides to adopt him and teach him how to rule the Empire in preparation of Kira becoming Empress

Asbeth is the hybrid son of Amecareth and a relatively powerful sorcerer. Cunning and intelligent, he is Amecareth's favored agent, despite his repeated losses against the Knights. His goal is to usurp Amecareth, pushing him to kill every other Hybrids he can find.

Fan of Shola is the queen of the kingdom of Shola and unknowingly the daughter of the Fallen God Akuretari. She married the exiled prince Shill, but bore him no children. Her eldest child is Kira, born of her rape by Amecareth (she was a Master Magician, so she probably could have escaped if she didn't know her destiny). Followed less than a year after Kira's birth by Myrialuna with a feline god (with consent this time). She let herself be killed by Asbeth as Parandar needed a new servant. Then, as an Immortal, she charmed the Knight of Emerald Wellan, emotionally blackmailing him into taking care of Kira, before bearing his child, Dylan, making the Knight sterile, because Parandar needed a new servant. She did not even protest when Parandar almost executed Dylan, because he kept visiting Wellan (Dylan being a five years old boy and Immortal being forbidden from visiting their mortal family, as it could diminish their eternal loyalty to the Pantheon).

YES. PARANDAR IS A BASTARD. SADLY, KILLING HIM WILL END THE WORLD.

Akuretari is the younger brother of Parandar, the king of the gods. He tried to create new lifeforms alongside other gods, resulting in Parandar banishing him into an endless Abyss with his followers. He escaped and murdered the other fallen gods, now seeking to destroy all of creation and murder the entire Pantheon. He is the father of Fan, her mother being the first creature he saw after escaping his imprisonment. Disguised as the Immortal Nomar, he played both sides of the First Invasion, seeking to turn Onyx into his slave and personal godkiller. He is currently amassing the hybrid children of Amecareth, hiding them in Alombria, as the original Nomar was tasked. He is going to banish Kira thousands of years into the past when she refuses to serve him. After several encounters with Onyx, Wellan and Danalieth, all bearing god-killing weapons, he attacks the Pantheon. His throat slashed, a hole through his breast, multiple other wounds across his body, and he still murder his way through half of the Pantheon, even sending Parandar to his knees. It is Wellan that puts an end to him, incinerating him with the Spirals of Danalieth.

Lassa is the youngest prince of the Kingdom of Zenor and the Lightbearer prophesied to defeat Amecareth once and for all. His best friends are Jenifael and Liam. That's all there is to mention about him, as he is a very boring character.

Magic power-levels
Gods > Amecareth and Immortals > Master Magicians > Renegade Enkiev > Tanieth Hybrid > Knight of Emerald and trained Magician

Mythology

There are three Pantheons, all born of the Creator Gods, the golden dragons Aufaniae and Aiapaec. Each Pantheon is led by a triumvirate and the world would be destroyed if one triumvirate was incomplete. Only the child of a triumvirs can replace him/her. The leader of a Pantheon can make mortals or Immortals into full gods/goddesses
The pantheons fight through their worshippers, trying to take over all of Enlilkisar (the Unknown Territories) while Enkidiev is purely reptilian worshippers. However, the felines have sent scouts and infiltrators into Enkidiev and the avians intend to create a lot of their demigods among the population (usually by pulling a Zeus).

The reptilian pantheon is led by Parandar and his sister Theandras (and their brother Akuretari before his banishment). Parandar's pantheon is entirely made of humanoid gavials (although they love their human forms).
Parandar is the only god allowed to create life from nothing, he banished his brother and his friends into an eternal abyss for trying to do it.
They also have a cast of Immortal serving them. An Immortal is the servant/slave of the god. If he can't obey, he will die. Parandar is fully willing to execute by decapitation a five-years old Immortal that kept visiting his mortal father despite being forbidden to do so. Immortals are born from a goddess or a female Immortal and a mortal. The conception makes the mortal parent sterile. Or they are Master Magician who died. Master Magicians are the children of male gods/Immortals and a mortal.

The avian pantheon is led by Lycaon, who is jealous of Parandar's right to create life from nothing. He created the volcano chain separating Enkidiev and Enlilkisar. He is willing to transform a human into an avian god because his daughter loves him and never punished his wayward son Azcatchi until he betrayed the pantheon.
Unlike the reptilian pantheon, the avian gods do not share the same animal form (condor, eagle, falcon, raven, etc…). They are served by many species of bird living in their celestial realm, who they are also hunting.
Azcatchi introduced the concept of human sacrifices to the humans of Enlilkisar.

The feline pantheon is led by Etanna, she wishes to exterminate all the other gods, her siblings, their children, and any other existing, believing the triumvirates to be an empty threat by their parents. Her children are tools to accomplish her desire and failure is punished heavily.
The feline gods are served by cats living in their celestial realm.

The eldest of the three Pantheons are the grandchildren of Abussos, the supreme god of this galaxy.

If you are a mortal, living in Enkidiev is the best option, as the reptilian pantheon only intervene to when they need new Immortals (and even then, the relationship is consensual, although the mortal doesn't know about the sterility) or to save the mortals from mass disaster.

Notes

Without the 1000cp drawback,

- Sage of Esperita will tame an falcon who can transform into a human and resurrect the dead
- Anyaguara is just an ageless human witch able to transform into a black panther
- Myrialuna (Kira's half-sister) is fully mortal and learnt to be a witch from Anyaguara and transform into an eyra/jaguarundi
- the only confirmed beings east of the volcanoes are humans practicing slavery and sapient castle-sized spiders (quite polite and civilized except for one who is even bigger, cannibalistic and albino).
- Amecareth is not a god, nor immortal to age, his species just age very slowly. Amecareth's best showing is destroying the top third of continent's highest mountain. They worship their own god, Akuretari faking to be one of their Immortals. Not even Parandar knows where they come from

That's it. None of these are explained and you can make up your own lore for what lies east of the volcanoe.