
FABLE®
THE LOST CHAPTERS

Fable: The Lost Chapters

(and Anniversary)

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Version 0.8

A great storm is brewing across the lush green lands of Albion as an ancient threat has returned. Jack of Blades, a being of the Void who was defeated by William Black during the rise of the Old Kingdom, has gathered much influence over the ages and is already scheming to retrieve his Sword of Aeons to rule over all of Albion. To do so he is searching for all descendents of the legendary Archon's Bloodline, planning to torture them for the details of a ritual needed to unseal and retrieve the Sword from the Guild of Heroes. This will lead to him conducting a raid on our Hero of Oakvale's village to kill his father, kidnap and imprison his mother, and blind his sister. What a meanie!

These events result in the Hero of Oakvale being taken in by Maze and following his destiny as one of the Archon's Bloodline to train at the Guild and master all three Heroic Disciplines. With his power he will seek to defeat Jack in an epic years-long journey that you may have a hand in, ensuring the days of the Court ruling over Albion never return.

This is a vast world torn between Good and Evil, where both paths lead to great success and power should you have the Strength, Skill, and Will to see them through. I'm sure you'll find a place to belong here, as you're far from the first to come from another world seeking fortuitous encounters.

You begin around the day the Hero of Oakvale sets out to defeat the Wasp Queen. Good luck, and take this to aid you in your journey:

+ 1000 CP

Starting Location: Choose for free or roll 1d8.

1. **Heroes' Guild** - The Guild of Heroes, where many great (and not so great) warriors gather to pursue the path of a Hero. Quests both Good and Evil can be undertaken here for riches and renown. A very old organization that has existed and thrived since the collapse of the Old Kingdom. There's many jobs here for civilians and bandits sometimes come out to the woods nearby, but monsters should probably steer clear if not looking for a fight.
2. **Oakvale** - The small seaside hometown of the Hero of Oakvale, now rebuilt after a raid by bandits. Peaceful and idyllic.
3. **Twinblade's Camp** - More like a bandit *town* than a camp, this is a multi-leveled area with the legendary bandit king Twinblade's own residence lying at the center. His elite

camp is further out, followed by a normal bandit camp where the riff-raff play games and sleep. The place is crawling with bandits, assassins, thieves, and an unexpected amount of traders, mercenaries, bars, and games.

4. **Northern Wastes** - A desolate region since the time of the Old Kingdom, this is where the last remaining Dragons in Albion lie in hiding. A frozen land where the harshest winters known to man are, its historical isolation from the rest of Albion has made it quite the unique place to live. Snowspire Village is here,very cozy and once the site of a thriving city. Scythe also lurks, hoping for reinforcements in the fight against Jack. Maybe you can help out?
5. **Bargate** - Oh, you don't want to be here.. This is the site of Bargate Prison, an infamous hellhole largely isolated from the mainland and not-so-secretly ruled by Jack of Blades. Guards are left to manage inmates for years at a time, becoming quite cruel and jaded over time. The torture chamber is their favorite outlet, as is making the prisoners race and play games for the prize of hearing the warden's terrible poetry. Not to mention the Kraken in the underground chamber..
6. **Witchwood** - A thick, mist-filled evergreen forest where lies the great Witchwood Arena, once a site to settle disputes and now a hedonistic entertainment facility for Heroes and adventurers to test their mettle against all manner of foul beast.
7. **Hook Coast** - A port town located on a small island off mainland Albion. Barren of vegetation save for a few trees and buried in constant snowfall. This place was originally settled by monks to escape the cities and people of the rest of the world. Due to this, it's the perfect place to hide any illicit activity and has plenty of secret occupants and dark dealings.
8. **Beyond Albion** - Or maybe you don't want to start in Albion at all?

    Aurora, a beautiful land overrun with sand, mostly empty save for its thriving capital city and agricultural areas. It has grand temples and a rich culture centred around religious activity.

    Samarkand is to the east of Albion, a mountainous desert country with grand oasis towns, port cities, and numerous trade routes. It is home to a great library and they've even got katanas! This is also where gunpowder will eventually be discovered.

    There's also the South Islands. Not much is known about them besides the fact they're a nation of islands which Thunder and Whisper call home.

    Or you can go to the Void and risk catching the same mysterious illness William Black did, one that was enough to spawn several world-ending threats just from the remnants he cast away. Maybe don't do that?

Origin

Decide your gender and age freely (within reason). All 100cp items and perks are free for their origin, with those of higher tiers being half off unless stated otherwise.

- **Civilian [0cp] -** You've lived a humble life, though this doesn't imply you're weak or unimportant in the grand scheme. You could be a noble, trader, guard, bartender, famer,

or something similar. You can also use this as a Drop-In origin if you wish, appearing somewhere out of sight in your starting location.

- **Bandit [50cp] -** An all-too-common criminal in these parts. A robber, murderer, thief, or even assassin. Most likely you care little for trust and loyalty and much for reputation and wealth. Whether you're a leader, follower, or lone wolf is up to you.

- **Hero [100cp] -** Contrary to what you might think, this is not the "good" origin. Thanks to a certain guild member's rebellion, Heroes are to determine their own path and morality. Quest Cards sponsoring illegal and immoral acts are also fair game. You have extraordinary potential, being well-trained in your purchased Heroic Discipline(s) of Strength, Skill, or Will. As a member of the Guild of Heroes who has made it past graduation, you have already beat out the majority of trainees who either end up dead, injured, traumatized, or otherwise unwilling to continue further.

- **Ancient [200cp]** - A familiar face in these lands, one who has accrued great power and knowledge over the ages. Your age is probably in the centuries, making you perhaps partly responsible for the way things are nowadays. This origin also allows you to be something other than human, doubling as the Monster origin.
    - For **+100cp** you're something rather unimpressive, more akin to a pest than an actual beast. Perhaps a standard Hobbe or a particularly intelligent wasp.
    - Being human is free, as always.
    - **200cp** means you're actually worth sending a decent Hero after, being a rather dangerous opponent far superior to a normal human and becoming even more dangerous when given time to prepare. Wasp Queens, Screamers, Balverines, or one of the lesser Nymphs or Trolls being chief examples.
    - **400cp** is for powerful monsters who typically possess special abilities and spell disaster, making you something a Champion of the Arena would have a hard time dealing with. Something like a Succubus Nymph, White Balverine, Ice Troll, Wraith, or Minion.
    - **600cp** makes you a being of legendary status fit to challenge a Hero of Heroes, a mighty being like a Kraken or Dragon, or perhaps a more subtle choice like a Summoner, Platinum Troll, Succubus Queen Nymph, or a sentient weapon like the Sword of Aeons. This tier is also required for the King of the Court scenario detailed below.

Origin Perks

Generic

- **Heroic Discipline [200cp - Discount Back In Black] -** You now possess a Heroic Discipline of your choice, one of three chosen between Strength, Skill, and Will. Your first

purchase is your primary one, shaping your origin's history and granting you a great deal of experience and power with it. The rest are your secondaries, where you have the same potential & bonuses but a lower starting point. All purchases are primary for those with Back in Black.

Civilians gain a discount on Skill, Bandits on Strength, and Ancients on Will. This discount stacks with Back in Black to make the purchase free.

Purchasing a discipline grants you great potential in all related pursuits, aesthetic bonuses, and the ability to gain and spend experience under that discipline with the Leveling Station item. They also serve as quasi-capstone boosters, detailed in each origin's 600cp perk and in some others.

As your Strength grows you will become progressively more muscular, bulky, and intimidating (toggleable). As your Skill grows you will become progressively more tall, lithe, and beautiful (toggleable). As your Will grows you will gain progressively more intricate and bright Will Lines, glowing and thumming with your magical power and granting you an erudite appearance/presence.

- **Soundtrack [50cp] -** The standard personal soundtrack perk, added to your playlist with any of your other soundtrack perks. Contains all music in the *Fable* series, including a slowly expanding collection of custom songs in a similar style. Features like autoplay during relevant moments, remix generation, and pretty much anything else you'd expect are present. Can be played in your head or around you, even being heard by others up to a max volume of "violently annoying".

- **Birminghammy [100cp] -** This perk allows you to carry certain aspects of the *Fable* setting with you into the worlds of future Jumps, namely the rather permissive, hedonistic attitudes towards sex and relationships and the general campiness. Polygamy and same-sex marriage will be legal most anywhere, for example. While this can be scaled freely down to the individual aspects or muted when it suits, expect to encounter lots of the charm and oft unintentional comedy prevalent in the *Fable* world.

- **Fast Metabolism [200cp]** - You are now extremely reactive to food and heal wounds from eating it. This is always active should you lack the means to disable it, though you can dampen it to be almost negligible. Put on fat and muscle seconds after eating, react to transformative items in a flash, etc. Also allows you to gain more experience, morality, and health benefits from food and potions. Effects depend on the quality of the consumable in question.

- **Combat Multiplier [200cp]** - A multiplier that increases when you damage enemies. The more damage you deal, the greater the increase. Combat Multiplier rapidly declines from taking any damage (meaning fully tanking hits is fine) or after a certain time spent out of combat. Combat Multiplier cannot be farmed from things like hitting a dummy or exploited in similar ways. Every fifth stage of Combat Multiplier you gain a charge to use in the next few seconds to strike with a Flourish, increasing the damage of your attack and allowing it to break defenses/poise. Combat Multiplier affects all experience gain,

even in systems from other Jumps or from doing things like eating food and drinking potions.

Civilian

- **The Next Generation [100cp - Free Civilian] -** The Old Kingdom was toppled partially due to bad parenting, what with William's descendents being so unruly and all. Luckily, you're a pretty great parent, the Dragonknight of superpowered children if you will. Love languages, stopping babies from crying, all that jazz.

  You are especially good at guiding your kids through their own powers and development, ensuring they are responsible and well-adjusted adults who don't go around blowing up towns or thinking others are lesser than them. Well, unless you want them to.

- **Tattoo Artist [200cp - Discount Civilian] -** This perk makes you highly skilled at giving tattoos, ups your pain resistance, and allows your tattoos (given and received) to have a pronounced effect on attractiveness, scariness, and even alignment. The higher the quality of the tattoo, the greater the effect. Tattoos will still affect these attributes even when covered or unseen. You can also easily remove tattoos through a painless and side-effect free process involving only your hands and a few minutes of time. As a side effect your Will Lines are particularly attractive and interesting to look at.

- **Morally Grey [200cp - Discount Civilian]** - You find yourself a peer to Magdalena and Elvira, perhaps even distantly related if you choose. You are extraordinarily beautiful in a way you desire, an allure that allows you to topple kingdoms with a bit of effort, especially when combined with your now excellent skill in intrigue and romance. Comes with all the fun bits like a pleasant smell and soothing voice, you know the drill.

  These charms work particularly well on those in power, and when you finally decide to cash in on their love for you they will find it extremely hard to resist your schemes and honeyed words. You have a fantastic way of exploiting your power over others and getting away with it, so it's rare you'll ever face retribution for your tomfoolery.

- **GUARDS! [400cp - Discount Civilian]** - In this land you will almost certainly come across the famed Town Guards at some point, a seemingly infinite organization that remains organized and ever-present despite the chaotic state of Albion, serving the entirety of the nation's lawful settlements. For whatever reason these guards are a big fan of you in particular and appear from seemingly nowhere when you witness a crime and call for them.

  Although only a dozen can come out at once, they will chase and pester the offender, demanding they pay a bounty or suffer their wrath. Violent crimes will skip this process entirely and go straight to the death penalty (you can let them off if you wish). Bounties are based on the number and severity of crimes.

  Should the guards die or be incapacitated another will appear to fill their place within seconds, each stronger than the last as the person resists justice. Eventually

guards will stop spawning, being replaced with shockingly powerful White Balverines and capping off there. The only way to stop the guards spawning is for you to do it yourself, for them to pay their bounty, or for them to leave the area and let the heat cool down.

Guards will also patrol any of your properties should you wish, and although they can't go very far outside of them they will follow your general directions. They can be summoned by residents of your properties if they witness a crime and call for them. Upon someone entering your property the guards will confiscate their weapons and somehow seal their supernatural powers, regaining them alongside their weapons when they leave. This can be resisted, but it'll mean suffering the wrath of your guards or being kicked out.

In future Jumps you can opt for something more setting-appropriate or keep the simple *Fable* guards and balverines.

- **Not So Old Kingdom [600cp - Discount Civilian]** - The spirit of innovation possesses you, granting you unparalleled technological acumen alongside great creativity, intelligence, and inventiveness that allow you to revolutionize several fields within a lifetime. The concrete knowledge of the Old Kingdom is also within you, allowing you to recreate the technological wonders of that lost age and bring a renaissance to Albion. As a capstone this works off of your purchased Heroic Disciplines.

  With Strength you are an ingenious martial instructor, developing highly efficient fighting styles and tactics aided by your great talents/knowledge in biology. You are a saint of manual labor and crafts, able to create long-lasting and practical works that stand the test of time. Even the Archons themselves would be pleased to wield the weapons you create and lead the armies you train up.

  With Skill you are a master of many artistic pursuits. A legendary sculptor, playwright, artist, novelist, musician, songster, and whatever else you care to name. A master of weaving stories and putting them in easily understood and universal terms, easily able to impact entire cultures with your tales. A font of creativity, you could literally sit around creating masterpiece after masterpiece 24/7 and still have ideas to spare.

  With Will you are a highly inventive mage able to easily develop new spells and even entirely new schools of magic. Your ability to mix magic and technology has reached the peak, allowing you to do things like create Demon Doors to guard your treasures or create Guild Seals/Cullis Gates which are essentially cell phones that let you teleport around the world to activated waypoints on the fly.

  Combining all three you would be able to create practically anything that exists within the setting given the materials and some time. Possible projects include constructing/rebuilding the Spire, connecting separate dimensions with Cullis Gates (even other Jumps post-Spark), making the Void habitable, sealing objects and evils as William did with the Sword of Aeons, creating artificial vortexes and using them to empower weapons, etc.

Hero

- **Heroic Specialization [100cp - Free Hero]** - The work Heroes do can't be summed up in a single word. Knights, assassins, mercenaries, privateers, they all apply depending on the particular Hero and era. You now have a particular specialty, a niche to fill when taking Quest Cards with the knowledge, talent, and experience to excel in the area. Your reputation also allows you to collect higher rewards for related Quests. Escorts & bodyguarding, fetch/search/collect, performance, extermination, espionage, convenience, or whatever other areas you can come up with.

  Purchases after the first are only half-off if discounted.

- **Expressive [200cp - Discount Hero] -** A long lost art that now finds itself in your hands. The only other user in these times is the Hero of Oakvale, perhaps it has something to do with the Archon's Bloodline? Either way, you can focus your charisma/presence into potent gestures, conveying certain feelings in a way pretty much any intelligent being can grasp. New gestures can be acquired over time with renown, questing, and alignment.

  The effect gestures have on others is boosted by things like your attractiveness, how intimidating you are, your fame in the area, and of course your actual charisma. In the right situation you could literally charm people out of their clothes with a Flirt or Sexy Hero Pose and get away with non-violent crimes with an Apologise. Follow and Wait also come in handy, allowing you to whisk people away without suspicion, even when they're working or really shouldn't come with, provided they like you enough.

  Also gives you a knack for simple insults and compliments and the ability to Fart and Belch on command.

- **Black and White, Too [200cp]** - Morality is now a lot simpler for you, as if it were a simple scale of evil to good. So long as your actions on one alignment outweigh those on the other, you will be treated as such. Your soul will still be pure and others will regard you as a saint even through your occasional robbing sprees so long as you donate to good causes, eat lots of tofu, and maybe save the world here and there. The further you are to one side, however, the greater gains towards the opposite become and the harder it is to progress further. Trying to exploit the system or do things disingenuously will see the gains lessened as well.

  Your outward appearance will reflect your alignment (toggleable). Glowing eyes, teeth, beautiful blue auras and halos for those who are Good and menacing miens, sharpened teeth, red eyes, horns, and cracked skin for those who are Evil are to be expected, among other things. Having this on also grants you a presence tending towards intimidating and foreboding or pleasant and welcoming.

- **Boastful [400cp - Discount Hero]** - Finesse is all too uncommon these days, what with Heroes now being glorified mercenaries and all. It's a good thing we have you, Jumper, a master of rousing a crowd without using words. You do everything with an effortless style and grace or perhaps a sort of macho determination, whichever you like.

  More importantly you can now take on Boasts before beginning Quests or other similar ventures. All you have to do is publicly declare you will follow up to three

conditions that increase the difficulty and then place a wager, typically in the local currency. A bigger wager is required the larger the Boast, as the reward is greater in turn. Once you have completed the task/quest in line with your Boast you will find that all quest rewards are proportionately boosted along with a complementary sum of currency, energy, or something similarly concrete and relevant to the task. Simple Boasts like completing a quest with just your fists, with no clothes, or without killing anyone are a go-to, but only Boasts that actually increase the difficulty somewhat can be taken. Once a Jump you can use this for something meta, such as increasing the difficulty of a Scenario or Drawback to gain a bit more from it. You can use this on this Jump, too. Fanwank the boosted reward responsibly in relation to the newfound difficulty.

- **Back in Black [600cp - Discount Hero]** - You are a descendent of the very same Archons who brought untold prosperity and potential to the lands of Albion many years ago, sharing the Archon's Bloodline with one William Black. This bestows upon you (and those related to you, even retroactively) great potential as a Hero, with the ability to master Strength, Skill, and Will to an incredible degree. Your vitality is also impressive, allowing you to live long into old age at peak condition, practically swinging full force until you're already on your deathbed.

  Besides being a fantastic Hero you are also a destined ruler of men. You are especially suited to ruling through your purchased Heroic Disciplines, and so too will your people benefit from them.

  Strength will allow you to easily expand your territories and rule for ages without being questioned. Changes you enact will be far harder to undo, with your philosophies, policies, and empires long outlasting your rule. Your subjects will also become healthier and stronger, living longer lives with a newly awakened determination. Your manual laborers, craftsmen, and military will easily flourish with you as an example.

  Skill will see you bring lifelong enemies to the negotiation table with open minds, plan with great Accuracy, and have greater success using methods of intrigue and Guile. You also find it much easier to change the perceptions, culture, and philosophy of your subjects and avoid pushback for it. Your subjects will become more charming, beautiful, and dextrous. Traders, diplomats, artists, prostitutes and the like will all flourish as your mere presence inspires peace and prosperity.

  Will will see holdings practically reshape themselves to your desires, with cities being built in mere weeks, terrain shifting over time to be favorable to you in almost impossible ways, and other miracles arising to serve your peoples' continued prosperity. New technologies, magics, and other advancements are adopted and spread quickly and smoothly throughout your territories. Your subjects will become better suited towards intellectual pursuits and gain increased discipline. Engineers, scholars, students and the like will all flourish with your guidance.

  With all three you could bring about a long-lasting golden age to match the peak of the Old Kingdom, inspiring great works, powerful Heroes, and a time of enlightenment and progress in all fields.

  Of course, this does mean you will play a part in the Hero of Oakvale's destiny. It's also a bad idea to let Jack of Blades find out about this, but it's probably too late for

that. In future Jumps you can opt to trace yourself back to a similarly great ancestry of your choice, at least finding a few boons in the form of inherited properties, talents, or a path to gain an ancient artifact tied to your bloodline or some such. You can decide how your family relations work, like being kin to the Hero of Oakvale here if the circumstances line up.

Bandit

- **Titles [100cp - Free Bandit] -** This perk allows you to unlock through completing tasks and meeting thresholds. These Titles are attached to your reputation and never stick for others who may use similar ones, even impersonators being easily called out as such. It'd be straightforward to find related work and be taken seriously if you're titled "Assassin", for example.

  Titles can be changed freely in your warehouse, and somehow everyone is updated and flexible, no questions asked. You will begin with a few titles respective to your origin and any number of relevant ones related to your past Jumps.

- **Way of Life [200cp - Discount Bandit]** - In Albion being a bandit isn't just a profession or classification of dirty criminals, it's an entire way of life. A pure lifestyle that lives off of the land, reflecting both Good and Evil. At least that's what you've convinced everybody else. You're like a mirror to people, with criminals treating you as another respected member of their profession and law enforcement seeing you as another side of the same coin or a necessary evil. This all ends when you mess with their personal business or just go too far, however.

- **Bandit King [400cp - Discount Bandit]** - One who worships only gold, you are a believer that brute force solves all. In this fashion you can easily absorb disparate groups by proving yourself more powerful, followers flocking to you left and right as your reputation naturally snowballs out of proportion to your actual feats.

  To aid in building your legend you are a master of one on 1-on-1 duels, have a highly intimidating presence, and are great at enforcing codes of honor (especially when backed by violence). When it comes to those duels you're so fond of it's rare indeed that anyone cheats you or takes a cheap shot. Even if they do get the best of you they're far more likely to spare you or at least give you a Hero's death.

- **The Gift [600cp - Discount Bandit]** - Awakened during your childhood was the gift of prophecy. Starting as strange dreams and nightmares that portend of life-changing events to come (more clearly than you'd expect), this gift grows alongside your purchased Heroic Disciplines into something quite special, faster still if you seal your senses and open yourself to the truth.

  With Strength, one can develop their ability to break free of destiny. Your sense for and visions related to personal danger, bloodlust, or violence will also increase in clarity and frequency, becoming passive with practice.

With Skill, one can easily predict how their actions might affect the future and, with effort, identify what steps should be taken to reach a desired outcome. Your sense for and visions related to potential opportunities, falsehoods/deceit, and items of interest will increase in clarity and frequency.

With Will (implied to be the source of this ability) you will become better at peering into the destinies/fates of others, eventually becoming able to do so with a single glance. The amount of timelines/possibilities you can look into and explore will also increase with your Will Power. Your sense for and visions related to individuals of interest, powerful sources of magic, and the paranormal will also increase in clarity and frequency.

With a sufficient amount of magical power and practice (or ability in all three Disciplines) one could eventually peer into all possible futures, awaken this Sight within others, display and twist visions to others even from afar, and more.

Ancient

- **Knowledge of the Ages [100cp - Free & Exclusive Ancient] -** It seems all those years of existence haven't gone to waste. Peering over hundreds of tomes over the ages has granted you encyclopedic knowledge of one of history, monsters, magic practices, religion, or another field of study you fancy. You do gain some equivalent knowledge in future Jumps, about the equivalent of four years of study at a decent university there.

  Purchases after the first are half-off.

- **THE OLDEST SOUL [200cp - Discount Ancient] -** Years pass, kingdoms fade, and you persist. What would be the point of it all if you couldn't take advantage of it? This is a potent combination of always being able to appreciate the little things, a healthy dose of mindfulness, a sharp wit, and an excellent memory. You will never suffer boredom simply from overexposure or grow tired of existing, forever indexing new experiences with pep in your step. You can easily recall things from thousands of years ago as if it were yesterday, even reliving things like taste and smell like you were actually there again.

- **Scythe Supervision [400cp - Discount Ancient]** - Like Scythe you are a master of training and guiding Heroes. All those under your tutelage quickly excel in their studies as you naturally amplify their talents, easily hammering them into shape and guiding them on the path you desire. To aid in this you have a natural eye for the potential and true personality of any you look upon.

  While you are naturally attuned to the best path for your students there are some extreme cases where you can catch visions of their possible future greatness. Visions of them sitting upon the highest throne, leading great legions of dragonknights into battle, that sort of thing. This is a hard phenomena to trigger but *extremely* rewarding, as when it happens you can open yourself to that future and almost instinctively guide them to it, greatly boosting their potential and your own tutelary abilities.

Once a Jump (or once a century, whichever comes sooner) you can force this phenomena to trigger for a person of your choice, even nudging it towards your desired final outcome. Regardless, this path is destined to lead both you and the student to become a legendary pair whose tales are passed down through generations.

- **Dragonknight [600cp - Discount Ancient] -** Despite it being many years since the last of the Dragonknights passed away, their legend still endures throughout Albion. Now the potential to reach those heights lies within you. You are one destined to restore the greatness of dragons, naturally attuned to their wants and needs. Your presence calms dragons and inherent traits of your blood allow you to tame and communicate with them.

  As a Dragonknight merely being in your presence carries an empowering effect to dragons you allow it to, ascending them naturally over time. This is a slow process aided by training, fighting, and bonding with them. It grows them towards the peak of their species, eventually awakening within them the bloodline traits and potential of their greatest distant ancestors. Your bond with your dragons also allows them to sense where you are and your status and vice versa.

  Dragons you tame are heavily affected by your purchased Heroic Disciplines, developing best towards those specialties and changing their forms over time further towards your own might in them. With all three Heroic Disciplines (and a healthy amount of time, practice, and experience taming dragons) you will be able to make even godlike dragons obedient and command great legions with ease, inheriting portions of your dragons' power to become more draconic yourself.

  You will be able to awaken others as Dragonknights through a short ritual requiring dragon blood and a long chant. This requires a healthy amount of willpower and martial potential to survive.

Items & Properties

You can import these options into similar items if you wish. All items regenerate in 1-2 weeks after depletion/destruction unless stated otherwise. NPCs regenerate after a month unless stated otherwise. All improvements to properties are retained from Jump to Jump. Jumpers gain a 300cp stipend for this section.

- **Hero Dolls [50cp]** - Collectible dolls based on you, your companions, and powerful/influential characters in each future Jump you visit. The greater the subject, the higher the quality of the doll.

- **Blue Mushrooms [100cp]** - A small bag of the extremely rare mild-altering hallucinogenic Blue Mushrooms normally found growing high on mountains. They're highly valuable, and *extremely* potent. There's no side effects, and you get a new bag of

product every day. Each person reacts differently, some even peering into truths they may regret learning. Guaranteed to be a relatively good time.

- **Silver Keys [100cp]** - Adds Silver Keys to future worlds. They are scattered randomly alongside Silver Chests emblazoned with the number of keys required to open them. Should you go looking you will be likely to find them in time. The rewards hidden in Silver Chests are related to the area and setting you find them in, some better than others but most worth the time. There is no other way to open Silver Chests or obtain what's inside without utilizing the keys. There's also no way to duplicate or forge keys, each one being completely unique and secure. You can keep them after using them, though. Canon Silver Key/chest rewards become fiat backed when earned with this item, detailed in the Notes section.

- **Guild Seal [100cp]** - A large, disk-like object adorned with the symbol of the Heroes' Guild that represents the graduation of a Hero. Allows you to teleport between Cullis Gates scattered throughout Albion, provided you've been to them before and they're currently active. Also adds Cullis Gates around each of your properties. Duplicates can be made from this to give to others once a month. New Cullis Gates are generated in important places in future Jumps without arousing much suspicion. Teleporting from outside of a Cullis Gate has a one hour cooldown. Guild Seals can also be used to communicate from afar with anyone who knows of its existence.
  Non-Heroes gain some other item that serves the same purpose.

- **Augmentations [200cp]** - A box of five augmentations arriving in your warehouse with an order sheet to select the next five, arriving once every year. They can be slotted into a weapon, the amount of augments possible depending on its quality and maxing out at five. There's Flame, Lightning, and Silver which add on elemental damage and improve the potency of similar abilities when channeled through the weapon. Sharpening increases weapon damage and Piercing allows it to ignore a portion of all defenses. Health and Mana grant passive regeneration while the weapon is equipped, and Experience boosts the amount of experience gained from kills with the weapon, either in any applicable systems you possess or as more effective practice. New Jumps will have exclusive, setting-appropriate augments. Augmentations can sometimes be found pre-applied to weapons you pick up. There is no way to remove augments.
  For **50cp** more you also get an augment remover, a handy little tool which can safely remove augments for reapplication.

- **Bomb Machine [300cp]** - A machine that generates bombs at the cost of WIll energy. It has a setting for Empty, Enflame, Lightning, Slow Time, and Health Potion pre-installed. You can add new spells or substances to the machine by channeling/pouring them into it, serving to create a new button dedicated to it. The energy cost increases with the greatness of the effect. Empty bombs are low cost and can be filled at any time, storing the spell or substance within the bomb until used. Effects are slightly adapted to make sense being used in a throwable bomb. The more substance or spell power poured into

an empty bomb, the greater the potency. There are some sliders for effect radius, duration, and more, but they all rapidly scale up the cost.

- **Leveling Station [300cp]** - A small circular green platform that grants a 25% discount to all leveling/stat point allocation done while standing on top of it. While on it you can level up under any possessed systems, fulfilling other requirements like “sleeping” or “being in an adventurers guild”.

  Using this station for the first time will grant access to the *Fable* leveling system. This causes experience orbs to drop when killing enemies, completing tasks, and ingesting certain foods/potions. Experience drops can be gathered to you and absorbed with a bit of focus. Experience comes in four colors, each giving you points towards a different area. Red for Strength, Blue for Will, Yellow for Skill, and Green for General. Spending this experience allows you to upgrade abilities under the three colors, though you can only gain & spend experience under disciplines you have purchased above. New abilities can be unlocked for upgrade upon encountering them and with practice.

  Others that activate this station will awaken to the same number of Heroic Disciplines as you have purchased, though they can choose as to which of the three. Only grants them the ability to gain and spend that experience.

- **Fine Establishments [300cp - Discount Civilian]** - Make a choice for each purchase.

  The Fist Fighters Guild, a wide-spread organization that sets up small arenas in cities around the world for half-naked fighters to test their mettle against each other in. All weapons and armor are forbidden and battles are strictly for money and renown. You are now the de facto leader, able to switch around the gangs/rules freely and take a cut of the money earned. Each Jump will have a decent number of members picked from the setting and a small class of managers/higher-ups who are decently skilled fighters and ensure operating efficiency. Somehow this activity is never illegal. Gangs of many different levels exist, and to challenge a gang of high rank you have to defeat those under it first. The gang members/followers will help you in a pinch and do favors for you now and again.

  There is also the Bordello, an oasis of love, luxury, and depravity. You can change this into something like a shelter for homeless women or cabaret club if you’re not a fan of this particular flavor of debauchery. Either way it’s near impossible to carry hostilities or non-consensual violence in here. Employees meeting your specifications are either attracted or generated to work here. Food and drink flows endless in great varieties within. Health, safety, and comfort are guaranteed for all involved. No STIs, unwanted pregnancies, chafing, that sort of thing.

- **Ship of the Drowned [300cp - Discount Hero]** - *“When the Old Kingdom constructed the Hook Coast lighthouse, they did so to house a magical item known as the Fire Heart. The beating of its powerful pulse summoned a ship from the depths of time, sunken for millennia, with a crew of whispers. This ship could carry the traveller to any part of the world, no matter how remote or inaccessible. But it would take a steely soul to withstand the desperate solitude of the journey."*

A strange ship that you can now summon from the depths of any nearby water source big enough for it to float on. It's quite well-built (or it used to be, at least) and strangely serene. There's no weapons, but the spirits can control any you might add yourself. They also take care of things like food and drink, somehow. Giving the ship directions will have it take you anywhere along the body of water although it's no faster than you'd expect a ship its size to be.

Lost to time, years-long voyages will take mere days due to a strange dilation effect onboard. This has an added benefit of making it nearly impossible for others to catch it or see it when sailing. This is probably because of the ship sailing in a ghostly/mirror world of some sort. It's not recommended you stray far from the ship during a voyage. Voyages on this ship are unearthly quiet and peaceful, with seasickness being a non-issue and the presence of spirits nearby feeling strangely warm and comforting. Voyages can be stopped midway.

For **100cp** more (undiscounted) the Ship can now sail to any other body of water large enough for it to float on, provided it was possible for you yourself to reach it from the starting point given enough time.

- **Trophies [300cp - Discount Bandit]** - Grants you great trophies related to your past ventures, retroactively creating a collection of knickknacks such as decorative weapons, armors, and even the heads of creatures you have fought. These are purely decorative. You will gain new trophies in the future as you add more feats to your belt. Showing off these trophies carries a similar effect to Expressive, boosted more so if you have it already. The journey you took to get the trophies will also be adapted and understood by those who witness you flexing it. Trophies are very valuable and will greatly increase the property value of wherever you place them.

- **Demon Doors [300cp - Discount Ancient]** - Adds Demon Doors to future worlds. They are scattered randomly, each one a sentient that can be awakened by you and those you give permission. Upon awakening the Demon Door will ask you to complete a task, fit a grouping, solve a riddle, or whatever else they fancy. Demon Doors will open when satisfied, revealing a pocket dimension of sorts filled with a (usually) relevant reward or interesting space. Some Demon Doors have libraries, some have independent beings, some have entire areas or idyllic landscapes or untold horrors, some just have a small room with chests containing valuable or unique loot.

  As with Silver Keys there is no way to get around this process or manipulate the Demon Door, you will have to legitimately satisfy their requests.

  The specific abilities of each Demon Door are unique to it, so some can continue to offer use or regenerating supplies and such. Most (if not all) Demon Doors are cursed humans, so if you can somehow cure this they will be open to companioning as normal and still be able to open doors into their pocket dimension the same way you would your Warehouse. Demon Doors are fully immortal. Canon Demon Door rewards become fiat backed when earned with this item, detailed in the Notes section.

  For **100cp** (discounted) extra you can take any Demon Door you open as a permanent warehouse attachment, having them become a loyal Follower. Demon Doors

will also appear in each of your properties, relevant to and complementing their purpose. With *Not So Old Kingdom* and this option you receive the ability to transform your Warehouse into a Demon Door.

- **Archon Arena [400cp - Discount Civilian & Bandit]** - A grand Colosseum where spectacle fighters, criminals, and grand Heroes alike can fight for glory or to settle disputes is now in your control. It's perfectly legal wherever you put it, grows to seat any number of people (shrinking to a minimum of twenty thousand), and is packed full of facilities for you and your guests to make use of.

  You have quite a bit of options for the Arena, though you can grant control of these to any of the many staff NPCs and managers if you want. The Arena's features are powered by magic energies/lifeforce, but it is naturally able to drain some from competitors or customers as a fee of sorts should you enable it. Lethality of fights, conditions and terrain, traps, generated beasts, automatic healing, special rules, etc. can all be adjusted with sufficient power. Even things like teleportation stations and the like can be added for quick travel between areas within.

  Generated beasts are chosen from a library of common monsters updated each Jump (and for every past Jump). At additional cost you can mix and match the attributes of multiple selections to make hybrids, beings with unusual ability combinations, false memories, and whatever else you want. To unlock more beings you will have to bring their souls here or lock them into the animal rooms included within. Generated beasts cannot have their abilities absorbed, be farmed for unlimited experience, or be used in similar exploits.

  Some of the amenities include a staging area with dressing rooms, a gladiator school, armories, tunnels, holding rooms, training areas, and so on. There's a massive variety of shops that also update with the Arena. The grand hall has statues of standout winners and the general history of the Arena. If you'd expect it to be included in a grand arena, it's probably here. Grand seats of honor, protective ditches, toilets, npc vendors, etc. Spectators can also buy things like mana/health potions or weapons to throw in alongside gold, sponsoring their favorite fighters if the ruleset allows it.

  The Arena always has a great reputation in each setting and attracts participants from about as far as it's possible for them to travel. It makes a *ton* of money and could be leveraged for equal political power.

  If you're a pansy there's an opportunity to renovate it each year for different events, whether they be lame non-blood sports or a place to hold your massive public orgies or whatever..

- **Oracles [400cp - Discount Hero & Ancient]** - An upgraded copy of the Snowspire Oracles, a large monument created by four Will Users in the Third Archon Kingdom bearing the letters Y, M, C, and A after their creators. A set of four talking heads that catalogue the history of the world they reside in. They will answer questions asked by anyone who completes one of the four gestures provided to you now, though they have to have your consent to succeed in doing so. Their knowledge base expands in each future Jump to include a great amount of knowledge about a country of your choice,

including its people, creature, lore, and history, and a smaller and more general amount of information on the rest of the world. They will learn more over time as they have quite sensitive hearing and can absorb information from books, conversations, and the like in a several mile radius, growing as you upgrade them with exponentially increasing amounts of Will.

For **200cp** extra (discounted) you receive a fifth head that contains the sum knowledge of you, your companions/followers, and all information contained in any of your fiat-backed items/properties/etc. This one bears the letter J, which kind of ruins the YMCA thing they had going on.

- **Jumpergate Prison [600cp - Discount Civilian]** - A massive prison greater than Bargate staffed by powerful NPC guards. An underground chamber houses a Kraken or similar beast that scales alongside the power and number of prisoners within the property. The Kraken will be limited to around your level of power should you take it outside of the prison or when engaging in any pursuits unrelated to maintaining the prison. The use of supernatural abilities by hostiles/prisoners within is prevented and *all* of the items on each prisoner are confiscated, even if they're normally impossible to remove or *very* well hidden. A prisoner can use supernatural abilities again if they regain their items, so making sure they're well protected is vital.

  It doesn't have to be inhumane like Bargate and is generally built around your specifications, giving you quite a bit of leeway to add your desired amenities. It can house as many prisoners as you want, gaining new space as you add more in. Also comes with a small, barren island to place it on with features that make it hard to break in from the outside including several powerful wards and beasts like Balverines and Screamers. Can be a warehouse attachment post-Jump.

- **Guild of Jumpers [600cp - Discount Hero] -** A small organization of your own like the Guild of Heroes. For this Jump it can be a duplicate of sorts or you can occupy a high position in the real deal. Has quite a bit of sway and diplomatic immunity anywhere you put it alongside a decent amount of history and enough Heroes to go toe to toe with the Guild in setting. While not necessarily working for you personally, you are the Guildmaster and can put out quest cards with far lower rewards than normal. The Guild will also defend you in a pinch or aid in anything that threatens the guild's sustainability.

  Quest cards are requests with an attached reward placed in Guild for Heroes to fulfill. Anyone can place one in the Guild for a job they want done so long as it follows the rules you set. Some will be generated automatically to suit your interests, a third of the reward coming out of your pocket and the rest being generated by the Guild. You can toggle this, but it helps ensure work for your Heroes and a stream of aid for you.

  Has well-stocked Sleeping and Dining Quarters, alongside a large staff and inexhaustible food and refreshments. There's a map room that updates with new technology in future Jumps. The library has lots of information about the Guild and its history, surrounding regions, and the spells, potions, medicines, and other powers a Hero should know about. Other attractions include the Guild Shops, Training Facilities for developing heroes and apprentices, and the quite extensive surrounding acreage

filled with woods, streams, fertile land, wild game, orchards, and whatever else is needed to sustain the Guild. The Chamber of Fate is a serene and securely warded sanctum carrying murals depicting you and your companions' greatest ventures, expanding over time to fit more. A contraption in the center allows you to seal practically anything that's currently incapacitated.

The Guild will update in future Jumps to accommodate the setting's Hero analog, becoming something like a mage's guild or whatever. Also gains new setting-relevant food/drinks, items for the shop, information for the library, animals/resources in the forests, and so on, carrying a regenerating supply into future Jumps with everything it gathers over time. The Guild is also able to bestow potential in the learnable power systems of worlds you visit and is always equipped to further train up students in those arts, whether it be Haki/Chakra/Mana/Aura or something else. Lesser versions of your teaching perks are granted to Guild staff, with some gaining more than others based on their prestige. Finally, it will expand its facilities to accommodate any number of companions and followers you might have.

- **Bandit Camp [600cp - Discount Bandit]** - A sprawling bandit organization based out of a half-town half-camp to rival Twinblade's. Filled with all manner of criminals like assassins, mercenaries, thieves, and standard brigands. There is your own personal class of powerful bandits that scale with your purchased Heroic Disciplines (a dozen) in the central camp, a larger class of Elite Bandits (around fifty) and skilled assassins/enforcers around that, and then the much larger area where bandits from any number of groups you've annexed (in the hundreds to start with) outside of it. Even without your intervention they will manage, always giving you a cut of the loot and dosh and slowly expanding as they absorb nearby criminal enterprises. If you actually intervene they can easily thrive, and they do retain their member count (if not the individual members) between Jumps. They also respawn monthly if killed or incapacitated and count as Followers. You can freely decide to split them into any number of camps, even organizing them into different groups and classes as you please. Each camp will at minimum have enough traders, bartenders, entertainers, mercenaries, and a cozy level for each class of bandit. As it grows it could become a full-blown bandit civilization. Updates in future settings like the Guild above to house space pirates or scavengers or whatever.

- **Jumper's Folly [600cp - Discount Ancient]** - Like the Archon's Folly you now have a safe space from which to hide away and bolster your power. It can only be entered through the Bronze Gate, protected by countless wards and a barrier of Will that prevents entry otherwise, so potent that the Spire would barely be able to open a path for a few seconds in all its might. You and yours can move through the gate freely, but others will need to sacrifice three powerful souls to open the gate. One of great Strength, one of great Skill, and one of great Will. The gate is resealed at the start of the next Jump.

  Beyond the gate lies your sanctum, a landscape extremely dangerous to all others and perfectly safe for you and yours. Intense gravity, dangerous temperatures,

hostile terrain, everburning fires and lava that sort of thing. Intense Will Power in the air serves to disrupt the magic abilities of others and bolster your own. Any beasts you keep here will tolerate your presence to a degree, only being hostile towards intruders as they enjoy the benefits this place has to offer. Any beast weaker than you and still in here by the end of a Jump comes along as a Follower bound to protect the territory in the same way.

While within the sanctum you can take on a very powerful monstrous form (defaulting to a dragon) that multiplies your own regenerative abilities fivefold. All training and learning perks are boosted half again while within.

Discipline Perks

Strength

- **Thunderous Strikes [300cp - Discount Strength] -** Whether through an esoteric art or simple physical strength your blows will now stagger, stun, or knock down (depending on the strength gap) any they strike. This effect bypasses all defenses, allowing you to knock down even mages through their Physical Shield and those with strange physical makeup.

- **Twinblade's Twin [600cp - Discount Strength] -** Scars on the back are a warrior's shame. Sadly, those are pretty much the only scars you can get now. You are totally invincible from the front, all targeted attacks deflecting off you passively or being negated with focus. In forms where there's no 'front' you can choose a side for this to affect. Wide area attacks/AoE can still hurt you if the area also includes your back.

  If taken with the Heroic Discipline of Strength being primary, elevates you to the level of a Hero of Strength. Transcendent mastery in all manner of melee weapons and martial styles paired with outrageous levels of strength, toughness, and willpower. You could bring down armies with a swing of a hammer and tank blows capable of the same. Your stamina is functionally limitless and you are immune to most mundane and supernatural illnesses and diseases. Manual laborers, craftsmen, and military personnel will naturally respect you as a champion of Strength.

Skill

- **It's A Skill Issue [300cp - Discount Skill] -** You play fast and loose with economic "rules", ignoring petty things like "inflation", "international trade law", and "supply in demand" without anyone. Brimming with the spirit of unchecked corporate greed and outright hyperbolic levels of personal freedom, you could publicly execute striking workers and host orgies in the streets without ever getting in trouble for it. Somehow all of this has little effect on your reputation besides seeing you labeled as a hedonistic eccentric.

- **Exploiting the System [600cp - Discount Skill] -** The natural limits of cunning and charisma are now blown out the window for you, defying all logic as (with sufficient charisma) you haggle down merchants into paying *you* for taking their precious family heirlooms off their hands or convince tenets into paying more rent than they make in a year while thanking you for the opportunity.

  If taken with the Heroic Discipline of Skill being primary, elevates you to the level of a Hero of Skill. Transcendent skill in all manner of ranged weapons and outrageous levels of dexterity and precision. You could snipe people from miles away with primitive weaponry and complete a lap around a city by the time a coin flip touches the ground. Your charm and guile are enough to sneak around gods and devils and then successfully parley with them after you're finally caught sneaking out with all their treasures. Artists, traders, and diplomats will naturally respect you as a champion of Strength.

Will

- **Power of Will [300cp - Discount Will]** - Choose two spells (listed in Notes) of the same category for each purchase. Attack Spells are mostly used to deal damage. Physical Spells primarily affect the caster and their allies. Surround Spells primarily affect the area around the caster.

  You gain increased starting proficiency and flexibility with purchased spells among any other benefits listed. Mastery of purchased spells is possible regardless of typical alignment requirements. The flexibility gained allows you to further develop the spells given time and effort, perhaps creating a Lightning variant area smite spell or using Infernal Wrath to drain souls for your own use.

- **Rule of Will [600cp - Discount Will]** - Like the Will Power present in these lands, your magic can no longer be destroyed, disrupted, blocked, or negated except by other magical/supernatural powers. No substance or material (natural or created) is immune to your magic and its effects unless it specifically possesses supernatural magical defenses. With further practice you can apply this fact to your other powers of the mind.

  If taken with the Heroic Discipline of Will being primary, elevates you to the level of a Hero of Will. Many rituals and magics are now yours, including complete mastery and several variants already developed for any purchased Powers of Will and enough Mana to spam and charge them quite freely. Your control of Will has reached the beginning stages of its applications in bending reality as you desire, allowing you to do things like negate attacks not backed by sufficient supernatural weight or deny others the ability to use magic. Mages and scholars will naturally respect you as a paragon of Will.

Discipline Items

You can import these options into similar items if you wish. All items regenerate in 1-2 weeks after depletion/destruction unless stated otherwise.

Strength

- **Stick [100cp - Free Strength] -** An indestructible beating stick. All strikes with this weapon are extra painful but guaranteed to not leave any lasting damage.

- **Master X [200cp - Discount Strength] -** A masterwork melee weapon that excels in all categories, especially durability. Could be a longsword, katana, cleaver, axe, mace, pickhammer, greathammer, greataxe, greatsword, greatmace, spear, or something stranger. Elegant and beautiful, these weapons are warm to the touch and seem to almost sing as they cut through the air. *Very* receptive to upgrades.

- **The Harbinger [400cp - Discount Strength] -** This longsword was forged by the twins Elda and Essa. After its creation, they used it to cut off each others' hands, ensuring that the world would never see another weapon like it. Wielded by the great Hero Huw the Giant until his death, wherein he thrust the sword deep into the rock, believing that it would remain until someone with great Strength would come to pull it free and wield it. You are that someone. This sword is unexpectedly light and sharp enough to cut through most any material in the world like parchment. It possesses a power mortals cannot control, empowering its wielder with increasingly more Strength over time they can no longer contain it, leaving them a deteriorating giant in a permanent Berserk state. Slotted with Sharpening and Piercing Augmentations.

- **Solus Greatsword [400cp - Discount Strength] -** The legendary Solus of the mystical dragonknights, this weapon is held in awe by swordmasters and combatants of Albion alike. Wielded by the great Hero Holdr himself, this blade was set alight by the last dragons seen in Albion. Filled with endless vitality and everburning light, this blade will constantly restore and strengthen the body of its wielder. Each swipe of its blade carries a great storm of dragonfire, burning all that stands in its wielder's way. This fire is bound to your will, able to be freely manipulated while its heat only invigorates you. Slotted with Flame, Health, and Sharpening Augmentations.

- **The Sentinus [400cp - Discount Strength] -** A legendary greatmace wielded by the bodyguard of Archon, first ruler of the Old Kingdom. Simple in function, this weapon multiplies the force of its strikes twice over. Secondary effects include magnifying the volume of its wielder's voice and boosting their raw presence. Great for making your imperial decrees really stick. Slotted with Silver and Piercing Augmentations.

- **Aeon's Armour [400cp - Discount Strength]** - Named for its age, this fearsome heavy armor has existed since long before the time of the Old Kingdom. Highly attractive and intimidating, whatever material was used to craft is long gone from this world, leaving it

nigh-indestructible. Naturally enhances the durability of its wearer to remain ever useful, supporting the body's movements with a mind of its own to the point it's easier to fight *in* the armor than out of it.

Skill

- **Master (Cross)bow [200cp - Discount Skill] -** A masterwork ultra light, strong, silent, and precise bow or crossbow that's easy to use and generates infinite normal arrows. Can rip through all but the strongest of monsters. *Very* receptive to upgrades.

- **Rod of Champions [200cp - Discount Skill]** - A rod fit only for use by the greatest of fishermen, capable of attracting rare fish and catching fish in bodies of water that logically shouldn't have any at all. It has the special ability to catch and restrain any underwater being you have the Strength and Skill to reel it.

- **Fire Assassin Outfit [400cp - Discount Skill]** - The uniform of a Dragon cult outlawed in the time of the Old Kingdom. They burned the blood of their victims in dark rituals intended to gain favour with the Dragons of the North. Allows you to be read as an ally (or at least neutral) by most dragons and is highly resistant to flame. Drenched in the blood of countless victims and Evil Will energies, the outfit you now possess is cursed to slowly dragonize its wearer should they not have the willpower to resist it. Very resistant to Good energies and compatible with Evil, this outfit is sure to cause a flight or fight reaction in any who see it.

- **Skorm's Bow [400cp - Discount Skill]** - Rumored to have once belonged to the evil god Skorm, this is perhaps the most powerful bow in the world. It carries dark and terrible secrets, dyed with an evil Will Power that seems to propel arrows with a unique force carrying countless curses to those it strikes. Arrows can be infinitely charged with the wielder's Mana to increase the power of these curses. Infinite basic arrows are generated by the bow, perhaps out of the surrounding Will energies. Slotted with Lightning and Sharpening Augmentations.

Will

- **N.W.A. Staff [300cp - Discount Will]** - A strange staff ending in a purple gem containing potent Will Power. Loaded with a Sharpening and Mana augmentation, it is a decent magical focus and light blunt weapon that strikes with force enhanced by magic power. Slotted with Sharpening and Mana Augmentations.

- **Sophia's Sword [300cp - Discount Will]** - A longsword of pure platinum said to be imbued with the wisdom of a hundred gods. Whether that's true or not, this sword is indestructible and of incredible quality. It often whispers information and guidance to aid

its favored in their time of need, revealing more of its absolutely massive knowledge base as it grows to respect its wielder. Slotted with Silver, Sharpening, and Piercing Augmentations.

- **Guildmaster's Outfit [300cp - Discount Will]** - Worn by a particularly powerful Guildmaster in the times where the Heroes' Guild still practiced chivalry as a force of Good. Very resistant to magic (especially Evil) and curses. Radiates saintly Good Will energy that makes striking the wearer of this garb feel like attacking your own loving father.

Companions

Companions can take up to 200cp in drawbacks and can be given CP by you at a 1:2 ratio.

- **Import [50cp/300cp] -** You can import your favorite companions into the setting for 50cp each or 300cp for eight. Each companion gets access to their own origin including its freebies and 600cp to spend. You can also use this option to create a new companion of your own design.

- **Canon Companion [50cp/100cp] -** You can take any canon character in the setting with this option. The first option gives you no bonuses and requires you convince the companion to come along with you on your chain. The second option guarantees you make a favorable impression on them and meet up at least twice as well as ensures that they will understand you even if you don't share a common language. After five purchases of a single tier you can take as many companions as you want at that tier for no additional cost.

- **Beasts of the Old Kingdom [300cp]** - Ten Griffins, two of which are mature. These are very important mythical creatures from before the time of the Old Kingdom. They resemble lions with wings and the head of an eagle, capable of speedy flight. They are very powerful in all three disciplines and magically rich in general. They are loyal to you and can command some lesser beasts and all lesser birds. They hold great wisdom (at least, if they could talk) and their eggs are extremely valuable, far more beautiful than any mundane gemstone. This suits them well as they like treasure quite a bit, even hoarding their own unhatched eggs. They also carry a small effect of boosting the prosperity of lands they reside in, making them a great fit for a national symbol. If you were to breed a lot of them, you could make quite the empire..

  You can also opt to take five Dragons instead, and a purchase to this effect is free for those with Dragonknight. These will be particularly healthy and strong Dragons, comparable to those in the time of the Old Kingdom. They can casually raze cities and terrorize the countryside with their powerful breath of flames. They reign as king of lesser lizards and scaled beings, commanding them to do your bidding with greater efficiency and range than Griffins. Dragons can live for thousands of years easily.

Both count as Followers and as such will restore a month after death. This property is passed on to their descendents as well.

Scenarios

Additional Quests to take on for great opportunities. Failing to complete a Scenario by the end of the Jump means chain failure.

- **The Hero's Journey -** TBA

- **King of the Court [Requires 600cp Race] -** You are no Hero. You are not even a man. When the world was a blur of fire and demons, when its soil had felt not the tread of humans and was filled with creatures only our worst nightmares could begin to suggest, even then you were old. You were the Joker of Blades, a member of the dreaded Court alongside the Jack, Knight, and Queen. You were the weakest and strangest of the four, a wildcard who acted independently of the rest, much to their disappointment. A fateful encounter left your body shattered and your soul gravely damaged, requiring you to leave the void near-death to seal your soul away and bide your time. Whether this was due to betrayal by the rest of the Court or defeat at the hands of WIlliam Black depends on your alignment. Either way you have survived to wake up the day of the Hero of Oakvale's graduation (disregarding drawbacks) with the aim of claiming your revenge and living to realize your full potential, your ties to the Void greatly weakened. For the duration of the Scenario you must stay in Albion. Non-Ancients can take this Scenario at the cost of **600cp**, having their origin simply be the first body possessed by their Void form.

  You are bound to your Soul Mask and can only exist free of a physical form for a short time without it. You can also seal other souls into the mask, but that'd cause problems for you now lest you can overpower their souls to remain dominant. The Soul Mask is very cozy and is a perfect place to restore power and strengthen the soul. Anyone who wears the mask can be possessed by you, serving as your vessel until their body gives out. Even after leaving their body you will retain a small portion of their powers and potential. Possession will result in their appearance being warped into something quite horrific, which is probably why a mask serves as your phylactery. It's recommended to keep the rest of your new body covered, only allowing your glowing red eyes to shine through. No alt-forms or shape shifting for the duration of the scenario either.

  Over the course of the first few months you will recover fragments of your power enough to begin your journey. Here your Will will reawaken, tainted with the Evil, Chaos, and Corruption of the void, now manifesting as a menacing red aura. Besides being particularly dense it allows you to levitate, create chaotic/evil/corrupt variants of your spells, bend minds/induce insanity, and corrupt/empower lesser beings to serve as your minions, even summoning them from afar. Further uses beyond typical Will can be discovered with time and practice.

There are a few obstacles in this quest. If at any point Jack finds out about your continued existence he will become much more cautious than he originally was, not daring to view someone sharing his origin with the disdain he showed Heroes. He will fully utilize the connections and power he has gathered over the ages to defeat you before daring to continue his plans. To make matters worse, Jack has a sizable type-advantage of sorts against you due to his higher position in the Court's hierarchy (increased into practical immunity should he gain the Sword). His ability to twist your Companions against you should he get his hands on them also serves to make direct action more difficult. Theresa may become a problem should you lack the means to prevent her from divining your presence and somehow go against her goals. She can be quite power-hungry. Scythe and the Guild of Heroes at large are expected to get in your way due to certain unfavorable prophecies surrounding your rise to power. Do note that you *must* complete the ritual involving the Septimal Key and the activation of focus sites (which will alert every major party in Albion to what you're doing). You're free to use some other method to actually activate the Sword, should you find one. Keeping that in mind you have quite a few options.

Without your intervention events will proceed relatively similarly to canon. Jack will recover the Septimal Key, activate the Focus Sites, and reach the Chamber of Fate to awaken the Sword's power using Scarlet Robe as a sacrifice. There he will clash with the Hero of Oakvale and be defeated despite his return to glory, escaping to the North as his mask is taken and Sword destroyed. Following the Hero's journey afterwards to defeat Jack a final time in his dragon form is unnecessary at this point. From the start of the Jump to Jack's final(?) death, about a decade will pass.

Regardless of the path you take you must have the Sword of Aeons in your hand and activated when the dust settles. Smooth the prophecy issue out and put up a united front with the Heroes, rush the process before anyone even figures out what's going on, or wait until the last moment to steal the Sword from the hero before its destruction, it doesn't really matter. Once the activated Sword of Aeons and Jack's three Soul Masks are yours the Scenario is considered a success.

Reward: The full power of the Sword of Aeons, now abandoning its former apathy to welcome you as its fated master. It is a massively powerful sword and the oldest weapon in the world, far beyond any other found here when in the hands of someone like you. It is intelligent and often quite sly, capable of communicating telepathically and rejecting wielders.

Besides its greatness as a weapon, it is also a fantastic phylactery. You can use it to house souls, granting it a copy of all knowledge contained within and a small portion of the power/abilities. It will protect your own soul should you house it within, sacrificing weaker souls in your place should anything overcome its powerful defenses. This process grants your body immortality and allows the sword to scale with you, digesting and replicating your own abilities. Using the Sword as a body is also possible.

A tool of the Void, the Sword massively boosts your abilities related to the void, chaos, and corruption. It is also a great focus for magic and possesses the ability to freely manipulate Will Power. Energy slashes, orbs, and direct soul attacks are easy, able to be made imperceptible with further training.

With the wisdom and power it has gathered the Sword will unlock all three purchases of Heroic Discipline to you (all primary and mastered), refunding what you've already bought and any CP you now have discounted. As it carries the knowledge of serving Jack of Blades & William Black you can expect to do anything they could given sufficient time.

Finally, the power of the Sword is capable of permanently destroying those you defeat with it, denying any chance of resurrection even to beings like the Queen of Blades.

The Last Chapters: What's that, not finished yet? Is ruling over pitiful humans with the greatest weapon ever known a paltry reward for one such as you? Do you still wish for the rekindling of your connection to the Void despite everything you've built here? Allow me to introduce you to the (optional) continuation of this Scenario and your path to reviving the Court. Most of what it contains is uncharted territory. Be prepared for anything, Hero.

First, you will need to clean things up in Albion. Capture Jack of Blades' soul and trap it within his mask if he's escaped. Next up will be to deal with Scythe, finally giving him the death he's been skipping out on for so long and taking the last of his power into the sword. If you're up to it, the souls of Scarlet Robe, Theresa, and the Hero of Oakvale are also ripe for the taking. Now is the best chance to spread your tendrils throughout Albion and beyond.

Second, you must begin the search for ties to the Void and the additional power needed to conquer it. Rumors and revelations will begin to pop up around this time, leading you on a long journey to find a primordial Demon Door hidden somewhere in Albion. Upon locating it the bald Demon Door will greet you, explaining that it has waited many years to meet you and help you fulfill your destiny. Your trial will begin with the Demon Door sealing a large area around you (kicking out anyone else), summoning the shades of many past Heroes to face you. Possessing all of their prime strength and equipment, these ethereal shades will appear in waves, ramping the difficulty up until you're fighting the likes of Nostro, Sol, Blaze, Stone, Solcius, Holdr, Delfe, and countless others. At the end of this gauntlet your final opponent will be a shade of William Black, holding a reflection of the Sword of Aeons and fighting with his prime strength. Only when you have defeated the Trial of a Thousand Heroes will the Demon Door open.

Inside you will undergo a ritual requiring the three Soul Masks Jack wore, filling them with a portion of the essence now gathered in your Sword and two souls produced from within. Towards the end of the ritual a final Soul Mask will appear to take in the soul of Scythe. This will revive the Jack, Knight, and Queen of Blades, Scythe becoming a new Ace of Blades. This new and expanded court is now eternally bound to you as the upstart King of Blades. The Demon Door will congratulate you shortly before dispersing in a blast of Will that reverberates far and wide, causing all manner of instability. Beasts will frenzy, Old Kingdom artifacts will activate and go wild, the dead and spirits will rise and wander, it's pure pandemonium. The amount of Will energy present in the world will rise, leading to the disruption and empowering of Will Users in equal measure. Most importantly you will come to learn of a specific location in Aurora becoming the area of greatest Will concentration in the world, a portal to which is slowly widening every day.

Sadly, you're not the only one wanting to secure this pathway. The Crawler will have awakened long before you reach Aurora, already having begun bolstering his own forces since when you first revived the Court. Empowered by the state of the world, his army consists of countless Shadows and the Darkness he spreads instantly kills and destroys all life it touches. His Shadows are ghost-like beings that attack in large swarms and possess all manner of things, adding many beasts (even things like living armor) to his ranks. The Crawler himself is also quite powerful, preferring to stick to the shadows due to his physical weakness but able to use his Darkness to lethal effect. He will block out the sun and cause violent weather phenomena wherever he goes, growing more powerful the longer it takes for you to defeat him and his army as the pathway to the Void grows, sending out stronger reinforcements over time.

Once you have defeated the Crawler and taken control of the portal, you and your Court will be able to gather and channel the Will energy of the world into it through great combined effort and the aid of the Sword of Aeons, finally putting an end to the chaos and stabilizing a great portal to the Void.

Finally, you must defeat the forces of the Void opposed to your rule and unequivocally lay your claim to it. The Crawler's master, the Corruptor, and his Temptress, Devourer, and Harbingers are to be expected, but there are *far* more than just them. Any opposed to your rule or who'd rather destroy than conquer are going to be a problem here, leading to all out war between them and your Court. While you have the advantage on this home turf of yours, only you, your Court, and any of your Void Beings may enter the Void. Any others will quickly be infected with the void plague, rapidly leading to their decay before breaking off to create a new lieutenant for the Corruptor as powerful as they are. Regardless of your strategies and OoC cheese, what matters here is that you hold your own in Aurora before entering the Void, defeating or subjugating all enemies you have there before making your way towards its center. Here you will find the old palace of the Court, and sitting upon the Throne victorious, Court surrounding you and Sword in hand, will see you complete the Scenario fully. Hopefully Albion isn't too torn up by now?

Reward: Now crowned King of Blades and total ruler of the Void you can utilize all of its power to the fullest. Spread and manipulate the Darkness and Corruption freely, trap people in hallucinations you control, looking into and twist hearts and minds, drive entire populations insane on a whim, possess bodies from afar, twist beasts into loyal servants and summon them at will, naturally command worship from beings of darkness/corruption/evil/the void (*respect,* if they're stronger), dominate lesser Wills, contaminate and destroy souls, traverse dimensions freely, and a whole host of other abilities that you and the Sword both possess separately now. You are also able to use a larger portion of the powers and knowledge of any souls you absorb with the Sword in the future, though devouring them yourself could become easy given practice.

This does mean you are an absolutely towering paragon of all three Disciplines, essentially a walking Super-Spire overflowing with Strength, Skill, and Will. Feats that once required the entire Court's might are now easy for you. With even the most uncreative applications of your power you could scorch the world black, cover it in darkness, lift the seas into the sky and flood the planet, create and seal ever-expanding

vortexes that devour and destroy all, raise the dead, spread the Void plague before recalling it and twisting it into countless new minions, etc.

You have regained your physical form and then some, a dark and eldritch one of your general design. Anything up to the size of the Spire is fine, from a dark serpent to a beautiful humanoid form hiding your darkness. Either way, gazing on your true form is enough to mindbreak anyone without sufficiently strong Will or other protections. This effect increases as the Void expands and your own power grows. You can shape and alter your true form with time but keep the same general makeup regardless.

As ruler of the Void you bring the entire dimension along with you into future worlds, a realm the size of Albion to start with. It will expand further as you fuse in your other properties or devour foreign territory using your new powers, fusing them into the dimension. It's easier to steal from similar realms like other Voids or netherrealms or whatever. All of the Void's inhabitants are yours to command as Followers, even those that you defeated reappearing from the abyss to serve you in apology.

A great palace in the center serves as the seat of your power in the Void. Civilization within the Void is completely possible with the newfound focus and intention you bring to the table. From your palace the changes you can make to the Void are quite great. With the help of your Court you could warp it at your leisure.

Expanding your forces is easy, simply requiring you twist existing lifeforms into Void Beings by overwhelming them with your tainted Will or having the Void Plague overtake them. You can then bind your new friends to this dimension as Followers. All of them have glowing red eyes and darkened forms based on their spiritual nature. It requires practice to get the process just right, with most you "turn" in this way losing the majority of their memories and bits of their personality before you perfect it. Further mastery will allow you to warp stranger things like spirits or corpses, restoring them to their former glory and even creating shadowy replications of their favored equipment in life. How nice of you to offer them a chance to serve something greater.. Forever.

Your Court is not left out of the spoils of war either. They each gain a weapon of your choice similar in function to the Sword of Aeons and respective to their title, as well as inheriting a portion of your power in their respective Discipline and returning to the full beauty of their original eldritch forms. Complementary sets of armor composed of Void materials will also be generated. Queen inherits your Skill and wields a bow, crossbow, firearm, or similar ranged weapon. Knight inherits your Strength and wields a greatsword, mace, club, or similar melee weapon. Ace inherits your Will and wields a staff, wand, spellbook, or scythe. Jack inherits a portion of all three of your Heroic Disciplines and wields a shapeshifting weapon that defaults as a sword similar to yours. All four gain the canon abilities of the Court, a respective Soul Mask, and command over lesser beings of the Void. Those they command or convert into Void Beings themselves excel in their related discipline.

Drawbacks

You can take as many as you can stomach.

- **More To It [0cp] -** The Jump now reflects the full potential of the *Fable* world, with far more breadth and depth. Basically what would be if there wasn't any mismanagement and production issues as well as a general expansion on what you might encounter here. Makes the setting more dangerous and a lot more rewarding, with Dragons still lurking about Albion and many more encounters and treasures to be found.

- **Changing the Times [0cp]** - You can begin the Jump up to forty years earlier and end up to a century later, though you must stay until the default end. Maybe you want to see Thunder or Scarlet Robe in their primes or follow the Hero of Oakvale's full journey?

- **Notoriety [+100cp]** - You are now certified Suffering From Success™. Upon seeing you people will constantly feel the need to proclaim their feelings for you and remind you of your deeds, even if they normally wouldn't even recognize you or you're trying to lie low. It's nice to be praised but all the "That's My Man!"s and incessant cheering gets old after a while.

- **PDM [+100cp]** - You are stuck being bald for the duration of the Jump with no way to hide it. This means you can't wear anything on your head unless it fully displays your glorious shining dome.

- **Even Higher [+200cp]** - You may have known this drawback was here before even reading it. Yes, the Guildmaster himself will now drone on and on in your head, the same lines again and again whenever they apply. "Try to get your combat multiplier even higher.", "Your Health is low", "Get some sleep", "Pay your taxes", and on and on and on. If he dies? They will only get louder and more frequent over time, now echoing from whatever Hell he finds himself in to bother you eternally.

- **Seeress [+200cp]** - You are now completely blind, with no way of fixing this or recovering. Similar senses are also disabled. Your eyes are inky white and you are only allowed to speak in annoyingly cryptic riddles.

- **Childhood Trauma [+200cp]** - You are haunted by visions of horrible happenings that occurred in your childhood. You can certainly act to take your mind off things, but it will color most of your interactions and impact your worldview greatly. The road to recovery is long but certainly walkable, and reaching out to others will help speed things along. Lasts at least half the duration of the Jump.

- **Life Debt [+250cp]** - You are indebted to a figure of opposite morality to you, owing them your life thanks to them saving you many years ago. To repay your life debt you are forced to do their bidding, serving them and going on unfavorable missions as you do their dirty work. They probably won't try to get you killed, but that doesn't make this any less dangerous. Once you've managed to repay your debt in full (with no room for them to argue otherwise) you're free to go.

- **Ethically Consistent [+300cp]** - You are only allowed to complete actions that would grant you points of your chosen morality for the duration of the Jump. Unaligned actions are also allowed unless there is an alternative for your chosen morality. Your personality is also affected. If Good you will be unnecessarily selfless and naive. If Evil you will be extremely selfish and impolite.

Notes

- Will is overpowered.

- **Silver Key Rewards**: tba

- **Demon Door Rewards**: tba

- **Monsters:** tba

- **Spell List**: *Lightning* is an Attack Spell that creates an arc of pure electricity, shooting from any part of your body to a targeted point(s). Mastery of this spell increases its power and allows you to target more points at once, even forking lightning between foes.

  Fireball is an Attack Spell that creates a ball of fire in the palm of your hand, flying towards a target when released. Mastery of this spell allows you to charge it further and at greater speeds, going from a small poof of fire to a small meteor quite quickly.

  Enflame is an Attack Spell that blasts the area surrounding the caster in a great wave of fire covering an impressive range at high speeds. Mastery of this spell adds more damage and expands its range.

  Battle Charge is an Attack Spell that propels the caster in a direction at great speeds, smashing any in your path and blasting away nearby objects. Mastery of this spell increases the distance and force of the charge.

  Multi Strike is an Attack Spell that imbues a melee weapon with the ability to strike multiple times in the next blow. When combined with other spells or weapon abilities it becomes quite devastating. Mastery of this spell increases the number of times the blow strikes.

  Divine Fury is an Attack Spell that channels the fury of the gods, drawing huge pillars of Good energy to smite all within a wide radius around you after a short charge time. While charging this spell you are extremely difficult to interrupt or knock down. The Mana cost of this spell decreases with Good and increases with Evil. Mastery of this spell increases the damage inflicted and range of effect. **Due to its power it takes up two slots of *Power of Will*.**

  Infernal Wrath is an Attack Spell that calls forth vortices of Evil energy from the netherworld, opening portals beneath each victim and draining their life into the underworld after a short charge time. While charging this spell you are extremely difficult to interrupt or knock down. The Mana cost of this spell decreases with Evil and increases

with Good. Mastery of this spell increases the damage inflicted and range of effect. **Due to its power it takes up two slots of *Power of Will*.**

Physical Shield is a Physical Spell that surrounds the caster in a protective sphere of energy that absorbs all damage and harmful effects at the expense of Mana. Lasts until removed by the caster or if they run out of mana. Somehow armor will still reduce damage taken while Physical Shield is active. Being Good reduces the cost of this spell. Mastery of this spell allows it to absorb more damage at a lower cost to mana.

Berserk is a Physical Spell that sends the caster into a hulking frenzy, massively boosting speed and strength at the cost of reason. Activation sends out a powerful shockwave that turns you into a hulking behemoth. You cannot die while in a Berserk state. Being Evil reduces the cost of this spell. Mastery of this spell allows you to become even more powerful and to maintain this state for longer at no cost to reason.

Assassin Rush is a Physical Spell that propels the caster through space near-instantaneously, making them invincible for the duration. When targeted on a being you will end up directly behind them. Mastery of this spell allows you to travel further each rush.

Heal Life is a Physical Spell that uses mana to heal the wounds of the caster or anyone in the vicinity. The healing itself is quite quick and even on the uninjured it has a wholesome, comforting, and even pleasurable feeling to it. Useful for getting others to like you. Being Good reduces the cost of this spell. Mastery of this spell pushes the limits of its healing abilities and reduces the cost.

Ghost Sword is a Physical Spell that summons ethereal blades from the netherworld to do battle on your behalf for a duration. Mastery of this spell increases the power and number of swords along with the duration.

Multi Arrow is a Physical Spell that imbues a ranged weapon with the ability to fire additional projectiles with its next few shots. Extra projectiles are shining blue magic copies that carry the same properties as the original. Projectiles tend to fly outwards from the center and then converge to home in on a target. Mastery of this spell increases the amount of shots affected and the number of additional projectiles.

Force Push is a Surround Spell that creates a wave of invisible concussive force radiating out from you, affecting friend and foe alike. It is extremely quick and doesn't interrupt your movement or focus, even being usable while charging other spells. Mastery of this spell increases the size and power of the wave.

Slow Time is a Surround Spell that affects the very fabric of time itself, slowing it down to a crawl while leaving the caster and their summoned creatures immune. Mastery of this spell increases its duration. **Due to its power it takes up two slots of *Power of Will*.**

Summon is a Surround Spell which wrenches a being's soul from the netherworld to serve the caster. When your summoned creature kills an enemy the defeated enemy's soul takes its place if they're stronger. These upgrades are permanent, with all subsequent summonings being that new creature. Summons count as separate beings as strong as the creature they represent, with experience and alignment they gain going to them. Even if their soul is destroyed you will be able to resummon them. For whatever

reason being Good reduces the cost of this spell, despite it literally ripping and enslaving a soul from hell. Mastery increases the duration the summon lasts for.

Turncoat is a Surround Spell that manipulates a nearby victim's mind, gradually brainwashing them into an unwitting (albeit temporary) ally. Being Evil reduces the cost of this spell. Mastery of this spell increases the maximum size of enemies controlled, speed of brainwashing, and the duration it lasts.

Drain Life is a Surround Spell that saps the lifeforce of nearby enemies to heal the caster. Being Evil reduces the cost of this spell. Mastery of this spell drains more life per casting.

- On **Experience:** Strength represents Physique, Health, and Toughness. Physique dictates your physical strength and ability to wield heavy weapons effectively, directly boosting damage with melee weapons. It can cause you to bulk up in muscle to somewhat comical sizes, though this is toggleable. Health aids your natural vitality and resistance to things like diseases and esoteric effects. Toughness affects your resistances to harm and general durability. It will cause you to resist scarring and tone your muscles quickly as well, though this is toggleable. Killing an enemy in melee, solving a task with brute force, and eating red meat are things that would grant Strength Experience.

  Skill represents Speed, Accuracy, and Guile. Speed is mainly for combat agility, affecting your attack speed, rate of fire, and evasive maneuvers alongside movement speed and general dexterity to a lesser extent. Accuracy defines your precision and directly boosts damage with ranged weapons. Guile is very broad, with each upgrade carrying a potent boost in a specific area. Includes skill in bartering, stealing/pickpocketing/robbing, picking locks, moving stealthily, and so on. Skill upgrades all lend to a tall, lithe appearance and proportions, though this is toggleable.

  Will represents Magic Power and Spells. Magic Power increases the amount of magical energy you have access to and its general potency/thickness. You can also spend Will Experience to unlock new Spells or upgrade your own, with each individual spell having its own upgrades. Higher levels can improve things like quantity, duration, and damage/potency or expand on existing aspects of the spell. Some spells can only be mastered with relevant alignments, and only spells which you could learn given time can be bought here.

  General Experience can simply be used in lieu of any other kind. You can even convert General Experience for use in other leveling/rpg systems.

Updates

- **0.8:** First version.