

By MojaveCourier

Chapter 1: Introduction

Where have you found yourself now, my dear Jumper? This seems to be a rather interesting place indeed. I see. It seems that you've found yourself in Lore, Jumper. Lore is a world of magic and science with quite an assortment of heroes, some of them great and powerful while others are rather weak and yet still brimming with potential.

Of course, when there are heroes, there must always be villains. The villains here are much like the heroes they fight so much. The ones you'll meet and fight here range from weaklings that would barely be worth the effort to kill to true villains capable of ravaging and reshaping the world in their anger.

For now, the world is rather peaceful, and it has been for quite some time. That will soon be subject to change, however. There are stirrings about, and a great prophecy will be set upon the world. Soon, the two dragon eggs inside the White and Black Dragon Boxes will hatch and bring forth the dragons destined to either save or destroy the world.

What shall you do in this world, I wonder? Will you be a righteous hero that brings justice to all evildoers, or will you be a wicked villain that would destroy the world to achieve your dreams? Or perhaps, a black or white choice is too simple for you, and you would rather be someone who lies in between? Whatever you do, I'm sure it will be quite entertaining.

You arrive in this world just as a certain prophecy is about to come to pass and the eggs are only mere days away from hatching. I believe this will prove useful.

+1000 CP

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Chapter 2: Location



The world of Lore is filled to the brim with a variety of unique locales, from the wondrous and peaceful home of Lady Celestia, Sunbreeze Grove to the dark and terrifying home of necromancers everywhere that is Necropolis. As such, it wouldn't be fair if you could not decide where you'd be starting off your journey here. So, feel free to decide from the list below where you wish to begin your adventure in this world.

On the other hand, if you wish to rely on the whims of fate instead, you may choose to do so. By leaving your destination into the hands of fate and rolling a 1d14 for your starting point, you will receive **100 CP** as recompense.

1. **Oaklore Keep**

Compared to Swordhaven or even Falconreach, Oaklore Keep doesn't seem like much. After all, it is just a simple castle of stone out in the middle of the forest. Save for the utterly ancient and massive tree at its center, reaching high into the sky, Oaklore is just another outpost for the many knights of Lore. But appearances can be deceiving and even the simplest of places can be worthy of praise. For you see, Oaklore Keep is home to the Pactagonal Knights, led by the courageous Captain Rolith. Each and every soldier here has been charged with the defense of the kingdom by King Alteon. But don't be anxious and don't be fooled by their silly demeanors. These Pactagonal Knights are knights for a reason and many of them will be more than willing to help you get caught up to speed and will gladly teach you a thing or two.

2. **Falconreach**

But now for something grander than Oaklore Keep, something more storied. Welcome Jumper, to Falconreach. It may not be the largest city in the world nor is it the grandest, but it is certainly the liveliest. All roads lead to Falconreach after all. In fact, with how many calamities and special happenings take place here, you could practically call Falconreach the center of the world. That's not a joke by the way. Every year, you can count on Falconreach being the source of another disaster, often during seasonal holiday events. Rather convenient that... and annoying. Still, it certainly livens up the place and the folks around here can usually get the mess cleaned up pretty fast. Usually.

3. **Amityvale**

Dark, gloomy, and lit by a wondrous full moon every day, Amityvale is a stark contrast to just about every other city in the world. After all, what other city in the world is forever shrouded by an eternal night and every house is haunted? It may not be high on most people's tourist spots, mostly on account of it being smackdab in the center of Doomwood Forest, but Amityvale is certainly quite a lively town. Still, if you're starting here, you'll want to keep a hand on your sword and an eye out for ghosts, vampires, necromancers, DeathKnights, werewolves, zombies, and a lot more scary and ghoulish beings around. If you're feeling particularly adventurous, you might want to talk to Thursday, the little girl with mysterious origins. She's quite the character.

4. **Necropolis**

Doomwood was not always the haven of undead and death it is now. Decades ago, it was known by a different name, and it was a beautiful forest. But that was a long time ago and now, the most infamous place here, found in the very heart of Doomwood, is Necropolis, an underground city of the dead, a university for all those who wish to study the dark and fine arts of necromancy. If you wish to study such a thing, there are few better places to begin with. Of course, if raising the dead feels unbecoming to one such as yourself, you could try becoming a Paladin. After all, you can often track down Artix, possibly the greatest paladin alive, somewhere by Necropolis, mowing down undead as easily as reaping a season's harvest. He's always willing to give a helping hand to folks seeking to be heroes.

5. **Osprey Cove**

But if dark and dreary Doomwood isn't quite to your liking, how about someplace sunnier and brighter? If so, Osprey Cove would be perfect for you. Warm, situated on the Isle of Sho Nuff and filled with taverns and stores of many kinds, Osprey Cove would be the perfect vacation spot, were it not for the pirates. That's right. Osprey Cove has been the home of pirates everywhere for decades and generations, a safe haven for them and other like-minded folk. So naturally, you should probably keep a close watch on any of your belongings while you're here. No one here will hurt you but try not to fall asleep in public. You might just wake up in the nude tomorrow morning if you do. But other than that, the pirates here can be surprisingly friendly. Who knows? They might just teach you a thing or two.

6. **Shadow of the Wind Village**

But what if piratical sailors aren't exactly your style? If so, perhaps you'll find the other half of Sho Nuff more accommodating to your tastes. Closer to Amityvale than sunny Osprey Cove, the Shadow of the Wind Village is a stark contrast to the bustling haven of pirates. In fact, the place is very quiet, almost too quiet depending on who you ask. And there's a reason for that. Hidden deep within the jungles of Sho Nuff, this village is the central hub for ninjas everywhere. For generations, ninjas have come from all over the world to seek out and learn the secrets of this village's ninja arts. If you wish to be a ninja, there is no better place to be than here. Just don't ask them about their opinions on pirates. The two sides have been fighting each other for generations now.

7. **Sandsea**

Enough about Sho Nuff. Perhaps it's time for you to head back to the mainland, far away from the conflict between Ninjas and Pirates. Considered by many to be the harshest city within the Land of Dragons, the Sandsea is a vicious desert. It is one where unfortunate souls could fall prey to flesh-peeling sandstorms as easily as they could die from the sun's scorching rays. And yet the people of this world have always been a hardy sort, capable of building a home even in the most dangerous of places. Once again, they have done exactly that. As expected however, life is not easy within these desert plains, especially under the rule of the Sandsea's tyrannical ruler, Sek-Duat XV, the latest in a long dynasty of cruel and despicable emperors. And his rule is the most terrible of them all.

8. **Dragesvard**

The scorching heat of the desert sun is far from most people's liking. Folks will often prefer something cooler, somewhere better than the Sandsea. But this seems to be quite an overcorrection. Found in the frozen northlands, Dragesvard is the last human settlement up there and it is another testament to mankind's ingenuity and sheer relentless will to live. Unlike other cities, the giant city of Dragesvard was built onto an even larger iceberg, and as such, it drifts to the movements of the currents, following the paths of seals, whales and fish, ensuring that Dragesvard always has an ample supply of food for its many residents. But more importantly, this city is home to Galanoth, the famed Dragonslayer. Combined with his skills and Dragesvard's natural inclination as a fortress of ice, there are few threats Dragesvard cannot defend against.

9. **Popsprocket**

While a floating city may be unique in most places, it certainly isn't in the world of Lore. In fact, there are three such cities alone within the Land of Dragons. So, what makes Popsprocket stand out amongst the other flying cities across Lore? Well, for one thing, Popsprocket is, for lack of a better term, the capital of the Gnomes, at least in this part of the world. What are gnomes you ask? Well, think of them as dwarves that are somewhat shorter than normal and with a not so stocky build. In exchange for that, however, they are impossibly curious. And through their minds, the gnomes have made Popsprocket a center of research, science and technomagical study. If you ever want to learn how to best combine science and magic, Popsprocket has your back.

10. Dragongrasp

The second floating city within the Land of Dragons, the city of Dragonsgrasp is the stronghold of the DragonLords, fearsome warriors who fight alongside their dragons to protect Lore from the many dangers on its surface. Unlike Popsprocket, Dragonsgrasp is not chained to mountains or the ground beneath but rather, it is kept aloft by their dragons, constantly traveling high in the sky, never settling in one place. But beyond the dragons, Dragonsgrasp is much like any ordinary city. It's filled with people, with shops, with homes, and an inn. It even has a prison, filled with all manners of bandits and criminals. Speaking of the prison, there is an enchanted cell that holds one of the DragonLords' greatest foes, a rogue DragonLord who betrayed her own, Vilmor.

11. Aeris Battiespire

The third floating city, Aeris Battlespire is considerably different from its other two contemporaries. Unlike the previous two, the Battlespire is neither a stronghold of warriors nor a capitol of gnomes. Instead, it is a coliseum kept afloat through the anti-gravitic properties of Ahzite ore, a place where fighters can come and test their mettle. Every day, thousands come to this place to bear witness to some of the greatest warriors in battle or simply join in and prove themselves. And if you want to be one of them, speak to Keelia. She'll help you get started out.

12. Swordhaven

The grand capital of the Land of Dragons and what a grand city it is. Home to thousands upon thousands of people, there is truly no greater city within the Land of Dragons. It is here where the great King Alteon resides, seated upon his rightful throne after overthrowing the previous ruler and tyrannical despot, Slugwrath. And now, the kingdom of King Alteon, the Kingdom of Greenguard, finds itself within a time of peace. There is little excitement to be found within this city but there are rumors about secrets underneath one of the towers and a burnt-down house has a strange aura of mystery around it. Perhaps this place won't be so boring after all.

13. Sunbreeze Grove

But if you truly want to go somewhere peaceful, somewhere far away from any sort of danger or excitement, there is no better place than Sunbreeze Grove. Found within the Fairglade Region, Sunbreeze Grove is a cozy and homely place, one seeped with both life and magic. It is here where Lady Celestia makes her home alongside her trusted apprentice, Elysia. If you ever have any questions about dragons, dragon magic, and tea, she is the one you seek. And she will be more than eager to answer any of your inquiries and guide you in your studies.

14. Free Choice

Finally, if none of the locales above are to your liking, this option is perfect for you. Perhaps you want to start your journey within the island of Maar, an island destroyed by the rampage of Akriloth, the Great Fire Dragon. Or maybe you want to explore the mysterious land of Volkenraand or even the enigmatic Shapeless Empire, the kingdom opposite the Land of Dragons. Regardless, there are plenty of choices for you here. Choose wisely.

Chapter 3: Faction

The world here is, for lack of a better term, rather black and white. It's a world of good versus evil. A world of heroes fighting against villains. And though there are plenty of souls dabbling in both sides to be found, this is generally how the world goes. So, in accordance with the world, you will be given a choice.

Will you fight for **Good** or stand by the side of **Evil**?

Regardless of your choice, know that you do not have to stand by it for your time here. You still have your free will and never let it be said that you cannot change who you are.



Chapter 4: Class

In this world, dimensional travelers are somewhat common. Not enough that people are guaranteed to have met one, but enough that most people around will be quite familiar with the concept. As such, you'll find that your own personal history isn't quite as important as you might believe. You can easily implement yourself as a Drop-In in any background you choose. As such, any discounts shall be decided based upon your base class.

Mage

Like many others before you, you were fascinated by magic and so you've devoted your life to learning about it. Now you've proven yourself worthy of being called a mage in your own right. You're not on the level of legendary mages such as Xan or Warlic but you could still hold your own against hordes of monsters. But in time, you might be able to reach their level.

Warrior

You've fought your whole life and you've learned from the best teacher there is, experience. Whether it be a sword and an axe or even a scythe, you know how to use it as if it was an extension of your own body. Much like the mage, you are capable of fighting against hordes of monsters with ease, your strength far surpassing that of ordinary men, and perhaps one day, you could match the strength and might of warriors such as Artix or Rolith.

Rogue

Much like a warrior, you've learned from experience. Unlike the warrior, however, you did not focus on your strength. No, you improved upon your speed and stealth to the point that even ninja might be impressed with you. Compared to the warrior, you might be physically weaker but even then, you are still quite capable of fighting off a horde of monsters. You might, one day, even stand alongside great Rogues such as Thyton, the legendary ninja or be as famed and as respected as Trey Surehunter.

Chapter 5: Perks & Abilities

The people here have all sorts of special skills and talents. Some are mundane while others are very much supernatural and unnatural, depending on one's point of view of course. As such, it stands to reason then that you have your own brand of tricks. And now, you can have more, ones that will probably fit this world better. For this section, perks are discounted by 50% according to their respective Faction and Class. Discounted **50 CP** and **100 CP** perks are free, however.

General

Puntastic! | FREE

I'm sure you'll find out in time but it's better for you to realize it now rather than be surprised by it later. The people here love their puns. A lot. Even the villains do, surprisingly. You wouldn't be able to fit into this world if you couldn't make a few groan-worthy and chuckle-worthy puns. And now you can. No matter the situation, you'll have a suitably appropriate pun on the tip of your tongue. Just make sure you know when to use it. After all, you don't want to get tongue-tied.

Changing your name to a pun is optional but highly recommended.

Hide & Show | FREE

Have you ever had this problem? There's a piece of armor you really like the look of but when you check out what it actually does for you, you'll find that it just doesn't quite match up to what you're already wearing. Whether it be the fact that it's not as durable or as powerful as what you already wear and wield, there are often plenty of reasons to forgo decking yourself out in the most fashionable outfits around. Well, not anymore!

Now you can be protected and look good! Embarrassed by how your sword looks? Change it up with something fancier or more elegant! Don't like how your helmet hides your face? Switch it up with a hat or a bandana! What about your cape? Well, you could make it look like a scarf or a backpack. So long as the two of them are somewhat similar to each other, you can easily swap how they look with nothing more than a thought.

Talent of the Arts | FREE/50 CP

It may be quite strange but here in this world, you will encounter a vast variety of colorful characters, all unique in their own ways. But one of the more surprising things you'll discover that many of the people here harbor wondrous artistic talents. From drawing to sculpting to knitting and more, it's rare to find someone here without at least some skill in the creative arts.

You are not an exception. Choose one creative discipline, be it music, painting, theatre, literature, or something stranger. For this discipline, you will have a massive degree of skill in it, more than enough to find yourself famed for such a thing with a little bit of effort. You receive one free purchase of this perk and may purchase it multiple times.

Old Dog | 50 CP

It's a difficult thing... to grow old. Though age often brings wisdom and knowledge, it comes with its own fair share of detriments. Especially when you find yourself neglecting your skills and your training in lieu of other, often more important, matters. But you'll find that the ravages of time don't exactly hold sway over you. At least in one regard.

From now on, you'll find that no matter how much time has passed, whether it be months, years or even decades, no matter how you've neglected your talents, you'll find your skill in them shall never fade, always remaining as sharp as they were when you last used them.

Ultimate Stomach | 50 CP

The food in this world is much like the food you might encounter in your own. Usually. After all, this is a magical world and with that comes a wide array of mystical and tantalizing delights for your tastebuds to explore. Of course, that also means that when food goes bad, it can go *really* bad. But that doesn't mean you have to suffer.

After all, you've got a stomach of steel or something even tougher. You can eat just about anything now. Whether it be wood, rocks, sand, fire, lava, or even literal holograms, if you can fit it in your mouth, you can eat it with nary a care in the world, no consequences or anything!

It would take something like a cake that's been eaten countless times, vomited countless times, covered in hair, grass, dirt, and worse, to even make you throw up. Other than that, eat to your heart's content!

Ultimate Cooking | 50 CP

Just because you can eat anything, it doesn't mean that your standards have to drop. After all, you can subsist entirely on only water and the plainest gruel around, but you don't do that, do you? That's why you've taken the steps necessary to call yourself a truly good cook. Not only can you make some of the best-tasting meals around with just about any proper ingredients, you're also capable of somehow making it so that your food brings forth special effects.

These effects aren't really worth much, but you'll find that even the smallest boosts can turn the tide of battle, even if they are only temporary.

A Desperate Battle Against Incredible Odds | 100 CP

What's that? A hundred million undead soldiers are standing in your path, blocking you from your goal? Why, that's just the sort of thing you've been waiting for your whole life! Like the glorious and legendary paladin Artix himself, you have a pool of stamina and endurance that just never ever seems to run out.

It doesn't matter how many foes stand against you. It could be a hundred, a million, or even a hundred million! You'll only stop once they're all dead and gone or you are.

Your Lucky Day | 100 CP

Have you ever wondered why monsters and beasts are all carrying gold? If so, wonder no more! Ordinarily, such a task falls to the hands of the lovely Robina, famed bounty hunter and proud stealer from the rich and giving it all to the cute little cuddly wuddly forest creatures! And now her legacy lives on in you.

From now on, you'll find that every foe you face will always have a bit of gold with them. Sometimes it's nothing more than twenty pieces of gold but more often than not, you should expect at least a hundred gold on average. Surely, you'll find this helpful.

Fires of the Forge | 100 CP

Blacksmithing may be a harsh and dirty profession but it is nonetheless noble and vital to the people of Lore. After all, without blacksmiths, where would people get their arms and armor? How would they fight against the many threats across the land of Lore? Fortunately, they can bring their woes to you, Lore's newest blacksmith.

Right now, you are capable of working with just about any material, even if only rudimentarily for weirder and more exotic things, stuff like trithril or candy. You'll need a lot of practice if you want to improve or create things like the Ice Claymore or other similar things. Still, people would be more than happy to have you make their tools for them, especially when it seems that you can crank them out fast enough to equip an entire army in a month or two.

Jumper the Barberian | 100 CP

It's always a good idea to look your best, even if you're travelling across the world and fighting monsters and beasts of every kind. In fact, it's probably a better idea in that case. So, to cut out the middleman, you've learned how to make yourself look good. Whatever you were before, you are now quite the beauty. Certainly, you'll have no problem finding suitors aiming to earn your lovely hand.

But beauty is not meant for one person alone. It is meant to be spread, to be shared amongst the people and it is your duty to see that through. You are a barber but a barber in this world is very different. Not only can you magically change your hair and that of others in an instant, you can even change the color of their skin as well, along with changing up their ears a bit. And with a bit of skill in magic, you could make hair mystical and magical, turning it into flames, solid light, and more.

"You sleep in your armor?" | 100 CP

Of course you do! This is a dangerous world after all, and you can hardly afford to be caught on the backfoot. To that end, you've managed to learn how to be ready to fight at a moment's notice. Never again will you be caught off-guard. Whether you're being attacked in your sleep or being ambushed on the road, you'll rarely, if ever, be stuck making the second move. On a final note, this also means that you're quite comfortable in whatever you wear, even in something as bulky as plate armor.

Falconreach Stands | 100 CP

Falconreach has been destroyed and will be destroyed many, *many* times. And yet, each and every time, the people of Falconreach have been able to rebuild their home and show the world that Falconreach still stands. From holiday mischief to world-spanning calamities, there's no shortage of disasters that will come to befall Falconreach. It's a good thing the people there have experience with rebuilding. And so do you. Like the good men and women of Falconreach, you have tremendous and supernatural skill when it comes to construction, especially when it comes to rebuilding it.

First of all, any kingdom would be glad to have you as an architect. After all, you're quite good when it comes to designing buildings and other forms of infrastructure along with making sure that they can all be smoothly mixed together. More importantly however, any time you are involved within a construction project, construction will flow more smoothly than possible. There will be no mistakes in the process and construction will be finished in a fraction of the time. With your help, an entire city could be rebuilt in only a few short weeks. And in this world, your help will sorely be needed.

"It just felt... right." | 100 CP

Lore can be a very confusing place. Just ask anyone of the thousands of adventurers you'll surely bump into on your travels. From colossal cities to treacherous jungles to thousand-room dungeons, Lore is filled with all sorts of confusing and labyrinthian mazes. Some of them are rather small, while others are truly immense beyond compare, spanning the lengths of cities and beyond.

But regardless of their size, someone could easily find themselves lost within such locales, especially if they blindly stumbled onto it. But not you. You're the type of adventurer who can never really get lost. Even if you're dropped in the middle of a labyrinth, you'll always have a sixth sense of sorts, one that seems to guide you straight towards the exits. This only directs you to the exits. If you're looking for something within the maze, this will only help you out a little bit. But hey, at least you'll always know the way out.

The Blind Mage | 100 CP

Well, you don't actually have to be blind to take this. Or even a mage. Rather, you now have a gift, a gift that shall let you see beyond what your ordinary senses can perceive. You have been granted the ability to see magic itself. Even blinded, you will be able to navigate this land by using your newfound gift, watching the patterns and the aura of the magic around you. Why, it'll be as if you weren't blinded at all! Not only that, you're also capable of seeing these auras of magic through walls and even the ground.

But do be careful. Just because you can see magic, it does not mean that you cannot be blinded. Powerful darkness magic is capable of obscuring your sight and dense amounts of magic can blind you like a man looking at the sun at the sky. Still, most people would say that this is quite a boon, especially since unlike the other person with this ability, you can turn this on and off at will.

“The Orb is MINE.” | 200 CP

From the Elemental Orbs to the Blade of Awe, there are a plethora of artifacts across all of Lore, each of them unique and magical in their own right. Get your hands on one such artifact and you’ll find yourself endowed with great power, often more than enough that you could take on armies of monsters and knights with ease.

And even the less powerful artifacts will often bestow unique powers upon their wielders or even simply those who touched the artifact in question. But like always, there are those who, through some strange trick of fate or prodigious skill, find themselves… *compatible* with such artifacts.

You are one of those people. Unlike most others, you are freely able to use any mystical artifacts you can get your hands on, without suffering from whatever downsides or curses have been laid upon them. More importantly, however, you find yourself magnificently attuned to whatever artifact you wield.

Whether it be one of the Elemental Orbs or a legendary blade, you draw upon great power from it, displaying unique abilities and powers beyond what others display with the same artifact. But be wary. Many will be jealous of your talents, and they will stop at nothing to discover your secrets.

“You can’t make me grow up!” | 200 CP

Growing old sucks! You get slower, your back starts hurting, and sometimes you even lose your mind. It doesn’t matter what anyone else says. You’ve made up your mind and decided you won’t be growing up, not anymore.

From now on, much like a certain little girl in the Doomwood Forest, you’ll stay at whatever age you want, whether you want to be a child or in the prime of your life. You won’t age a single second beyond that point and that’s just the way you like it.

Grandma's Teachings | 200 CP

From gorillaphants to togs, from wolves to bears, there’s certainly no shortage of beasts to be found in the wild. Some of them are rather normal, animals you could reasonably say you’ve seen before, but others are considerably stranger than anything you might find within a zoo. But familiar or not, that doesn’t change the fact that beasts of every kind have always taken a liking to you. Never will you ever have to worry about such creatures attacking you out in the wild.

More importantly, however, you have tremendous talent and skill when it comes to the taming and domestication of beasts. Whether it’s from an innate gift of yours or the teachings of a kindly old grandmother, it doesn’t really matter what the beast you’re raising is.

So long as it is classified as a beast of some sort, you’ll able to raise them to grow up big and healthy, to train them to follow your commands with ease, even orders that would be far too complicated for ordinary animals. With this talent, you can certainly raise up an army of your own, one that can match up to any army of men.

Ranger of the Sands | 200 CP

The Sandsea is aptly named and many a traveler has found themselves lost within its sandy dunes, burning underneath the scorching sun. But you won't be one of those unfortunate souls. Whether you studied under Zhoom or learned it on your own, you've become a true Ranger. As a Ranger, you're great at surviving just about anywhere, knowing how to forage and hunt for food and supplies with ease. And it's not just survival you're good at.

In battle, you show tremendous prowess. Like your fellow Rangers, you're a great shot with a bow, letting you hit a bullseye even from over half a mile away. And up close, you excel in noticing any weaknesses in your foes, becoming clearer and clearer to you the longer a fight goes on. With your skills, you'll be bringing down mighty foes indeed, all while thriving even in the harshest locales.

Hunter's Paradise | 200 CP

Only a small walk away from Doomwood Forest lies a town, one that has been aptly named as Hunter's Paradise. Packed with hunters from all over the Land of Dragons, Hunter's Paradise is a place built by hunters, for hunters. And it seems that you are one of them. Like the people who call Hunter's Paradise home, you're an expert hunter and tracker, capable of following the trail of just about any beast. After that, once you bring down the beast, you've got a plethora of things you can do with its remains and how to best sell it off to others. You'll fit right in at Paradise with this.

Reset-Proof | 200 CP

This is a little-known fact, but this universe was not originally this way. Once, it was something very, *very* different, almost unrecognizable really. That is, save for a few unique souls. If you wish, you could be one of these souls. But what exactly does that mean for you? Well, for starters, it means that your memory is perfect. You never have to worry about forgetting anything ever again.

More importantly, however, is that you never have to worry about others messing around with your mind. No one can get rid of or muck about with your memories. If reality itself were to be completely and utterly rebooted, you will still remain. Your body may have changed, and you may even have new memories, but you'll still have your old ones, and nothing can ever change that.

Magical Adaptability | 200 CP

Everywhere you go, from the bottom of the seas to the peaks of the highest mountains, there is magic to be found. And they all come in so many different forms, be it Fire, Ice, Light, Dark, or something more unique. Wouldn't it be nice if you could somehow take advantage of that fact? After all, with all the dangers out in the world, you need every advantage you can get.

Well, wonder no more! Now, whenever you find yourself exposed to strange energies, you will find yourself developing new abilities. These abilities are mostly minor, not very powerful, but they are quite versatile, and you can never say no to more tricks up your sleeves. Not only that, if you already have the ability to manipulate such energies already, you'll be able to better control them afterwards. Just make sure that you can actually survive long enough to adapt. This won't help you much if you decide to jump into lava without even a hint of protection.

Curse of the Wolf | 200 CP

Alas, poor werewolves. Cursed to transform into vicious beasts under the light of the full moon and scorned by many, there are few werewolves who can ever hope to live a normal life. But few does not mean none and you are one of those rare exceptions. You see, unlike normal werewolves, you possess the enviable ability to transform at will, shifting between your human form and your werewolf one within seconds.

As a werewolf, you will possess not only the keen senses of a wolf, but you will be in possession of both savage strength and speed, capable of running roughshod over even seasoned adventurers, utilizing vicious claws and a snarling maw that can crush bones with ease. And with your fearsome howl, you can even call upon the aid of wolves for as far as they hear you, miles away at the bare minimum.

But more importantly, so long as you hold the form of the wolf, ordinary weapons are blunted against you and so is the element of Light. Beware, for as long as you hold the form of a wolf, the touch of silver shall burn your flesh and weaken your body, enough that even the slightest scratch could deliver untold amounts of pain. Finally, if you bite someone, you can choose to inflict this very same curse upon them, a curse of which there is no cure known, at least in this world.

Mad Science | 400 CP

Magic is a powerful force. But so is science. For everything that magic can do, there is a way for science to do the same. And you're going to set out to prove just that. Regardless of whether you were a student of an actual educational institute, one of the many mad scientists around, or just plain old self-taught, you can certifiably be called a brilliant scientist. Either that or mad depending on who you're talking to.

Whether it's making droids smaller than a human cell or creating towering machines larger than most houses, there's almost no limit to what you can create. Almost. As great as you are, it shall take a tremendous amount of time before you will be able to recreate the wonders of what came before, even if you had samples of their technology. And of course, you will need resources to pull all of this off. Many, *many* resources...

The Clashening | 400 CP

But there's nothing stopping you from combining magic and technology. Just look at Cysero! Don't look too long though. Sanity damage is common when dealing with Cysero. Usually temporary, but you never know. Anyways, just like the Mad Weaponsmith Cysero, or the gnomes of Popsprocket, you have tremendous talent when it comes to mixing up magic and technology.

And it doesn't just apply to just the concepts of science and magic. Regardless of what they are, you're able to combine just about anything with anything and get something stable out of it. Light with darkness! Fire and water! Matter and anti-matter! But don't get too carried away. You'll still need practice and experience to truly start making wonders and masterpieces.

Virtuoso of the Void | 400 CP

The Void is an interesting element. You see, unlike any other element that a mage might utilize, the Void, while element-related, is not one. Rather, the Void is a place, a realm that, as the name suggests, is void of all elements. But there are mysterious forces to be found within it, forces and energies that are dangerous and powerful both. And it is these forces which you have learned to manipulate and command, a feat of power well beyond most mages.

As one who has delved into the mysteries of the Void, you will find that your mind and soul have been hardened, all so that it may better resist the corruptive and entropic effects of the Void. Naturally, this has also made it so that any attacks against both are significantly weakened for few things can match the might of the endless Void.

For the powers you now possess, you have learned to infuse the forces of the Void into all that you can bring to bear. Be it the magic you call forth or the weapons you wield, by merging it with the might of the Void, you can infect and taint your foes with its entropic energies, weakening them, tearing their mind, or even breaking apart their magic.

Even more than that, you may also summon forth the mighty beasts from the Void, creatures and beasts whose strangeness is matched only by the might they possess. And as you grow more and more experienced, you will learn that the Void has so much more to offer. Whether it's teleportation or infusion of its energies into your very flesh, a virtuoso of the Void shall be truly mighty indeed.

SoulWeaver | 400 CP

Tracing their origins back to the continent of Azaveyr, in the land of Tkaanie, the Weaving Arts are an interesting and unique school of magic, one that you are proud to say that you are well-versed in. Instead of relying solely on your personal magical skills, you have formed a bond with an Elemental Spirit, human souls who have been altered due to their usage of the Weaving Arts.

This bond of yours has given you the ability to weave with elemental spirits, allowing you to create cloth that shall never be dirtied, never be destroyed through force, and a whole load of other benefits. However, as you might have guessed, you may use your bond with your Elemental Spirit to fight, making yourself capable of travelling at absurd speeds, creating mighty constructs, or even striking directly at souls of your foes.

As you are now, you have experience in both the artisan and combat pursuits of the Weaving Arts, even carrying a small bit of knowledge regarding how to become a Soulsmith. But if you are willing to dig further and pay a dangerous cost, there is more to be discovered. Knowledge of chaos. Knowledge of flesh...

Curse of Blood | 400 CP

If there are werewolves to be found, so too must there be vampires. The vampire is perhaps the closest thing to an opposite of the werewolf. A creature of darkness in contrast to the lycanthrope's light-based roots. You may now count yourself among their ranks and though you may not be particularly powerful just yet, that shall certainly change.

Much like werewolves, vampires possess supernatural speed and strength, enough that they can stand toe-to-toe with their bestial opposites. But unlike the werewolf, a vampire possesses a plethora of supernatural abilities and powers beyond their physical prowess, ones that make them a nightmare to fight.

First, as a vampire, so long as you have ample amounts of mana or have recently consumed blood, you will passively heal your wounds, flesh slowly knitting itself back together to ensure that you will never be crippled solely through ordinary wounds. More than that, consuming special blood can grant you equally special abilities. But to discover that, you'll have to do so on your own.

Second, as a vampire, you possess the ability to shapeshift, transforming into either a dog-sized bat or a tiny mouse. Not very useful for battle but if you need to make a quick getaway, you'll be glad to have it.

Third, as a vampire, you are immortal, a being free from the ravages of time. Fourth, as a creature of darkness, attacks infused or formed from the dark are blunted against you, even healing you at times if those attacking you are weak enough in comparison to you.

Most importantly, however, is your greatest and most versatile ability. Blood magic. With this, you can become a true force to be reckoned with. While you may yet be a far cry from Safiria, the Vampire Queen, your foes should certainly not underestimate you. Already you have enough skill in the art to conjure up blood in the air and freely control it along with any blood outside of a body. With time and experience, you'll be able to mimic the feats of Safiria and perhaps even surpass her.

But do not believe that a vampire possesses no weakness. Much like werewolves, vampires possess certain vulnerabilities. Like them, vampires possess a vulnerability to silver, enough that a small phial would be enough to down you and leave you weakened. However, unlike werewolves, on account of your nature, you are vulnerable to light. Even the light of the sun is enough to burn your flesh. Can you imagine then just how much more devastating a concentrated blast would be?

Like with werewolves, as a vampire, you will be able to gift these curses upon those you deem worthy, biting them on the neck and letting them taste of your blood to do so.

A Game with Death | 400 CP

Death is all too real in this world and honestly speaking., he's not too bad of a guy. Sure, he might be a little stern and grumpy but given how many necromancers there are roaming about, enough that there's a whole university for them, it's understandable why he's like that. Fortunately, it seems that you left a rather good impression on him, enough that he doesn't seem to mind you using necromancy and that you could ask him for a favor every now and then.

The most popular favor to ask, of course, is resurrection. Every year, you can ask for death to bring someone back to life, with one condition. The person's soul has to be in the Underworld. However, Death can do more resurrect others for you. He can even resurrect you. Only once every ten years though. And you have to play a game with him first. But win or lose, you're still coming back.

In future worlds, this perk will change a bit. For one, you'll still have your allotted one resurrection per year but do be careful about who you resurrect. Some versions of Death are less forgiving than this one. And don't worry, Death will still be able to resurrect you even after you leave.

A Heart Most Ancient | 600 CP

Oh, Jumper... What have you done to yourself? In your chest, lies not a heart. It cannot be for your heart has been torn away. Whether it was done by the hands of the twisted Magesterium or by the Aequilibria itself, your heart has been replaced by an artifact from an age before Lore, a relic older than anything else in this universe and even before it.

But what does it do? Well, to put it simply, it makes it so that you reject magic in all its forms. From the blazing burn of a dragon's breath to the freezing chill of the coldest blizzards, magic cannot touch you and because you cannot feel its touch, magic can never harm you. And when everything in this world is magic in one way or another, this makes you all but invincible. Only one thing in this world has ever been shown to bypass this invincibility, the Aequlibria itself, the very essence of creation, something that could be considered the greatest deity of this world.

And yet, as mighty as you are, even this great power does not come without drawbacks. For your time here, you will be unable to use magic as others do for the same reason that it cannot harm you. Magic has rejected you and never shall it seek to aid you. The only way you'll be able to use magic is through tools and relics.

Fortunately, this is not permanent. In the future, once this Jump is over, you will be able to turn off your innate rejection of magic at a moment's notice, allowing you to take advantage of the more beneficial aspects of magic. And if you ever need to be immune to magic, you may switch it on at your leisure.

Finally, do not make the mistake of thinking that you cannot be beaten. Just because you're invincible doesn't mean you can't be beaten. After all, there's nothing stopping your foes from just grabbing you and moving you somewhere else, somewhere in the middle of the ocean or in the maddening Void, for example.

The Blue Mage | 600 CP

To call you different would be an understatement. In fact, there is only other being still around that could be considered similar to you. I speak of course, the greatest mage in Lore, a master of magic who could take on all of the Avatars at once. I speak of the Blue Mage, Warlic.

Like the legendary wizard, whenever you cast spells and their like, you will find that it shall not cost you any mana. In fact, instead of losing, you instead gain the mana that spell would have cost, regardless of how mighty or costly the spell was. You could set ablaze an entire forest, call forth thousands of undead, conjure a enormous blizzard, and you would not lose a single drop of mana. To put it in simple terms, you will never run out of mana, not now, not ever.

And while you may not be a match for Warlic just yet, mostly on account of his centuries of experience and practice, this is certainly one hell of a start.

However, such awesome power does not come without a setback of some sort. Like Warlic, you run the risk of overloading, your body incapable of containing the sheer amount of power now flowing through you. And if that happens, you will likely be left vulnerable as your body starts breaking and you might even split apart in the process.

But this can be counteracted. First, it takes enormous amounts of mana before you even start suffering from any detrimental effects. As you are now, you could pick a fight with an Avatar and while you may not even get close to winning, you also won't have to worry about hurting yourself. You'd have to be facing all the Avatars at once before you run the risk of overloading.

Second, the stronger your body is, the more mana you can handle. And finally, the last thing you can do to avoid overloading your body with magic is by simply learning how to use your mana more efficiently. It's what Warlic has done, and he's certainly shown wonderful results, wouldn't you agree?



Good

A Hero's Welcome | 50 CP

You're a hero, aren't you? At the very least, that's what most people seem to believe wherever you go. And as long as they keep believing, you'll have a few benefits. For one thing, so long as they're aligned with good, people will generally hold a nice first impression of you upon your first meeting. And more importantly, no matter where you find yourself, so long as that place has a hotel, an inn, or something similar, you'll always have a free room there set aside for you, a perfect place for you to rest and heal for as long as you desire. Also, paying taxes is optional now for you.

A Hero's Duty | 50 CP

The most important part of being a hero is helping people. But there comes the problem of knowing how exactly you're going to be doing that. How do you know which of the folks around you are in desperate need of help or simple people living out their lives? Well, this perk should help you out with that.

Whether through instinct or simple experience, you're good at figuring out which of the people around you are in need of help, whether it be for something simple like a babysitter or something far more dangerous, like killing a monster in the woods. Not only that, you'll easily be able to convince them that you will be able to help them out with their problems, if for some reason they don't want to accept your help in the first place. Now go! Become the hero you were meant to be!

A Hero's Bravery | 100 CP

You know this is a bad idea. But is that going to stop you? Definitely not. You wouldn't be much of a hero if you did. A hero doesn't fall to their knees in the face of insurmountable odds, a hero doesn't falter against even the mightiest of titans, and a hero doesn't give up even when all hope is lost. It doesn't matter whether you're launching yourself a dozen miles into the air with a catapult or facing down the dragon that ate the sun. You're going to face that challenge with a weapon in hand and a smile on your face. There's no place for fear in the heart of a hero.

A Hero's Life | 100 CP

Life is something that has once been described as an ocean. One moment, it is all calm and peaceful, tranquil even. But in the very next moment, disaster can strike quicker than any storm. Whether it's the comedic attempts of Zorbak at being ebil or the truly monstrous and mighty assaults of someone like Sepulchure, a hero's life is a stressful one. It's no wonder why so many give up on it when they get older, and they start having trouble keeping up.

But not you though. No, unlike others, you're quite suited to this life and you wouldn't give it up for the world. Not only are you better adept at moving past your failures and coping with the stress, you're also much better at finding time for you to relax, even if it is just a short time. In all but the most strenuous and tiring days, you will always find a way to have moment of peace, even if it is only for an hour or so.

A Hero's Light | 200 CP

In Artix's own words, a paladin is a warrior of light and good, one who has dedicated their lives to thwarting evil and protecting those in need. That sounds an awful lot like a hero, doesn't it? Well, Artix would certainly say so and given how he is the paragon of a paladin, he probably has a point. And you can be one too!

As a paladin, you possess great prowess and skills in the art of putting down the undead and the many other creatures of darkness across the land. But more importantly, you possess within you a powerful Inner Light, one that heals you in the throes of battle and one you can unleash against any foe that stands in your path.

Whether you fire off beams and bursts of light, form weapons out of it, sheathe yourself in its glow that turns away the blows of your foes and strengthens your own, this Inner Light is capable of many things, even healing others should you so desire.

Most importantly, you have learned to purify the souls of the deceased. Whether it be the souls used in the vile arts of necromancy or simply spirits with too much hate in their hearts, you will be able to commune with them and in doing so, you may send them off to their final resting place, wherever that may be. All souls deserve to rest, no matter who they may be.

A Hero's Promise | 200 CP

Heroes of every shape will eventually face themselves facing off against vile villains that they could not hope to beat down on their own. Villains in possession of overwhelming power that, no matter how hard the hero tries, they'll nevertheless find themselves down on the ground, battered and beaten.

And yet, time and time again, the villain leaves the hero alive, sparing them simply because they are no longer a threat, or simply because they had more pressing matters to deal with. It may be a foolish thing for someone to do but you're certainly going to take advantage of it.

From now on, every time you face off against a foe for the first time, you'll never have to worry about death or even any permanent physical damage. If in your first encounter, a foe has you at their mercy, there will always be a reason as to why you'll get out of it alive. Sometimes, your enemy will see as a pest not even worthy of being killed.

Other times, an urgent matter will come up that they desperately need to attend to. Regardless of the matter, any of your first encounters with your foes will never end with your death. But do note that this only applies to your first encounter. Any more after that and you're fair game.

A Hero Is Thawed | 300 CP

There comes a time when even the greatest of heroes fall, a time where there won't be any last second distractions against the villains, no eleventh-hour superpower to unlock, or even any allies to take you away from the killing blow. In other words, the end of the line for you. But you've got one last trick up your sleeve, something to aid you once every ten years.

When you would otherwise meet your final end, you will instead find a second chance as whatever fate would've befallen you instead becomes something that seals you away. As an example, if you were struck by a blast of ice, you would merely be frozen and preserved within it. For three years, you will be cut off from the rest of the world, incapable of interacting with it and yet completely safe from harm. And once those three years are up, you will be set free, ready to finish your journey once more and finish what you started.

A Hero's Presence | 300 CP

A hero does not have to be a mighty warrior, a dashing rogue, or a prodigious mage. A hero is someone who inspires those around them, someone to aspire to, a symbol that no matter how bad things get, it is always worth fighting for a better future. If you want to truly make a mark on history, that's the kind of hero you need to be. Fortunately for you, it seems that's just the kind of hero you are.

Wherever you go, it seems that you shine as a beacon of inspiration and goodwill to all. So long as you are around, the folks around become kinder, more willing to lend a helping hand to their fellow men and women. Not only that, the more you interact with them, the more they strive to be better than they are, their drive to improve soaring to newfound heights so that they may one day match you. And for as long as you stand as a bastion against evil, so too will they stand beside you, an unbreakable shield against even the endless foes in their path.

A Hero's Journey | 400 CP

A hero must be brave. A hero must be inspiring. A hero must be strong. Perhaps you already have the first two, but this will ensure you have the third. In this world, you will face countless foes of every shape and stripe, from mere moglins to dastardly dragons to even foes from beyond the stars. And many of them will possess power that can bring down even the greatest of heroes. But even the greatest of them can fall and you will prove just that.

Now, whenever you face off against any foe whose power is insurmountable, you will find that it shall only seem to be the case. By default, you already learn far faster than most folks, learning at triple the ordinary speed, but in such situations, you will find your capacity for growth greatly improved, learning in weeks or months what would take years or even decades. Most importantly, destiny itself seems to guide your path.

Whether it's a great sword perfectly suited for combating the unstoppable foe standing before you, or an ally who seems to know just enough about the enemy you're facing, it seems that if you are willing to put in the effort, to go through all that hardship, you will find ways to put yourself on even footing with your enemies, turning impossibilities into possibilities.

However, before you get too excited, note that this does not offer you a certain victory. No, it gives you the opportunity, but you must work for it. After all, a hero's journey is nothing if not fraught with difficulty. But there is always a light at the end, a chance of a better tomorrow. If only you would reach out to grasp it and be the hero the world knows you can be.

A Hero is Born | 400 CP

A hero does not give up. A hero does not surrender. A hero does not stop fighting, not even when all hope is lost. And most importantly, a hero always believes in the possibility of a brighter future, a future that they… that you will strive to achieve. And it seems the future itself has come to agree with your actions. In your hands lies the future of the world, and the future will do all that it can to make sure that you can bring it forth.

First of all, the world itself seems to believe in you and with it, the forces of nature itself. So long as your goals do not come into conflict with each other, they will treat you with some measure of respect and leniency. Not only that, should you ask for their aid, they will gladly provide it. The potency of their aid will depend upon the danger of your situation.

Should you be facing a normal foe, the world's aid will amount to little, serving only to provide you with a few more tools in your arsenal. But against foes with greater power and greater designs, the power they grant shall be wondrous and terrifying to behold, enough that when faced against the strongest of foes, there will be little who could compare to you.

And even if you leave this world, a part of their power will always remain with you, their final gift for fighting alongside them. It is not much, greater than what you would've been given when facing an ordinary foe but not much more than that. But it is yours and unlike before, this power can grow and in time, you could bring to heights beyond even its origins.

Finally, should all hope seem lost, should even all your gifts and talents prove insufficient against the forces arrayed to face you, the future will arrive to provide. The allies you've gained, the friends you've made, they all have your back, coming to you in your darkest hour from the future itself. And they'll bring you the tools and power you need to overcome your foe. It will not be extraordinarily powerful, but it shall turn the tide all the same. All you have to do is push forth.

Like with **A Hero Is Thawed**, this aid is a rare thing, only occurring once every ten years. But the gift they leave behind? That'll stay with you, a reminder of the future that you fought for, a future that came to pass.



Evil

A Villain's Presence | 50 CP

What is the most important part of being a villain? Is it power? NO! It is presentation! Just look at Xan, at Vaal, at Sepulchure! Every villain worth mentioning is a villain with style. It doesn't matter what kind of villain you are. All that matters is that you know how to make one hell of an entrance.

Whether it be appearing as a monstrous figure in the sky or crashing into the ground like a meteor, any entrance you make will certainly be one to remember. And as a bonus, you have amazing vocal skills. You can project your voice across an entire city, even if you're high up in the sky. Perfect for making sure everyone's listening to your villainous monologues. Good thing you're also good at coming up with speeches on the fly.

A Villain's Ebil | 50 CP

Though PRESENTATION may be the most important part of a villain, another vital element is simply being able to stomach evil itself. Whether it be torture, mass murder, slavery, necromancy, or some other unsavory deed, villains will often perform atrocities that no ordinary folk could ever have the fortitude to do. But you're certainly far from ordinary.

Like the many other villains in this world, you certainly aren't the type to shy away from dirtying your hands. It may not always feel great, or maybe it does, depending on what kind of person you are, you'll find that you'll always be able to push down the guilt and morality that would prevent others from being a villain to the core.

A Villain's Disguise | 100 CP

Villains can't just walk into a city and expect everything to be all hunky-dory. Villains are reviled for a reason. Just walking into a town like nothing happened is a good way to get a rock thrown at your face. Have you ever been hit by a rock? They hurt, a lot. You don't want that. But that's where this little perk comes in.

You see, quite a few villains here have quite an arsenal of abilities and one such ability is the art of disguise. And like said villains, you are quite good at hiding your form. Whether it's dressing like another unassuming face in a crowd or hiding your wounds and scars with all manners of paints and bandages, you can easily make it so that others will not discover you for what you truly are, especially when you're quite skilled at acting like it.

As a final boon, this perk also gives you knowledge of a spell that provides a tangible illusion over your real form, enough to make sure that merely touching you will not uncover your secrets. This illusion's appearance is up to you, but as a general rule, the illusion cannot be overtly different from your base form's shape and size.

A Villain's Loyalty | 100 CP

As you might have guessed, villains aren't exactly trusted around here, for a multitude of reasons. But that doesn't go for every villain, and certainly not for you. You see, unlike a few other villains we could name, you know the value of being subtle, of cloaking yourself in the shadow of someone above you, be that in physical or political power.

And you've learned to take full advantage of that fact. Now, whenever you're working for or underneath somebody, whether as a common grunt or a respected adviser, you'll find that your superiors, are considerably more lenient when it comes to dealing with you. They're more forgiving, more understanding, and generally kinder to you.

Don't push it too much though. Sooner or later, your superiors might become suspicious of your actions and this won't help you against your fellow coworkers if you give them a reason to be wary as well.

A Villain's Darkness | 200 CP

The dark counterpart to the paladin, necromancers are mages who specialize in using their powerful magic to raise undead minions. More often than not, such magic is done with the element of darkness and that is the same for you. Like Zorbak, Noxus and the plethora of other students found within Necro U, you are a true and proper necromancer, with all the benefits and experience that entails.

First things first, you now have a substantial amount of knowledge on the anatomy of humans. Enough knowledge that if you wanted, you could certainly make a living as a talented doctor, capable of keeping most of your patients alive, even without magic. But that's boring compared to what else you can do.

As a Necromancer, your very presence is enough to strike at your foes, damaging them with an aura of fear that grows stronger and stronger the longer a battle goes on. But this is the least of your new abilities. Through your mystic knowledge, you may summon forth undead minions to serve you, inflict upon your foe's weakness and disease, and so much more. In time, you could raise entire armies of the undead to bring down on your foes.

A Villain's Gift | 200 CP

Magic works in mysterious ways and in this case, magic has seen fit to bestow upon you a gift fit for evil. From now on, you will find that during special occasions, the potency of your powers shall be significantly bolstered, and your health and mana shall rise, doubling in size during such times. These special occasions are your decision, but it's important to keep in mind that the longer and more common the time you choose, the less powerful the boost you receive. For example, if you chose to be stronger during the summer, the boost you'd receive will only be a quarter as powerful as it ordinarily would. However, if you chose something like the month of Mogloween, you would receive the full boost instead. For the greatest boost, something like the week of a Friday the 13th would be the best, which would give you double the full boost.

A Villain's Plan | 300 CP

Plenty of folks here are old, old enough to have been around since before Falconreach or even the Guardians. And there are a few older still, older than any of the kingdoms still standing. If you live that long, you're bound to pick up more than your fair share of tricks. Just look at all the ancient villains roaming around.

In fact, it seems you've learned a thing or two. Like them, you've gained an appreciation for patience and taking things slowly. Impatience is a thing of the past for you, or at least, it's something that you've learned to work past, improving your plans in the process.

Or rather, your capacity to make plans. Not only are you much better at seeing the bigger picture, allowing you to better predict the passage of time across the ages, your plans are now far better at spanning that length of time. Unless purposely interfered with by an outside force, your plots will generally proceed as smoothly as possible, even if it should span hundreds of years.

But don't be fooled into thinking they're infallible. So many villains have made that mistake and paid the price for it. Try your best not to be one of them, alright?

A Villain's Corruption | 300 CP

As mighty as they are, a villain rarely succeeds on their own. No, the heroes have the right of it. If you want to succeed, you'll want allies, even if they are only allies of convenience. However, there's a better path for you, a path you can take if you do not wish to experience the sting of betrayal or the taste of friendship. Corruption.

By infusing an item or a living being with your magic or energy, you may transform them into something more... appropriate for your nature. If you were a master of Dark magic, you would be able to transform a dragon into a dracolich while a master of Fire could turn the dragon into a monstrous beast of flame. And this goes beyond mere aesthetics.

Through this process, your target shall be strengthened, and should their will be weak enough, they will be subjugated, made loyal to you as your energy courses through them. But do be careful. While you may use this against your foes to convert them to your cause, you may just find yourself making your enemies stronger.

A Villain's Ego | 400 CP

There was once a mighty soul, a Chaosweaver by the name of Vaal. Such was his prowess and power that in his time, he found that there were none on the land of Lore who could ever hope to challenge, let alone defeat him. And wouldn't you know it? His ego grew larger and larger, growing to such an extent that it started to manifest around him, exerting a vicious weight over the world.

And like the great Vaal, you have an ego much like him, or at the very least, the benefits of such an ego. Your ego is a harmful thing to your foes. In battle, your ego itself assaults your foes, burning them for every moment of the fight. It won't be much, but every little bit adds up and in a battle of attrition, it is you who will be left standing in the end.

But this does more than simply assault your foes. Your ego, your sense of self, is so tremendous, so colossal, such a fundamental force of reality that no one could ever hope to take over your mind. Even if they took over your body or absorbed your very soul, they could never find themselves rid of you. You will always be there, an eternal presence that shall vex at them at every turn, just waiting for a chance to take control. Only in death will your foes find themselves free of you. In that case, you will die along with them, unless you find another way to live.

A Villain's Dream | 400 CP

Even the strongest villains can choose to slumber like any ordinary man. And when they slumber, they too can dream. And dreams are such a powerful thing, wouldn't you agree? Where others dreamt in peace or found themselves beset by memories and nightmares, you found something different, something powerful, something that was old when the world was young.

Its name is Kathool Achoo, and though your encounter with him was mercifully brief, that mere moment of contact was enough for him to leave behind a piece of himself within you, a little parting gift as mortals would call it, something that not even he can take away. Now, awaken from your slumber and rise as a knight of Kathool.

The powers that Kathool grants you are many but the most obvious among them is a great affinity over water. While you may not have much precision, you'd be able to call forth tidal waves to lay waste to your foes, even when there is no water around for miles. But in truth, that might be the least of your new powers.

Your greatest power lies in that of the mind. With a thought, you may strike at the minds of your foes, and with a snap of your fingers, you can show your enemies the meaning of Fear, perhaps one of the stranger elements of Lore. While you may be able to afflict your foes with insanity, this damage to their mind is only minimal, relatively speaking. Most of the damage will be inflicted onto their physical form instead.

No, to truly break their minds, you must strike them where they're most vulnerable. In their dreams. Like Kathool himself, you are able to enter the dreams of others, and here is where you can best work your magic. By changing their dreams, you may guide them closer and closer to true madness, the sort of thing they can never truly come back from. It is an arduous effort, but it is well worth it.

Finally, your connection with Kathool, flimsy as it may be, has endeared you to other similar beings. In the future, you will find it remarkably easy to obtain a bit of freely given power from eldritch beings similar to Kathool. And in this case, freely given power refers to power that can neither be taken back nor will it have any extra strings attached.

Just don't get too greedy, alright? They might like you but that only goes up to a certain point. Annoy or fight against them enough and they will quickly show you why they are so feared. Just… don't be stupid.



Mage

Alchemy | 100 CP

What is alchemy? Well, if you ask most people, alchemy is the reason why we have things like healing and mana potions at all. And while such a thing is certainly true, alchemy can be used for more than just restoring one's health. After all, if you ask any proper alchemist, you'll know that alchemy is more than just a simple branch of magic, it is a mystical science. With alchemy, one can transmute an object and transform it into something entirely new.

For now, you can easily call yourself an adept in the art of alchemy, more than enough to garner some respect from many of the mages you might encounter. You can easily brew up healing potions for both mana and health. And not only are these potions strong enough to heal just about anything short of instant death, but they also taste good too.

While healing is quite good and all, it isn't all that you can do. Your studies in alchemy have taught you how to create things like water-breathing potions, potions to cure common diseases, and more. And while transmutation may not be in your capabilities yet, with more training and experience, it will be, especially when you consider that your studies in alchemy progress quite a bit faster than ordinary, almost thrice as fast as normal.

Magical Aging | 100 CP

Lore is a place filled with magic. Every inch of it is suffused with the stuff and so are the beings living on it. Naturally, this has had some effect on said beings. Nowhere is this clearer than what it has done to you. For starters, you have quite a bit more energy than you had before, enough that you could probably go for a few sleepless nights with no harm done.

More importantly though, you age far slower than normal, even for someone in Lore. Where most others on Lore have a longer lifespan than what you might expect, you go beyond that. While others can be affected by the ravages of age, you'll be quick and spry even when you're a hundred. Should you live a healthy enough life, you could even reach your second century.

Golemancy | 200 CP

Golems are some of the most common examples of magic, especially within the boundaries of the Shapeless Empire. And why wouldn't they be? Unflinching, loyal, and enduring, what's not to love? And that's exactly why you've learned how to make golems of your own. For now, you're only able to make them out of basic materials like stone, metal, or wood and they won't be very large, about twice the size of a man at most. But that won't last long.

Any progress you make in improving your golems is significantly improved, enough that you could make months of progress in weeks or even days. Soon, you'll be crafting golems the size of trees, of houses, and even ones the size of dragons. More than that, you'll be making it out of more uncommon materials, even creating them out of the elements themselves. Better get to studying. Those golems won't be making themselves.



PumpkinLord | 200 CP

Nature is gentle. Nature is harsh. Nature is loving. Nature is cruel. Nature is a paradox, and nothing might exemplify that more than the PumpkinLord, a monstrous combination of nature's might and the magic of Mogloween. But honestly speaking, a PumpkinLord isn't really a thing, at least not yet. No, for now, it might be best to think of this as a druid of sorts.

To begin with, as a PumpkinLord, you have a hefty resistance against both Nature and Darkness. But that's the least of what this offers. What's more important are your abilities. As you might have guessed, you are quite attuned to Nature, capable of manipulating plant life to an astonishing degree to both attack and defend.

For example, you could form weapons and armor out of flora capable of matching any ordinary man-made creation. Or perhaps, you could use the flora itself to strike at your foes, entangling them with brambles or blasting out elemental magic through them. In time, you may even be able to create life of your own, a veritable ecosystem of Mogloween magic.

Refined Magick | 300 CP

Magic takes on many forms. From necromancers and paladins to Soulweavers and DragonLords, only an idiot would say that magic isn't versatile. And that is only in the Land of Dragons. Beyond that, within Azaveyr, the Land of Fables, there are yet more forms of magic utilized by its people.

One such magic is known as Refined Magick. Wielded by the Magesters, the guiding figures of the Land of Fables, Refined Magick is simply the ability to combine two elements together to form an entirely new one. Fire and Energy makes Plasma, Wind and Earth create Gravity, and so on. It is a difficult skill to learn but it allows for even greater versatility than ordinary magic.

With this, you have tremendous skill when it comes to fusing elements together and unlike the Magesters, you are still capable of more conventional magic. Regardless of the elements you use, you can mix and match any two elements seamlessly, doing so without any flaw even in the most heated of situations. Not only that, but you've also learned to use these new elements with each other for even more unique effects. While you may not be as skilled with the refined magick, more training can easily change that, and you should have plenty of time to learn.

Magical Weaponsmith | 300 CP

Whether it's thanks to the instruction of a fellow mage or simple self-study, you've learned how to enchant weapons with magic. And contrary to the name, it's not just weapons you can do this with either. Whether it's armor, clothes, or even some other item, you'll be able to infuse your magic into it, making it greater than it was before.

As for what you can do with it, well, the most obvious thing to do is infusing your tools with the might of the elements. Whether it's a sword that burns away at your foes as you slash and stab them with it or a suit of armor to turn aside the biting cold, elements are a powerful force to add to your ever-growing arsenal.

But the elements aren't all you can use. One of the most common uses of enchanted items is to bolster the being of those wearing them. You could make a ring that makes one stronger, a cloak that makes you faster, a helm to strengthen your magic, your skills in enchantment will allow people to reach levels they never would've thought possible.

In time, as you grow in both power and experience, you will be able to create far better magical wonders. Whether it's a mighty blade of light, a monstrous armor of doom, or even something as unique as the Judgement Wheel or the Fear Engine, these are all possibilities for what you could bring forth in the future.

Elemental Aegis | 400 CP

It's a harsh truth but the fact of the matter is that some people are just born with talent. Talent that lets them pass by others by leaps and bounds. Fortunately, you are one of those people. Pick one of the prime elements (Fire, Ice, Water, Wind, Darkness, Energy, Light, Nature, Bacon). You now possess an astonishing affinity with that element.

This is no mere talent. No, what you have is a compatibility with your chosen element so rarely seen. Your talent is such that any growth you have in said element is grossly magnified, enough that you could surpass people who've been training with said element for decades if not centuries. Not only that, you'll also be able to perform feats with the element that would be outright impossible for anyone else.

Finally, should you find any artifacts aligned to your chosen element, you will be able to use it regardless of any restrictions it would ordinarily have. But not only that, you can draw more power from the artifact, letting you utilize the relic with more skill and might than anyone else.

This may be purchased multiple times but only the first purchase can be applicable for a discount.

Ascendant | 400 CP

Hailing from another world entirely, the Ateala are naturally quite different from the people of Lore. But just like the people of Lore, the Ateala are capable of magic, even if their magic takes on a different form than what you might be familiar with. Fortunately, it seems that a few of their "Ascendants" were willing to take you under their wing.

But first, you might be wondering what an Ascendant is. Let's answer that. An Ascendant is a mage who has learned to harness the powers of the cosmos itself, gaining powers from the six zodiac signs of the Ateala. Through these signs, you have gained a whole bevy of new powers, making you powerful enough to rank among the upper echelons of mages within Lore.

In time, as you grow more experienced with your powers, you may combine these signs for more powerful abilities or effects. But more than that, you may one day be able to utilize the zodiacs of other worlds, allowing you access to more ways to utilize your mighty cosmic magic. Truly, you shall be Ascendant.



Warrior

Pactagonal Knight | 100 CP

The Pactogram is a symbol of everything that is good and just, and it is the Knights of the Pactogonal Table who are tasked with embodying this grand symbol. And you are more than proud to call yourself one of them. As a Pactagonal Knight, you have learned what it means to be a true and noble knight. You keep cool under pressure, you laugh at danger, and most importantly, you know not to be disheartened whenever you encounter failure. Instead, you simply use that failure as motivation for you know that victory lies further beyond the horizon of defeat.

Pactagonal Pupil | 100 CP

But a knight doesn't just focus on themselves. They must focus on the future as well and there's no better way to do that than imparting your hard-learned lessons into bright young minds. When it comes to teaching, you've got a good knack on knowing how to figure out which fields the talents of your students lie in and how to best guide them in that field. Under your guidance, your students will prosper, growing by leaps and bounds. It's almost enough to make a man cry.

Sir Slayer | 200 CP

There are so many beasts and monsters in this world, it's no wonder why so many heroes and adventurers have specialized in hunting them down. Why not join their ranks and prove yourself as someone as great as them? Choose one type of beast or monster in this world. You can choose something like Dragons, Reptilians, Undead, Golems, Beasts, or even Elementals.

Now, you will have extreme knowledge on how to fight such foes. You'll know their weaknesses, their weak spots, their strengths, and the best strategies to fight them. But that's not all! From now on, you'll find you'll gain much more information whenever you are studying your most hated foe and you will find it remarkably easier to pass down this knowledge to anyone willing to learn.

Mage Knight | 200 CP

Magic suffuses each and every inch of Lore. To live without magic is an impossibility. But to use magic? That is a different question entirely. There are many among Lore who possess no talent for magic, no skill in the arcane arts. But you are not one of them. You may be a warrior but you are no ordinary warrior. You are a Mage Knight.

Whether you are part of their noble order, or simply one who has learned their techniques, there's no mistaking your skills in both the physical and arcane. For starters, when it comes to wielding weapons, you're a master of them. Be it sword, spear, axe, or something more exotic, weapons are your bread and butter. And it's very useful when you can make weapons out of raw mana.

Other than your mastery of weapons and the ability to form them out of magic, you are quite good with runes. Not in using them but rather in deciphering them. Where it takes others months or years, you could do so in weeks, days, or even hours. If you ever want to learn runic magic, this is certainly going to be rather useful.,

Guardian | 300 CP

The Mage Knights are but one faction of warriors in lore. There are many others and the Guardians are perhaps the most famous. One of the oldest organizations in Lore, the Guardians have sworn to defend Lore and its people from the countless threats and dangers of the world. They are of such importance that a thousand years ago, they were charged by the Avatars themselves to guard the Elemental Orbs.

The Guardians are one of the oldest organizations in lore, having been founded a thousand years ago to defend Lore and its people from the countless threats of the world, and though they may have fallen far from their once lofty lights, that does not mean that they are not without value.

Now, you may count yourself amongst the Guardians, a proud defender of Lore and its people. As one of their noble order, you are a master of the sword and shield, using it to great effect in battle. Most importantly, you've learned to harness and wield the elements, infusing your weapons and body with them to combat your foes, reminiscient of Awethur, the legendary sovereign.

Finally, your greatest and most costly ability is the power to call forth the Guardian Dragon, no matter where you may be. The Guardian Dragon shall aid you but be warned. He cannot stay with you for long, only for a minute at best and it takes tremendous amounts of magic to summon him. Nevertheless, having a dragon for an ally will always be useful.

Eternal Sepulchure | 300 CP

A warrior must be brave. A warrior must be strong. A warrior must endure. And while you may not yet have the first two qualities, you certainly have the third. When it comes to battle, it's almost impossible to bring you down. For one thing, pain may not as well exist when it comes to you. Sure, you can still feel it, but you've gotten quite good at ignoring it, enough that even if you were set eternally aflame, you'd be able to fight on regardless.

Not only that, but injuries do not seem to affect you as they should. A broken arm? Doesn't matter. You'll still be swinging that massive blade of yours just as fast and hard as before. A massive hole in your chest, right where your heart should be? That only encourages you to bring down whatever it is you're fighting. They'd have to eradicate the vast majority of your body for you to stop fighting. In the end, the fight won't end until your opponent dies, or you do.

Make sure to get healed after the fight though. While your body will last for as long as the fight goes on, the same cannot be said once the battle ends. If you would die from your wounds after the battle, you'll be fortunate enough to have a small grace period afterwards, around half an hour or so. Hopefully, that should be enough time for you to find a way to heal yourself.

Shadowscythe Might | 400 CP

Now that you have the endurance and sheer durability of one of the greatest warriors of Lore, it's only fitting that you have the chance to bolster it with equally impressive strength. From this moment on, you will find your physical strength reaching newfound heights. Whether it be monstrous beasts or undead abominations, your strength is enough that you could take down most foes with but a single swing of your blade.

In terms of raw might, there are only a small handful of warriors who could match or exceed you. In fact, you are so strong that even Titanized Dragons must be wary of facing you for in raw might, you are more than a match for them. It would be a difficult battle, but it is certainly one you would have good odds of winning. With more training and if you bolster your strength with magic, you might even match the terrifying Sepulchure one day.

Riftwalker | 400 CP

The Ateala have plenty of knowledge to spare. If you aren't the type of person to focus on magic and the stars, perhaps your talent lies more in with the Riftwalkers. As for what they are, Riftwalkers are those who have honed their skill and body to truly marvelous extents. And whether through tutoring or self-study, you are one of them.

By training so hard within extremely harsh conditions, you have learned to use your weapon to not merely slice your foes but reality itself. A punch from you can shatter open dimensions and by slicing through reality, you create rifts through which you could move through, appearing in a different place entirely, all in an instant. With this, you can truly be anywhere. Be it in another dimension or simply behind and around your foes, you'll be there… in a single slash.

You are tough. You are resolute. You are one step ahead.



Rogue

Rare Item Hunter | 100 CP

Travel around and you'd be hard-pressed not to find some sort of ancient temple, ruin, or something similar. Why, it's almost as if they're just there to be plundered by enterprising rogues such as yourself. Like any proper rogue, you have a sixth sense for finding places filled with valuable treasures and artifacts. You know where to go to fill up your bag of loot and you just know the places that are brimming with wealth. Not only that, but you're quite skilled at navigating them, letting you move with stunning grace, all while spotting and dodging any traps or surprises their previous occupants might have set up.

Lockpicking Galore | 100 CP

Just because you can get to the treasure, it doesn't mean you can actually get your grubby hands on it. After all, people aren't idiots. They're going to be locking up their valuables. Luckily, you're a fair hand with locks and picks. With your skills, there's no mundane lock that's ever going to keep you out, especially when you always seem to have a lockpick somewhere in your pocket. Unfortunately, a lot of the truly valuable items here are blocked through far more complex means. Still, a rogue could get a lot of mileage out of this.

A Pirate's Life for Me | 200 CP

If you don't fancy slumming around like a landlubber, why not join the boys (and girls) in the ocean and be a pirate? As a pirate, you know how to handle any vessel, whether it traverses the sea, the air, or even the void. Not only that, but you also know what to do when it comes to leading a crew of dastardly pirates, making sure that they follow your commands and keeping a watchful eye out for anyone looking to stab you in the back.

Finally, and perhaps most importantly, you've learned how to fight like only a pirate can. You're an expert with dirty tactics, you always seem to plunder a bit of loot from your foes with every blow, usually healing and mana potions, even from foes who don't seem to be capable of carrying anything at all. And of course, a pirate wouldn't be a pirate if they didn't know how to use pistols, cannons, and bombs. Strangely, it seems that whenever you use these types of weapons, they always seem to scale up to how strong you are, making sure that they're always useful to you.

My Ninja Way | 200 CP

But what if you don't want to be a pirate? Well, you could be a ninja instead. The arch-rivals of the pirates, ninjas are equally fearsome and dangerous. It is a difficult life, but it is one well worth living and whether you studied under the legendary Thyton or simply learned the art of the shinobi on your own, you can consider yourself a true ninja.

As a ninja, you are a master of stealth and poisons. You could sneak through an entire castle and only a handful of souls would even know you were ever there in the first place. Naturally, if you were so inclined, your skill in stealth alone could make you a great assassin.

Moving on to poisons, you are quite the expert when it comes to using them, having great knowledge of the varieties of poison in Lore and their effects. In fact, even studying future poisons is easy for you. But more importantly, poisons serve as a catalyst for you. Somehow, the more you poison your foes, the more your movements seem to flow, letting you move and strike at your enemies with greater speed and accuracy, even bolstering the power of your ninja techniques.

Critical Dance | 300 CP

A rogue does not have the strength and durability of a warrior. Neither do they have the arcane might and versatility of a mage. But that does not mean that they are—and by extension, you—any less dangerous. A rogue simply fights differently. They use their speed, their dexterity, but most importantly, they use their mind.

Like the best of rogues, you fight by striking at the weaknesses of your foes. Even at the very beginning of combat, you can already tell what kind of attacks and elements will work best against your enemies, and which ones will prove less useful or outright detrimental. But more than that, as the battle continues, you find your blows becoming more and more precise, thereby becoming deadlier and deadlier as you strike whatever part of them is more critically vulnerable.

MechQuest Legacy | 300 CP

So many treasures, so many relics, so many secrets, all lost to the sands of time. Could you imagine all the things lost to us, all the wonders and horrors of the world that came before, forgotten and cast aside? No, you say! You will not let that be. Whether it's a simple bauble, or a leviathan creation, you'll make sure that the past doesn't stay in the past.

When it comes to studying the relics of history and bringing them back, you are nigh unmatched with only one person being able to be called your equal and she won't be around for quite a while. With only a bit of effort, you can get simple artifacts up and working again with only a few minutes of work. These are usually handheld weapons or something similar to them in complexity. Trinkets, baubles, stuff like that.

And yet, that is the least of what you can do. Should you come across any relic, no matter how ancient or alien, you will be able to divine its inner workings, allowing you to know just what must be done for it to rise again or, should it be too damaged, recreate it. Yes, it will take time to do so, but given that you can do this faster than just about anyone else alive, that time might not take as long as you think.

Ascended ChickenCow Lord | 400 CP

You've done it. They all called you crazy but you've finally done it! You have uncovered the origin of Bacon, the most mysterious of all the elements. And with that knowledge, you have discovered the secrets of the ChickenCows, the secret of Mootopolis, the city of the Ascended. Not only have you earned free passage to Mootopolis and other similar locations beyond this Jump, you have also become one of the Ascended, a true ChickenCow Lord.

But what does that mean for you? Well, it means plenty of things, most of them good. For starters, as a sign of your newfound status, your eyes, hair, and your forearms will now shine a divine gold. And no, you will not be able to turn this off, at least not for the duration of the Jump. Why would you want to hide your divinity anyways?

Second, and perhaps more importantly, you are able to call upon the divine powers of the Chickencow! From flight to speed to strength, a ChickenCow Lord like you is no one's fool. You've got the power to fight against most beings on Lore and stand a good chance of winning. And if improved physicals aren't enough, you can call forth a multitude of breakfast items to attack with or summon a horde of chickcalves to run down your foes. Worst comes to worst, you may beckon the aid of the divine pantheon of the ChickenCows to aid you, even if only for a few seconds.

And last and certainly least, you are an absolute master of running away. That's right. It doesn't matter who, what, when, where, or why. All that matters is that when it comes to running away, no one can beat you. So long as you put all your effort into fleeing and are willing to ignore the consequences of doing so, you'll be able to get away from any battle.

Cryptic | 400 CP

If the Ascendant represents the Mage and the Riftwalker represents the Warrior, the Cryptic is Ateala's answer to the Rogue. As for what they are, Cryptics are those who believe the mind to be the most powerful weapon. In fact, it is quite rare to encounter a Cryptic who wields even a dagger. To a Cryptic, naught but their mind is needed.

By undergoing their training, having confronted your deepest fears, you have become a Cryptic indeed. And you have to say, it seems that their confidence is not misplaced. As a Cryptic, you have the ability to strike the minds of your foes directly. Even your presence alone is enough to instill a minor sense of paranoia deep within, enough to give you an easier time landing critical blows, even if only minutely.

Onto the more complex and powerful things you can do, you can assault your foes with illusions, creating them from your own thoughts or dredging them up from their own psyches. And these illusions are no party trick. While they may not be as powerful or as solid enough as the real thing, they're still real enough to do physical damage, affecting not only the mind but even the very structure of your foe's brains and bodies.

To a Cryptic like yourself, there is no limit to your might but your imagination.

Chapter 6: Items & Equipment

Now that you have the skills, why not make sure you have the tools to go along with it? After all, you don't want to just jump into the fray empty-handed. Like with **Perks & Abilities**, the discounts here will be based on your chosen Class and Faction. Discounted items are 50% off while any discounted **50 CP** and **100 CP** items are instead free. Lastly, items you own may be imported into relatively similar items. Use your best judgment.

General

Healing Pads | FREE

All across the world of Lore, you will come across glowing pads on the ground. Whether it be castles, forests, homes, ruins, or even underwater, these glowing pads will be a common sight to you in your time here and they are sure to be very useful. Just stand on them and you'll find your body mending itself back to full, your wounds knitting themselves together, and whatever reserves of energy within you filling up once more, all in no more than a minute.

And now you have one such Healing Pad in your Warehouse. You even have instructions on how to make more of them in case you ever want to spread around even more than they already are. Lastly, as useful as they are, even these pads aren't perfect. These pads deal only with physical wounds. It does nothing for diseases or more esoteric conditions. And there are plenty of those around here.

Health & Mana Potions | FREE

Another drawback of the healing pods is that for all their usefulness, they are not portable. If you want to heal yourself while travelling, you could either learn a little bit of magic or you could have these. What you have now is a bandolier packed with health and mana potions, five of each. While these potions are not as effective as the healing pads, they are quite handy in a pinch.

And don't worry about running out. At the beginning of every day, the potions will be restocked, ready for another day of adventure.

Basic Equipment | FREE

Potions are great and all, but they can't exactly let you win battles on your own. You can't win a fight if all you do is heal yourself up. Sooner or later, you'll run out of potions to heal yourself with while your enemies will still have whatever weapons and magic they had when the fight began. So why not shore yourself up with the proper equipment?

Whether you prefer magic or simple physical force, there are plenty of options here for you. From a simple stave to a well-forged sword and shield or even a proper-fitting suit of armor, this set of equipment should get you started off pretty well in this world. It may not be the fanciest or most well-forged tools around, but they'll serve you just fine against common bandits and wildlife.

Paint Fairy | 50 CP

While **Hide & Show** is great for fashion, it's all dependent on what you have on hand. If you want to actually customize your armor to the fullest extent, look no further than the Paint Fairy. Around a bit less than half the height of a man and carrying a rainbow paint bucket around her size, this little fairy will take up residence in your Warehouse. Just talk to her and she'll eagerly help you recolor your equipment and refashion them into different looks. Strangely, her ability to paint your armor is equally applicable to any of your pets or animal companions.

Giant Statue | 50 CP

Talk about having an ego. What we have on offer here is a massive statue, large enough that an ordinary man won't even reach up to its knees. What the statue is modeled after is up to you. It could be a statue of Warlic, of Artix, or you could even have it modeled after you or one of your companions. Also, the statue is made of solid gold, just to let you know.



Dragon Coins | 50 CP

Now that the topic of gold's been brought up, why not grab some for yourself? And I don't mean something like the statue. I mean currency, proper currency at that. What you have here is a pouch of Dragon Coins, a thousand of them. These rare and valuable gold coins are branded with the image of a dragon. But what makes them special? Well, for one thing, these Dragon Coins can be used to substitute for any form of currency at a 1:1 ratio. And you never have to worry about running out. Every month, you'll get another one thousand Dragon Coins. Maybe one day, you'll have enough of these coins to bathe in them but that's probably a long ways off.

Moglinberry Kegs | 50 CP

Moglinberry juice is an interesting beverage. You can find it everywhere in Lore. In fact, you can even find a few kegs of the stuff within the Void, the Deep Void at that. Who knows how they ended up there? Questions for later. What's more relevant is that you have a whole set of these kegs in your Warehouse, each one containing their own variant of moglinberry juice, from fizzy to simple juice to Void-touched or even alcoholic. Not only that, but these kegs will never run out, ensuring you'll always have fresh moglinberry juice whenever you want.

Chickencow Ranch | 50 CP

If you have the drink, why not grab the food as well? Save for one singular example, ordinary livestock doesn't really exist in Lore. Instead of cows and chickens, Lore has chickencows, a creature with the properties of both. A chickencow has the head of a chicken and the body of a cow. Like chickens, they lay eggs. Unlike chickens, a single egg is enough to feed twenty people.

Now, you have a whole ranch of chickencows in your warehouse, around twenty of them all in all. With these, worries about food are a very far away thing, even if you had a hundred other people travelling along with you. And if any one of them ever dies, you'll have another chickencow to replace them in the next week. Please do not think of the ethics involved in chickencows. It'll save you a whole deal of trouble if you do.

Re-breath-alator | 100 CP

Say what you will about the gnomes of Popsprocket but they sure do know their stuff. Just look at this for nifty little gadget. Thanks to the science and magic of the gnomes, you've gotten something they call a Re-breath-alator, a special mask that will make sure you'll never run out of air. It does this by converting any bad air to good air.

Even if you were in the vacuum of space, this bad boy will still let you breathe there without a single issue. You could be fighting a giant robot atop a Titanized Dragon on the Moon, and so long as you have this, you'll be all fine and dandy.

Water Breathing Potions | 100 CP

This is quite the haul. Whether you snatched it from its original owner or stole it from those who stole it first, you've got a cargo ship's worth of water breathing potions, enough to basically ensure that you and your Companions can breathe underwater for the rest of your lives. You won't have to worry about water pressure either. The potion takes care of that too. And even if you somehow run out, you'll find that in the next week or so, you'll have it all back, ready to be used again. Or sold if you fancy yourself a salesman.

Unfortunately, if things come to pass as they normally would, all of this will be rendered worthless. At least, in this world. You'll probably have better luck using or selling these somewhere else. Or maybe you could do the same thing and just dump it in the ocean too.

Jumper's Savings Superstore | 100 CP

Speaking of selling, why not nab this little place for yourself? Whether or not you're the adventuring type, this little place serves as a wonderful little shop for you. It may not be as large or as decadent as Cysero's own superstore, but it'll always make you a tidy little profit, even if you don't involve yourself in its affairs, enough to ensure you always have enough for necessities and a little more.

Of course, if you're willing to put in some effort, you will be well rewarded. For some reason, your store has an uncanny tendency to attract items and valuables with interesting histories and origins along with similar characters. You could certainly do a few things with that.

Dragon Chow | 100 CP

Pets need food just like people but if you're gonna be a good pet owner, you're gonna need to feed them something far better than the peasant meals you can find in just about any corner of the world. No, for your pets, only the finest and greatest of treats will do. Specially made by the likes of Lady Celestia herself, Dragon Chow is the perfect meal for any growing dragon.

Through magic and just plain-old good cooking, Dragon Chow will somehow always taste like your pet's favorite meal. But not only that, the first serving of Dragon Chow a day will bolster the might of your pet by just a little bit. Good thing you have an infinite supply of it, huh? Doesn't seem to work on you though. Quite unfortunate.

Defender Cannon | 100 CP

You've gotten food, you've gotten potions, you've gotten a whole bunch of tools. Why not get your hands on some good-old fashioned firepower? Made as a symbol of defense borne from Lore's countless wars, you've been given a cannon to use against anything standing in your way. And given how it seems to be of gnomish make, you can be sure that it packs quite a punch.

You won't have to worry about lugging the cannon around either. Thanks to magic, you've got a little trinket that can call in the cannon from wherever you stored it for just long enough to fire it off. It'll even reload itself afterwards all on its own. Now isn't that useful?

Void Ship | 200 CP

If you want to soar through the world in style, you'll want an airship. But not just any airship. You'll be getting a Void Ship. With its trithril-crusted hull, soul-spun sails, and gnome-tech arsenal, this ship can travel through any treacherous sea and even take on a dragon and come out on top, even if just barely.

Whether it be air, sea or even the Void itself, this galleon of an airship will take you wherever you want to go. In fact, if you soar high enough, you can even make it into space. And no need to worry about breathing out there either. Thanks to special gnome-tech Re-breath-alator installed aboard the ship, you'll always have good, clean air. All you have to worry about are the supplies.

Summon Gems | 200 CP

Across all of Lore, you might come across a few magical objects, trinkets if you will. While most of these trinkets are simply that, there are a large number of them which possess considerable magical power. And then there are the Summon Gems. Found within varied places across Lore, you've managed to get your hands on one of each Gem.

Their origins might be unknown, but these Gems are certainly powerful. Using these gems, you may, as the name suggests, summon legends of old. They will not stay long, only for enough time to unleash a devastating attack against your foes. Once this is done, the summon shall disappear and you shall not be able to call them forth again until a few minutes have passed.

B.M. Moglin | 200 CP

Huh. Who's this little fellow? This blue moglin with a fedora and an eyepatch, who may or may not be Zorbak, is willing to offer up his services to you. For starters, he can change your name and your gender with his magic, if you're willing to pay. He'll accept both gold and dragon coins but there will be a price increase if you pay with gold.

Other than that, he's also able to provide you with more resources and weapons from any of the previous worlds you've been to. Nothing too powerful or unique, but certainly quite useful. He can also upgrade any weapons and armor you already have, at least to a certain extent. He won't be with you unless you call him though. To do that, just press the new moglin-shaped button in your Warehouse. He'll disappear after your business with him is concluded.

Book of Jumper | 200 CP

Convenience is a wonderful thing. And so is nostalgia. With this book, you'll have the chance to experience both. For starters, this handy book serves as a diary or a journal for your experiences, chronicling your life, serving as a reminder of every day of your journey. In fact, you can even immerse yourself in the memories, letting you relive those memories once more.

Moving on to convenience, this book also has a list of every Companion you have, complete with a short description about telling you about their history and skills. But that's not all! Using the book, you can call forth your Companions to your side instantly. There are a few caveats, however. You don't truly call forth your Companions, rather, you summon a copy of them, a Guest, that is more limited than the real deal. The second caveat is that you have to summon them ahead of time. You can't do it while you're in the middle of battle or where it's not safe. And lastly, you can only call on two Guests at a time.

Gnomish Personal Steamtank | 200 CP

However, if you want something with a bit more punch to it, why not go for something like a tank, a steamtank to be more specific? Another invention of Popsprocket's gnomes, the GPS is a grand work of magitech engineering. While it may be small, barely any bigger than a person, it functions perfectly fine as a weapon of war. With its flamethrowers, bombs, lasers, and electric weapons, a GPS is a one-man army. Combined with its innate magical shielding and nanobot healing, you'll be able to fight on for quite a while too. No wonder why people want to get their hands on this thing.

Technomancer Tools | 300 CP

Speaking of gnomish engineering, if the steamtank is too bulky for your liking, perhaps something more elegant, more refined will pique your interest. More advanced than the GPS and many other technologies of Lore, the Technomancer's armor is truly something to be desired, the ultimate combination of science and magic. And now, it can be yours.

Like the GPS, it comes packed with all sorts of weapons, even more than the tank in fact. But these weapons are not attached to the armor itself. Rather, these weapons are formed from the armor as it shifts to the tool you desire. From a flamethrower to a shield to a drill to a sword and to even more exotic and powerful weapons, there are few limits when it comes to technomancy.

But perhaps the most amazing part of the armor is the Drive Core system. While it makes using the armor more costly on your magical reserves, it bolsters your offensive capabilities in return. To put it simply, the more you use your mana, the stronger your armor will be. Just remember not to use your mana entirely. You still need it to use your armor after all.

Custodian Orb | 300 CP

Sometimes, you might come across a few relics and artifacts here and there that aren't exactly well-maintained. In fact, it's actually more common than you might think. Most of the good stuff's been taken by archaeologists, adventurers, and rare item hunters. But that doesn't mean that there's nothing good left. All you have to do is fix it up a bit. This should help you out with that.

A swirling blue orb, kind of like what you might see on a fortuneteller's desk, this nifty little device can analyze most artifacts you find and have it restored in a jiffy. Now, before you go all hog-wild with this, keep in mind that it still has limits.

For one thing, the item must be relatively intact. If all you have is a shard of a legendary sword, you're not getting much beyond a couple of tidbits of information from the orb. Secondly, it can't restore anything too large. It has to be something an ordinary person could reasonably carry. And finally, the Custodian Orb won't be able to restore anything too powerful. Something on the level of the Elemental Orbs or even the Ice Claymore is far too much for this artifact, at least not without any enhancements.

Storybook Collection | 300 CP

There is magic in this world that remains a mystery to even the greatest and most wizened of mages. From the likes of Warlic to Xan to Jaania and so many more, you will find that even they do not hold answers to all the mysteries of Lore. Far from it really or else they wouldn't find themselves routinely surprised when the holidays turn up.

Ah, the holidays. Whether it's Frostval, Thankstaking, Mogloween, Lucky Day, or Hero's Heart Day, the holiday seasons of Lore are often the precursor to strange and unusual magical events. And these events can lead you to wonderful and extravagant new tools or powers to aid you on your journey. It would be a shame if you had to leave it all behind once the Jump was over.

But not anymore! Thanks to these five books, you can bring the wonders of holiday magic everywhere you go. Whether you're in a world of fantasy or a world of science, you'll find this magic seeping in every holiday season, changing the world itself as it takes on a more festive tone that while being no less dangerous, is often more whimsical and cheery.

And with that holiday spirit flowing in, there will be a whole host of new powers and equipment available to you and others if you're willing to work for it. Sometimes, it can be a helm that makes you much luckier, a special suit on armor that runs on love, a virus that turns people into sentient zombies, a dragon mixed with a turkey, or a unique kind of snowy magic.

From here on out, every holiday's going to be a special day, wouldn't you agree?

Inn at the Edge of Time | 300 CP

Look above Falconreach and you shall see a crack in the sky, exposing an empty void. In truth, this crack is a portal, a gateway to another world. So long as you are right below it, you can go there, to a place beyond Lore, a place where you can relive the past and experience the future. A place to learn. Welcome Jumper, to the Inn at the Edge of Time.

In here, you will meet other versions of yourself. Some are borne from simple deviations, turning left when you turned right. Others are far more different, hailing from far more drastically different timelines. But in the end, they are all you. And while they may not be able to tell you the future, they do hold plenty of wisdom for you to grasp at.

But that's not why you bought this. No, the Inn was built by you so that you may challenge yourself. Through your efforts, simulations of the past and future have been built, allowing you to battle against old foes or even ones you've never met before. By default, these foes will be scaled to match you, however, you may choose to fight these foes as they were in life. And don't worry about dying here. Dying in a fight here just plops you back into the Inn. No need to fear death here.

As for rewards... well, while you won't get anything from the simulations themselves—because of the fact that in the end, they aren't real (most of them)—you will receive new items, pets, or even powers relating to your chosen foe. While these are not extraordinarily powerful, they can surely be of great use, especially if you use them against the right foes.

Past this Jump, you will have a door in your Warehouse that leads to the Inn and you may also choose to have a crack in the sky, also leading to the Inn, in a location of your choice in future worlds.

Dragon Amulet | 400 CP

Ah, perhaps the most iconic item in this world. A Dragon Amulet is a powerful item, a symbol of the bond between Dragon and Man. But what does it do to make it worth the price? Well, for one thing, it allows you to speak to dragons, any dragon. From those barely hatched to those the size of mountains, you will be able to communicate with dragons of any shape and size as if they were one of your fellow men. But this is the least of its abilities.

Should you have a young dragon as a companion, your Dragon Amulet can suffuse them with magic, allowing them to reach their adult size whenever you need them to. However, this is rather tiring to do. Don't expect to keep your dragon full-size all the time, at least for a while.

Not only that, but should you not have a dragon companion of your own, the Dragon Amulet will allow you to subjugate the minds of dragons so long as their will proves to be weak and small enough. I would not recommend doing this on any dragon of either great age or power. The results will likely not be desirable to you.

And finally, the Dragon Amulet's greatest power. The Dragon Amulet is tied to your very being and because of it, you will be made greater as the power of the Amulet, the essence of dragons, flows through you. Your powers, your equipment, even your Companions, will be made greater, all thanks to the might of the Dragon Amulet. If you were willing and found a capable teacher, you would even able to harness this essence to use for yourself and become a true DragonLord.

Flying Fortress | 400 CP

Everyone deserves a home, a place to call their own and it's not like you can just stay at an inn all you like. And luckily for you, there are no shortage of such places to be found or purchased here in Lore. However, if you want to find a home more befitting of your status, that is a considerably more difficult task. But just because something's difficult, it doesn't mean that it's impossible. And now for only a relatively small price, you can have a home that'll be the envy of kings themselves.

Whether it's kept aloft through Ahzite ore, the science of the gnomes, or simply resting on the back of a reanimated colossal dragon's remains, you now have a flying fortress to call your own. But calling it a simple fortress would be doing it a disservice. Closer in size to a village or even a town like Falconreach, this castle in the skies is the perfect home.

As a castle, it's very well defended. Even just getting past the walls would need powerful siege weapons or equally powerful magic. And to combat that, you have your own arsenal of magical siege weapons, enough of them that you could take down an adult dragon all on their own. Of course, it wouldn't be much of a castle if you were the only one in it.

While you may not have people living in these walls just yet, you do have a sizable number of guards and servants lying around. Whether they're gnomish automatons, necromantic constructs, or some other animated but non-sentient golems, you and the siege weapons won't be the only line of defense for your floating fortress.

Fragment of the Core | 600 CP

The Shapeless Empire is built on magic but not just any ordinary magic. No, where the rest of the world relies on magic from the world, the Shapeless Empire has come to utilize a fragment of the Mana Core itself as the very foundation of their civilization. It is the source of their refined magick and without it, their kingdom would have surely taken a very different path.

And judging by the sheer presence of the thing in front of you, perhaps they have the right idea of things. Through one way or another, you've gained your own fragment of Lore's Mana Core, a near infinitesimal piece compared to the real deal but the power it possesses, the power it can grant, is all too real.

Attuned to your existence, the Mana Core Piece serves as a great repository of power, allowing you to wield tremendous might, more than enough to match dragons. If you were to fully be one with the fragment, you could even reach the power of the Avatars themselves. Though, the cost of doing so may be far too high.

But this power is not meant for you alone. No, the Mana Core's true potential is best made real by sharing it with others. By allowing others to attune to the core piece, they may gain access to not just the magic of Lore, but they can also learn to use your abilities, the ones you wish to share anyways.

Unlike the original fragment in possession of the Shapeless Empire, your fragment of the Mana Core will not cut off those attuned to it from the true Mana Core, allowing them to use both sources of magic at once along with any other powers you allow them to have.



Good

Moglinmade Travel Cloak | 50 CP

Years ago, Falconreach received a shipment of these things, and it seems you were given one as well. Crafted by moglins, this cloak is light, comfortable, and easy to wear. While all that would certainly make it worth purchasing for ordinary people, the moglin magic involved is a comforting thing, like a small hug. With the cloak on your shoulders, you find it easier for you to think of happier memories and in turn, use those memories to push you further along your journey.

Holy Wasabi | 50 CP

A favorite treat of the paladin Artix, Holy Wasabi is a magical foodstuff. Like regular wasabi, it is best served with sushi and other similar dishes, but it has two unique properties. For one, eating it gives a healthy dose of energy, like a gallon of coffee. It could explain why Artix is so energetic. But I think the second one will be more to your liking.

You see, Holy Wasabi is heavily detrimental against any and all forms of necromancy. A single dollop of this is enough to ruin almost any necromantic ritual and can outright slay weak undead upon contact. While it may not do anything against those of any noteworthy power, not having to deal with the fodder can be quite helpful and ruining any rituals is good enough on its own.

A Hero's Spear | 100 CP

A hero should never forget their first. The first weapon they ever had of course! What did you think I was talking about? While this appears to be nothing more than a simple spear, one that's seen plenty of use judging by the scratches and grooves, it holds a special power.

So long as you have it by your side, you'll find yourself learning faster and becoming more experienced quicker in everything you do. It's not a massive boost, only a tenth again as fast as before, but it is quite noticeable. Lastly, this spear is quite receptive to any attempts to improve it, accepting it with an almost sentient glee.

A Hero's Backpack | 100 CP

Now that you have a weapon fitting for a hero, it's only right to have something to store it in. And what better option is there than a true and proper adventuring backpack. Finely crafted out of brown leather, any adventurer would be glad to have a backpack like this. But this one is special.

Unlike ordinary backpacks, this one can more accurately be described as a magical bag of holding. So long as you can jam it into the surprisingly wide opening, you can fit just about anything in here. You could even fit a baby dragon or a full-grown man inside. I wouldn't recommend doing it though. Unless they want to stay in your backpack, they will be capable of clawing their way out of it, probably with disastrous or catastrophic results depending on what you keep in your backpack.

Tog Whistle | 200 CP

Togs are somewhat of a specialty for Rolith, Captain of the Pactagonal Knights. Some people might say that it might even be somewhat of an obsession for him. Either way, it seems that he's decided that you could use the help of the togs as well and so, he's given you a copy of his trusty Tog Whistle. It's like a dog whistle but for Togs. Blow into it and you'll get a horde of togs hundreds strong. And while that may seem like a lot, togs aren't really that dangerous, usually.

But what are togs? Well, they're reptilian creatures that look a lot like a combination of dinosaurs and dogs. They even. In fact, most of them are about the size of a large dog and that's what most of your tog horde will be composed of. However, you will get a few special ones like giant togs, fluffy togs, elemental togs, and occasionally, Togmothy himself may come to aid you.

The togs will run off after a day or so and you'll have to wait a few hours before you can use your whistle again. Still, whether in battle or not, what's not to love about your very own personal arm of togs? Oh, you have a question? Who is Togmothy? I'll let him explain when you summon him.

Shadow Hunter Tools | 200 CP

Paladins and Guardians aren't the only organization in Lore dedicated to protecting its people. There are the Shadow Hunters as well, a centuries old family legacy of protection against the creatures of the night. Unfortunately, this legacy is all but wiped out and there are few sources left of their knowledge. Thankfully, you've managed to get your hands on some of them.

First of all, you have the basic equipment of a Shadow Hunter, their guns, the ammunition for their guns, their knives, and their many other tools. Second, and perhaps more importantly, you have a small book and on the cover of it is the sigil of the DuBellmount family, the origin of the Shadow Hunters. Within this book are all the things you will need to know in order to become a proper Shadow Hunter.

From their knowledge of the various creatures of the night to the techniques they used to battle against said creatures, the book, should you focus earnestly on studying and learning, shall ensure that you will become a true and righteous Shadow Hunter indeed. Just be sure to have a good explanation as to why you have this if you ever come across the last Shadow Hunter.

Ancient Exosuit | 300 CP

Now this is some firepower! Found within the ruins of a long-abandoned castle, what you have here is a bona fide relic, something older than most of human civilization itself. Treasure hunters the world over will be jealous if they ever find out you've gotten your hands on this war machine. In fact, think of this as a far more advanced version of the G.P.S. and you wouldn't be far off.

Resembling a dark and high-tech suit of armor, just wearing this thing is enough to make you feel strong enough to take on a fully-grown dragon. You wouldn't be far off either. From shields to lasers to cannons and more, this exosuit's strong enough that while you won't be winning against Titans most of the time, you can be sure that they won't forget the hurt you'll lay down on them.

Skull-Crusher | 400 CP

Ah, but what if you want something far, *far* bigger? If so, you've come to the right place. Meet the Skull Crusher. Like the Ancient Exosuit, the Skull-Crusher is a technological wonder of times long past. Unlike the exosuit however, the Skull-Crusher is meant to be piloted, not worn. Standing taller than even a fully-grown dragon, the Skull-Crusher is a force to behold.

With an arsenal of weapons that have not seen the light of dawn for countless millennia, you are more than a one-man army. No, the Skull-Crusher was created in a time where such things barely mattered in the grand scheme of things. Against you, most one-man armies might as well be ants beneath your boot. Such is the might of the Skull-Crusher.

And don't let your enemies think they can run away. This machine was built for combat almost anywhere imaginable, even in the farthest reaches of space. All things considered; it'd be far faster to list the number of people who could beat you while you're piloting this than it is to list the ones who couldn't. Now go on. Show the rest of the world the glory of an age long past.

If the Skull-Crusher isn't to your liking, you may choose to replace it with any MechQuest mech available to the Hero in-game. Your chosen mech will be equal in power but depending on your choice, it may have very different abilities and components.

Blade of Destiny | 600 CP

You are a hero, proud and true. A hero so brave, a hero so noble, a hero so righteous that the Avatars have seen fit to reward you with a weapon fit for one such as you. A weapon that can turn the tide against the forces of evil. A weapon that represents them as much as it represents you. A Blade of Destiny.

Forged in defiance of the Doom Weapons of the ShadowScythes of old, merely holding this weapon in your hands is enough to bolster your physical capabilities to a level exceeding that of most dragons. Right now, the number of foes you can call your equal number at the low end of the double digits and those who exceed you are even rarer still.

But raw power is the least of your new powers. As a weapon borne from the combined will of the Avatars, the Blade of Destiny can attune itself to any of the prime elements, aside from Bacon, ensuring that you can take on any foe. Naturally, any elemental magic you cast will also be bolstered, depending upon your attuned element. You could even be able to combine all of the elements to attune the Blade of Destiny to Good.

Lastly, a fragment of the Avatars themselves is part of this blade. And so, you may call upon this fragment to aid you in battle. While they are a far cry from the true might of the Avatars, they are still worthy allies and as they say, nine heads are better than one.



Evil

Necropolis Student ID | 50 CP

Necropolis is a university and so, like every other school, it has classes, teachers, students, the whole shebang. If you want to make full use of their faculties, you'll need this. Now, it may look like a normal school ID, it should serve you well enough to get inside Necropolis. And not just Necropolis either. So long as you don't do anything stupid, this'll be enough to get you free access to any school. In fact, until people start being suspicious of you, you'll be able to fit in just fine.

Plushie Factory | 50 CP

Awww... who knew evil could be so cute? Attached to your Warehouse (or closest equivalent) is a small factory, about the size of a small warehouse. What does this factory do, you ask? Well, that's simple! It makes plushies! But not just any ordinary plushies. Through the power of Moglin Magic, it makes magic plushies.

These plushies are animated and if you base them on someone, they'll move and act like that person does. Or at least a crude semblance of them. Oh yeah, they can also fight. Unfortunately, given that they're plushies, you can't expect them to do much. Kids love them though and given that you can crank out ten of these plushies a day, you never have to worry about running out.

Claw & Scroll | 100 CP

Scrying on others is an age-old magical tradition, especially for villains. It's a difficult thing to do but there's plenty of resources available to help you out there. Just take a look at this claw! Taken from a BioBeast, a strange and otherworldly creature, this claw serves as a wonderful focus for any scrying spells. But it's not just the claw you'll get.

No, you also have an ancient Darkness scroll to go along with it. And by using the spell on this scroll with the Claw, you'll be able to scry on anyone. But do be careful. This is an effective scrying spell, but it is also a dangerous one. The more you use it to scry on somebody, the more you run the risk of them discovering you doing so. Of course, nothing says you have to cast the spell.

Simplified Necromantic Monstermatic | 200 CP

Or SNM if you prefer. Necromancy can be a complicated art, especially if you're just starting out. But the march of science bears many gifts for magic all the same and the SNM is but one of those gifts. While you could use your necromantic powers to create the bodies of your minions, that takes time and effort, especially if you plan on making an army's worth of them. With the SNM, you won't have such issues!

Designed to streamline the undead creation process, the SNM is a wondrous invention that cuts down on the time it'll take for you to make undead monstrosities by a significant factor. And you don't even have to be a necromancer to use it. In fact, with the SNM, even a beginner could crank out a hundred undead in only a day. And if you have access to more exotic materials, you can make even greater undead, Titans even if you have enough parts.

Thorny Pets | 200 CP

In the distant past, there was a civilization who studied magic to such a degree that they could create great machines that ran on it. But in the end, the great civilization fell, brought down by their final creations, the Manaphages. Manaphages are humanoid machines designed to drain mana, whether it be from machines or from life. And given how their entire society ran on magic, you can see why they are no longer around.

On the other hand, Feargeists are a creation from the near future, invented by someone named the Phobeist. Unlike manaphages, these beings are not designed to absorb mana. Rather, they are meant to target the fears of others by entrapping them in illusions of their worst fears, leaving them vulnerable and weak.

You have a small number of these creations, numbering a dozen for each of them. Not only that, but you also have access to a collection of notes that will help you improve them and recreate them. Some dedicated study should get you ready to make an army of such things.

Book of Ebil Dread | 300 CP

Zorbak probably threw this away, didn't he? Someday, that little habit of his will bite him in the butt. Well, if he isn't going to use it, why not take it for yourself? Looking a lot like many other cursed and enchanted books you might encounter on your travels, this book's special power is made obvious once you start reading it. Once you recite the words, out loud, the book will activate, emanating a sickly green glow and floating on its own.

After that, an endless swarm of undead shall spawn forth from the book. But these are not just any ordinary undead. No, these undead are EBIL! That mostly means they're undead that glow a spooky green, but it also means that they're resistant to or unaffected by anything that specifically targets evil, mainly because of the fact that they technically aren't evil.

This swarm will come out quickly as well, enough that within only a few hours, there could be millions of undead, ready to follow your command. And if you keep the book close enough to you, it would even be able to create a weaker but more EBIL version of yourself. On a final note, no others can use this book save for you. Anyone else who tries will have their minds controlled by the book and the book will make an EBIL version of them as well.

Tanislav's Last Will | 300 CP

There is a song, a story, a tale of a man and his child laid low by disease. The man sought to save his son from his fate, and when medicine failed, the father turned to magic. And when even that failed his son, he turned to what was forbidden, a spell too costly, too evil for the likes of all.

In the end, his son was saved, but at the cost of all the souls within the village, save for the child and his father. His father could not stomach what he had done and threw himself into the ocean. This is that father's legacy. This is Tanislav's Last Will.

In your hands is a piece of paper and written on it are all the instructions you will need to cast this forbidden spell. But what does it do? Well, for starters, by drawing the ritual circle and casting the spell, all within its confines shall die, transformed into Elemental Spirits as their bodies become liquified, distilled into a silver potion that could cure all afflictions.

But that is not all it can do. Should you imbibe this elixir, you shall become capable of taking over the bodies of others, subsuming their minds and souls, replacing them with your own. There is, however, one side effect. All those who consume this silver elixir shall gain a dependency upon it, ensuring that they will always need to imbibe it, even if they must only do so every few years.

Cloak of Shadows | 400 CP

Do you know what this is? This is a cape of solid, physical necromancy, a direct link to the Realm of Darkness. It is a cape of souls and essence, of power. And what a vile power it gives you. By draping it across your body, you yourself shall be draped by an aura of darkness.

This cloak, this artifact of Darkness, allows you to take in the essence of others. Whether it is the essence of magical relics or that of your defeated foes, the shadow cloak shall pull them into its gloom, feasting on its power and adding their might to its own. In turn, the cloak bestows upon you the ability to utilize a semblance of their formidable might and powers as your own.

But do be careful about how you use this or who you lend it to. It is difficult to fully realize the true extent of this cloak's power and it will only allow the worthy to make use of it. You will always be considered by the cloak but the same cannot be said for any others. If the cloak finds them wanting, it shall pull them into its gloom, their power and essence made part of its being.

Blade of Doom | 600 CP

Powerful as the Avatars are, you have come across something greater, something more. Older than Lore itself, this artifact is a weapon unparalleled, a weapon of such power that you will want for nothing more with in your hands. A Blade of Doom.

Attuned to Evil, the Blade of Doom suffuses your body with tremendous energy, enough that even with this alone, you will likely have few equals in battle, your raw strength enough to bring down titans and dragons with almost contemptuous ease. All should fear you with this in hand.

But that's not all. The Evil flowing through you can be used for more than just bolstering your body. You may also use it to unleash powerful attacks of Evil, attacks of such might that it would outclass most of the ordinary spells you could cast. Truly, Evil shall provide.

Finally, no matter how strong you are, you can still get hurt, still get wounded. But the Blade of Doom will keep you going. If you will it so, it shall encase you in armor, making itself part of you. Should you ever be seriously injured, such as being stabbed through the chest with a giant sword, your body will adapt. This is not healing per se, but rather the blade ensuring your body shall keep functioning. You would still have a hole in your chest. It just wouldn't matter because your body will rearrange itself so that you can keep going.

Lastly, the Blade of Doom would not be a proper Doom weapon if it didn't have a Doom Spirit. However, unlike other Doom Spirits, this one is young and nascent, not yet hardened by the world. It will be up to you to decide how it will grow in the future. In time, the spirit shall be strong enough to move the Blade of Doom of its own, allowing it to fight alongside you.

Moglin Staff | 50 CP

The moglins are strange but helpful little beings. However, do not be fooled by their diminutive size or by how easy they are to punt. They possess a powerful magic, enough that even their tools and food are inherently suffused with magic. Here, hold this staff for a moment. It might just be a stick with a leaf on it, but it is a magical stick. Whenever you use this staff, whether to attack your foes or to cast a spell, you have a small but notable chance of healing yourself by a small fraction of your overall health.

Oculus Orb | 50 CP

Magic begets magic. It only makes sense then that magic can be used to find magic. While runes for magical detection exist, they aren't really all that useful, on account of detecting even the slightest bit, becoming just fancy lights. This is a far more precise, and therefore more useful, method to detect magic.

By default, the orb will be set to detect the presence of other mages, but by grasping it in your hands, you can tune it to instead search for magical artifacts or locations. But don't think it's all that perfect. There are ways to shield one's presence from magical detection and if you're ever somewhere with too much magic, the orb won't work, overwhelmed by its surroundings.

Ignominious | 100 CP

If you're the type of person to need mana more than you do health, perhaps this will prove more useful. Used by the Magesters to compensate for their atrophied connection to magic, an Ignominious is a walking human husk stuffed so full of mana that their skin has turned blue and their body glows from within. Effectively, they are a walking battery of mana.

By absorbing the mana from this husk, you're able to use mightier spells and keep on going for longer. However, the Ignominious is not an infinite reservoir of mana and if you use it too much, it will run out. Fortunately, unlike most Ignominious, this one passively recharges itself, going from zero to full in about a week if you don't use it.

Ancient Tome of Summoning | 100 CP

Did you nab this from Cysero and Warlic's tower? If so, feel free to keep it. They probably won't notice it. Moving on, this hefty tome is, as you might have guessed from the name, a guide to summoning. It is filled to the brim with writings on all manners of supernatural creatures, from things like their diets, their behaviors, but most importantly, how to summon them.

So long as you have the ingredients and you follow the instructions, you'll have no problem summoning anything from the book's list. Unfortunately, there is absolutely nothing in the book that deals with controlling anything you call forth. To be safe, make absolutely sure you do not call up anything you cannot put down. Still, given how you can call forth these beings wherever you are, this will certainly prove useful.

Cauldron From Cysero | 200 CP

Cysero might be a strange sort of being, but you can always rely on him having some sort of fancy new gadget or enchanted item to sell or give away. Something like this magical cauldron for example. Perfect for any aspiring alchemist, this sapient cauldron is great for brewing up any potions or other alchemical concoctions. Her name is Whyp.

For starters, Whyp knows plenty when it comes to alchemy, and she'll quickly teach you whatever she can as you make your brews in her. Not only that, the magic within her bolsters the speed at which you can brew. Were you skilled enough, you could comfortably provide for entire towns and villages. And it's not just potions. You could make things like candy, pumpkins, and more!

Finally, Whyp has plenty of other features that can help you along. You can see into the future, not very clearly, but good enough to prepare. Or see distant lands with her guidance. And surprisingly, Whyp also comes with basic cable, a few movie channels, and a few digital channels. Whyp is not just a magical black cauldron. She's a TV too!

Self-Containment Unit | 200 CP

Say what you will about the Magesterium but they certainly do know their magic. Look at this outfit if you want proof. Created by the Magesterium for use in any expeditions outside of their homeland, this Self-Containment Unit works wonders. And now you have one of your own.

Perfectly tailored to fit you and probably one of the more comfortable clothes you've ever worn, the Self-Containment Unit is a full body suit that perfectly regulates your temperature enough that if it was so hot that the people are outright fainting or burning, you'd be fine as a fiddle. Not only that, but the included helmet also ensures that you never need to worry about anything getting into your body that you don't want it to, be it poisons, spores, or even shrunken people.

And if all that somehow isn't enough for you, the suit does wonders for your mana. Rather than boosting your reserves, the suit will instead make your spells more efficient, trapping any excess mana from your spells and recycling it back into your tank, ensuring that you can keep going, even when cut off from the rest of the world.

A Window of Time | 300 CP

What is this? It's... a mirror, beautifully crafted, its shine unmatched by any other, but it is so much more than that. If eyes are windows to the soul, then this is a mirror is a window to time. Simply stand or sit in front of the mirror and you will be able to make it show you the future. At first, it shall show you the future that shall come to pass. But that is merely the beginning.

Beyond showing you your future, you can also command the mirror to show you what could have been? What if you had been just a little bit faster? What if you were crueler? What if your foes had been smarter? Should you be wise enough, the knowledge this mirror can show you should be enough for you to face down any foe. But do take care not to find yourself obsessed with the mirror, lest it be the instrument of your own demise.

(Element)-nomicon | 400 CP

The Elemental Orbs are some of the most powerful artifacts in all of Lore. A single Orb used by a a simple man could face down an army and win. Used by someone already powerful? Why, they would be strong enough to throw down with the entire world. And if somehow, all the Orbs were brought together? There would be no force on Lore that could stop you.

Unfortunately, these items are not the Orbs in question. Rather, they are -Nomicons, grimoires formed entirely out of their element that can serve as poor substitutes for the Elemental Orbs. But that does not mean that they are not powerful. Far from it really. After all, each one has pages filled with the secrets of all the greatest sorcerers of that element contained within.

While a -Nomicon may not have the raw power of an Elemental Orb, they are still strong enough to turn someone who knows what they're doing into a veritable Titan, a natural disaster in mortal form. And that doesn't even mention its more versatile uses. If you know what you're doing, you could more than be a threat to the all of Lore.

There are nine of the -Nomicons, one for each of the prime elements: Fire, Water, Ice, Wind, Nature, Lightning, Darkness, Light, and Bacon. You may choose which one you want to purchase. And if you wish, you may purchase this item up to nine times, one for each element. Only the first purchase, however, is eligible for a discount.



Warrior

Arcane Shield Bracer | 50 CP

Shields are great and judging by how DragonLords and Guardians both use it, everyone knows it. But shields are also heavy and bulky. Thankfully, magic once again provides. Just look at this for example! While it appears to be little more than a fancy golden bracer, it is enchanted and when you wear it, a shield formed out of magic will sprout out of it.

As for durability, the shield is quite impressive, capable of turning aside most blows. Not only that, but it is also both weightless and compact, disappearing whenever you wish it too. Certainly makes it more convenient than a regular shield, wouldn't you agree? Of course, since it works entirely through magic, you'll find it to be more vulnerable against attacks designed against magic in mind.

Throwing Knife | 50 CP

The problem with being a warrior is that unless you've got some magic under your belt, it's not easy dealing with any enemies who prefer to stay away from your chosen implement of battle. Which is a lot of foes, really. Not a lot of your enemies are fond of getting stuck with the business end of a sword. But that's why you have this.

While it may look like just a simple throwing, albeit one of your design, that is quite from the truth. For starters, the knife never seems to break, no matter how hard you throw it or what you throw it against. Second, it always flies straight and true. And finally, it'll always return, reappearing in a pouch or pocket right after you throw it. Quite handy, eh?

Runestone | 100 CP

While this may look like a fancy paperweight, this little stone, no larger than the size of a man's palm, carries a terrifying amount of magic. Once utilized by the Mage Knights, these days, few of these stones still exist, and even fewer still possess their power. But regardless of its history, the Runestone is easy enough to use, even for a novice.

You can use it in battle as an additional weapon, allowing you to unleash pure magical damage against your foes or you can use it as a sort of remote bomb. Using it as a bomb will do far more damage, enough to split apart a massive tower, but the Runestone will be destroyed in the process. Luckily, it seems that whenever your Runestone is destroyed, you'll find it back in your pocket by the end of the week, good as new!

Dragonbane | 100 CP

Dragons are some of the fiercest and most powerful creatures in Lore. But even they have weaknesses of their own. The most famous of such weaknesses is the mineral known as Dragonbane. Exceptionally rare, Dragonbane is exceptionally effective against most lizards, but most people use them against dragons, hence the name.

And now, you have a steady supply of Dragonbane. In fact, every month, you'll have a new shipment of refined Dragonbane, around a ton, either in your Warehouse or in one of your properties, ready to be used for whatever you desire. Whether it's lining your weapons with it or making armor to deter any dragons from eating you, I'm sure you'll find a use for an endless supply of Dragonbane.

Milkgrass Arena | 200 CP

You didn't think Riftwalkers were born through ordinary physical training, did you? No, Riftwalkers need something more than what ordinary training grounds can provide. To that end, they have a special place where they go to improve themselves and now, so can you. Within your Warehouse, there lies a portal to the Atelan's Milkgrass Arena, the Riftwalker's premier training grounds.

Step foot in this garden and you will find something pressing down on you, making it harder to fight, to walk, or even breathe. That is the force of gravity pushing down you and that is secret to the Riftwalker's training. By training here, you find that you make far greater progress when it comes to physical growth, especially as the gravity here grows in response to your strength, always making sure that you are challenged by it.

Dragon's Bulwark & Wrath | 200 CP

The DragonLord's are a powerful organization. Even ignoring the fact that they have, you know, dragons, each DragonLord is a formidable warrior, masters of their weapons, enough that most foes they face will probably just be fodder in their path. And that doesn't even begin to count the number of artifacts and relics they can get their hands on.

You now have some of those artifacts for yourself. Two to be specific. The Dragon's Bulwark and the Dragon's Wrath. Unlike the ones you might find in this world, these relics do not rely on you being a DragonLord.

The first artifact, the Dragon's Bulwark, makes you just that. Not only does it make you more resistant against attacks of every kind, but you will also see your power growing the longer a battle goes on, up until you're thrice as strong as before, both physical and magically. This boost only lasts for as long as the battle does so take advantage of it while you can.

Where the Bulwark revolves around taking things slow, the Dragon's Wrath rewards those who in go full force right from the start. Not only are your physical and magical might heavily bolstered, but your special attacks can also be empowered through this artifact, upgrading them in a sense by either improving their strength or removing any drawbacks to them.

However, do be cautious. Use your newfound strength too much, and it will leave you until such a time that you can build up power once again, something that could take you up to a minute or two. Not very long but in a fight, that can seem like an eternity.

Finally, without further modification, you may not use either of the two artifacts together. It seems that the magic running through has rendered the two artifacts strangely incompatible with one another.

Protus Symbiote | 300 CP

This universe encompasses more than just the world of Lore. There are many other worlds, places with different laws, different magic, different beings, and so much more. Just look at this item for undeniable proof of that claim. Having fallen from the stars above, it wouldn't be inaccurate to call this silvery… thing more than just an item.

This peculiar substance is in fact a symbiote, an alien hailing from up above. Once, it might have dreamed of conquering this world but now it has formed a different dream. It dreams of serving you instead and it does it quite well indeed. But how does it do that? Simple, it lets you wear it.

With a thought, the symbiote can envelop you to serve as a mighty set of armor, growing in durability as you do. But not only can it be a wonderful set of armor, it can also reshape itself to serve as an able weapon as well, turning into spikes and other simple shapes to assault your foes.

Finally, should you be willing to feed the symbiote some of your magic, you can let it grow and take on more mass until eventually, it will split off Proteans from its form. To put it into simple terms, Proteans are basically children of the symbiote. They aren't very smart nor are they strong but given enough time, they can grow into proper symbiotes but that will be a long ways off.

Elemental Claymore | 400 CP

Across all of Lore, there lies many weapons of great and terrible power, weapons sought after by countless souls for the power it can bestow upon its wielder. The Frozen Claymore is one example of such a weapon. However, the Frozen Claymore does not yet exist for it shall only be forged in the coming battles ahead. But there's nothing wrong with getting it a bit early.

With it in your hands, you are more than a mere warrior. No, you are a Champion, a one-man army. With this, even a Great Dragon backed by an Elemental Orb would fall before you, for the Claymore will draw in their strength to make it yours. Not completely but it would be enough for you to beat someone who could have squashed you like an ant before.

And if this sword were to be broken, shattered apart by your foes? Well, your foes will soon come to regret that mistake. Whenever this weapon is broken by your enemies, you will find it ridiculously easy to rebuild and in doing so, this shall change the weapon's form and further bolster its awesome might.

Finally, unlike the original, yours does not have to be tied to Ice nor does it have to be a claymore. It could be a Fire Scythe, a Darkness Katana, or something else so long as it is made of a prime element and a melee weapon. It could even be something as unique as a Light Chainsaw if that tickles your fancy.



Rogue

Grappling Hook/Climbing Gear | 50 CP

Exploring the world is a troublesome task but it's all worth it to get your hands on some of Lore's most valuable treasures. Luckily for you, there are many things to make achieving your goals much easier. And you were smart enough to get your hands on those things, namely a perfectly crafted set of camping and climbing gear. The tent is large and comfortable enough for three people, your grappling hook somehow always manages to hook on to whatever you're aiming at, and a never-ending supply of Cysero-brand energy bars ensures you'll always have food to go. There's no environment you can't traverse with these at your side.

Surehunter Cloak | 50 CP

Rogues like yourself often get into a lot of trouble with people, whether they're good or bad. I suppose that's the nature of things when your goal in life is nabbing precious artifacts wherever you find them. So, why not do the smart thing and make sure people don't realize that it's you who's nabbing their treasures?

While this appears to be nothing more than a simple hood and cloak, the kind you'd find wanderers wearing on their travels, it is a bit more than that. By wearing it, people will find it almost impossible to recognize that it's you underneath, even if you were only a few feet away from them. The only way they'll find out is if your hood gets lowered. Please do your best not to get into any fights while wearing this. The hood has a rather nasty habit of getting caught and going down.

Kessel | 100 CP

The Ninjas of the Shadow of the Wind Village are masters of wind magic, and this is the product of that mastery. Enchanted with wind ninja magic, the Kessel was created by Gessel Von Tressel and named after Kessel Von Tressel, her sumo wrestler husband. It's interesting history aside, this ship was created in order to beat the pirates at their own game.

This ship may be small, but it packs one hell of a punch. Faster than any other ship on the sea, enough to be a blur to anyone looking at it, it takes tremendous skill to utilize it to its full potential. Like the prototype, it can be piloted single-handedly, but unlike it, this version of the ship is considerably more durable, capable of plowing through rocks with only a scratched paint job.

Circe's Artifact | 100 CP

No bigger than your hand, this golden orb is an artifact of unknown origin but that doesn't decry from its uses. With a click of the button, this tiny thing turns into a bomb strong enough to blow a hole through a Trithril airship. It won't hurt you but the same can't be said for anyone near you. And don't worry. The orb will still be usable. You just have to let it recharge for a few minutes.

But that is the least of its usefulness. No, this little orb is far more than just a reusable bomb. More than a grenade, it allows you to detect any illusion. You'll know it's detected an illusion when it starts pulsing with a golden light. As for what you do with that knowledge, that's up to you.

CorDemi Codex | 200 CP

Another relic older than Lore itself. There seems to be plenty of those around now that I think about it. While this may not be as grandiose or as destructive as the Skull-Crusher, that doesn't mean that it's useless. Far from it really. You see, the CorDemi Codex has a really interesting property. It can change its shape.

In battle, it can change from sword to dagger to staff, depending on what you need. But that isn't the best part. No, the best part is that it can change into a key. And what makes this key so special, I hear you ask? This key will shift and mold its form to fit into any lock and in turn, unlock it. Far more useful for a rogue than a towering mechanical monstrosity, wouldn't you agree? Of course, there has to be physical lock in the first place. If the thing blocking you is a magic barrier for example, the key won't be much help there.

Keelhaul's Blade | 200 CP

Long ago, there was a legendary pirate, Keelhaul, who had amassed a horde of treasures that would be envy of all those around him. And yet, that treasure could not save his life for his ship sunk into the ocean depths, never to be seen again. Or so it is said. There are stories abound of a ghostly pirate roaming the ocean, terrorizing anyone unfortunate enough to cross his path.

It seems that you were one of those unfortunate souls. But unlike others, you came out of it with a prize, Keelhaul's very own legendary blade. Glowing a ghastly green, the blade does two things. The first is to call upon Keelhaul's long dead crew to strike at your foes, cursing them with weakness as they do so. Second, and perhaps more appropriate, is that the blade allows you to command both the wind and the waves, allowing you to sail across the ocean unburdened by the problems that would trouble lesser sailors. You can use it battle as well, although compared to ordinary magical attacks, its efficacy is considerably lesser. Still more than enough to be useful, certainly enough that it can quickly turn the tide in your favor.

Sneevil Boxopolis | 300 CP

Sneevils are... interesting creatures with an interesting origin. In fact, it might be best not to go into their origins at all. A special kind of goblin, sneevils are utterly obsessed with boxes of every kind. From cardboard boxes, wooden crates, and even treasure chests, sneevils just love boxes. They don't care what's in them, they just want the box!

Somehow, you've managed to gain their services. Maybe they see your Warehouse as the ultimate box, maybe they see you as a way to find even greater and bigger boxes, or maybe, just maybe, you treated them kindly. Regardless, a Sneevil Boxopolis is now part of your Warehouse, or closest equivalent to it, and with it, an army of almost every kind of Sneevil ever seen.

At the start of every Jump, you may decide whether or not the Sneevil Boxopolis is plopped somewhere near your starting location. Either way, these sneevils will head out into the world in search of any boxes. They'll deposit the contents of them in your Warehouse (or closest equivalent) and use them to build up their Boxopolis. They'll have their boxes, and you'll have your treasure.

Blade of Awe | 400

Isn't this a thing of beauty? Long lost to the sands of time, the Blade of Awe is a legendary weapon, even amongst the multitudes of relics you can find in Lore. While it may not boast the mighty power of the Frozen Claymore, it more than makes up for it in other ways. Forged long ago, this mighty blade is enchanted with powerful magic, enough that treasure hunters have sought after it for generations.

First, so long as you wield this blade, you will find your wounds slowly healing and your magical reserves filling up, enough to be useful in battle and yet that is the least of its power. It's second ability is that it is ridiculously accepting of other magical artifacts. Simply touch another artifact to the blade, and it will fuse with it, even if its something as powerful as an Elemental Orb.

Speaking of elements, the Blade of Awe can summon forth Earth elementals to aid you, whether it be to search for treasure or to battle against the foes you face. The number of elementals you can call forth is dependent on how much mana, growing as your reserves go.

Last but certainly not least, the Blade of Awe will allow you to call forth the Guardian Dragon to fight at your side, similar to a **Guardian**. One of the strongest dragons in the face of Lore, there are few foes you cannot defeat with the Guardian Dragon at your side. Unlike the **Guardian**, the dragon can stay with you longer and you do not need to use your magic to call the dragon forth.

Chapter 7: Companions

Perks and items are fine and all, but they aren't all this world has to offer. No, it has plenty of allies whether you're good or evil. And now, you have the chance to find some of those allies for yourself, friends to help you on your journey or just minions to aid you in your time of need. Unlike with Perks and Items however, there won't be any discounts, save for a few exceptions.

General

Jumper's Guests | 0 CP

Ah, but what if you've already had allies to call your own before all this? Well, far be it for me to not let them accompany you here to this world. In fact, feel free to import up to twelve of your previous Companions. These Companions will be able to take any Faction or Class and will have **800 CP** to use for their own purchases. Unlike yourself, they cannot take any Drawbacks.

Jumper's New Friends | 0 CP

If you've made some new allies in your time here, you're free to take them on beyond this world. So long as you can convince them—without supernatural manipulation or coercion—you can take any character here as a Companion on any future journeys you may have, free of charge.



Pets

You know, people aren't the only companions you can get here. You can get a few pets here too. But don't be fooled. They may be far from humanoid but that doesn't mean that they're any dumber for it. Try not to call them pets. Most of them don't like that.

ScanOrb | 50 CP

Does this really count as a pet? Well, it seems sentient enough and it can move around on its own so it should be fine, I guess? As a floating crystal ball, the ScanOrb is very different from most other pets. It doesn't need air, food, or water. It simply is. It's kind of like a pet rock. But unlike a rock, it can actually do something useful.

Like its name suggests, the ScanOrb will magically scan whatever's in your path. It does this by insulting them and their families, but it works. By doing so, your enemies are made just a teensy bit more vulnerable to your attacks and any healing they use will also be less effective. Just don't expect it to do anything more than that. A crystal ball can't exactly fight back.

Hudson's Hawk | 50 CP

The bond between a Rangers and their hawk is the ultimate proof of a Ranger's ability to commune with nature. While you may or may not be a Ranger, you've formed a bond with a hawk of your own. Having saved this hawk from an unfortunate fate and raised it from birth, you've got a magical bird that'll fight by your side.

As a fighter, the hawk is quite strong, drawing its speed and strength from you and allowing it to claw at foes it would have otherwise no right of even touching or hurting. Not only that, for every wound it inflicts upon your foes, you will be healed in turn. Not by much, but enough to make it very annoying for your foes. On a final note, don't forget to feed your hawk. He will scratch your face if you forget.

If you purchased **Ranger of the Sands**, you receive this Pet for free.

Spectral Parrot | 50 CP

Hawks aren't the only birds you can have in a fight. Where Rangers have their hawks, a Pirate has their parrots. But an ordinary parrot simply won't do. Not for you. What you'll be getting here is a Spectral Parrot, glowing a ghastly green reminiscent of the ghost of Keelhaul himself. Like the hawk above, it draws its strength and speed from your own.

Unlike the hawk, however, this parrot focuses more on debilitating your foes. Instead of healing you, the parrot's every blow makes it so that your enemies will have a hard time focusing on you, making it difficult for them to hit you at all and unless they have some magic on their side, they'll have a hard enough time trying to bring down your parrot, on account of its spectral nature.

If you purchased **Keelhaul's Blade**, you receive this Pet for free.

Blue Flying Eye | 50 CP

Would you look at that? Another creature that can fly, though this one is considerably less avian than the last two options. Looking like a floating eyeball with demonic wings and tail, red flying eyes are quite common here in Lore. What isn't common, however, are blue ones. Discovered by Warlic, eyes like these are *very* rare but they more than make up for it with their friendliness, intelligence, and helpfulness.

As a fighter, this blue flying eye can unleash mighty gusts of wind and fire off beams massive beams of energy, relative to its size. Not only that, if you wish, you are also able to see through its eye no matter where it may be, letting it become quite a useful spy. Finally, given enough time and practice with magic, your flying eye will be able to take on a more humanoid form, greatly increasing its magical capabilities but unless you help him along, that could take him centuries.

Gryphon | 100 CP

The problem with the last few choices above is that they can't exactly carry you when they fly. Well, the Flying Eye can but it won't be comfortable, and you won't get anywhere fast. But there's so many places to explore and so much to discover but so many of them are smack dab in places where you just can't walk to. From the Aeris Battlespire to Popsprocket, it's almost like the world expects you to have some form of flight here and there. Luckily for you, you have a gryphon.

A magical creature with the body of a lion and the wings and head of an eagle, the gryphon is a noble and useful beast. Strong enough to fight off common beasts and bandits, this gryphon gladly follows your commands, and it'll let you fly to and from wherever you wish to go. And don't worry about speed. The gryphon's fast enough that it'll only take a day at most to get anywhere on Lore.

If you wish, you may choose to have a Gnomish Mechagryphon instead.

Prince Linus | 100 CP

In the frozen tundra up north, there lies a tribe of hardy beings, renowned for their enduring nature and their strange technology. These beings are the Killguins, a race of penguins that have formed a kingdom of their own in the arctic wastes. And it seems one of them has seen fit to grace you with their prince. But not just anyone. No, the one joining you is the prince himself!

He's not much of a fighter though, barely even three feet tall. Killguins choose their leaders based on their adorability and cuteness and Prince Linus is very cute indeed. That's not to say he can't defend himself. He has some knowledge on Ice magic but more importantly, he carries with him the finest example of Killguin technology, a penguin shrink ray.

Capable of shrinking someone down to the size of a blood cell, this shrink ray is sure to be a pain to your foes, even if only for a few minutes at most. It also doesn't seem to affect their durability all that much. However, despite these drawbacks, you should never say no to a shrink ray at your side. And if you ever need more, Prince Linus can help you build them. So long as you get him enough fish of course.

Spots, the Two-Headed Puppy | 100 CP

Death is a powerful entity but as mighty as he is, even he cannot guard over the entrance of the Underworld on account of his rather busy schedule. But that's what Triskylos is for, the legendary guardian of the underworld, capable of striking fear into the hearts of almost everything, even something as fearsome as a dragon.

You are not getting Triskylos. No, what you're getting is one of his kids, the runt of the litter at that. But don't be fooled. This two-headed puppy, despite its size, will have no trouble taking down most common enemies you might encounter, from bandits to gorillaphants. And that's just through brute strength. Spots can breathe icy flames and poison your foes as well.

In time, Spots will grow, becoming larger and more fearsome until it stands well above the height of an ordinary man and gaining new powers and abilities to help you in battle. On a final note, Triskylos will come and visit you every month or so you're in Lore to check up on his child. So make sure you treat Spots nice and well.

Palachilly & Necsnowmancer | 200 CP

Moglin magic is a wonderful thing. Who knew that such a powerful force could come from the most diminutive of beings? Well, now you do if these companions, born of Moglin and Frostval spirit, are any indication. First up, we have Palachilly, a Moglin Paladin. Wielding a paladin's sword and magic, he's certainly no friend to the undead and despite his size, he packs quite a wallop. He may not be as strong as Artix but don't count him out just yet.

Next, we have Palachilly's partner in cuteness, the Necsnowmancer. As you might have guessed from his name, he is a Moglin Necromancer. Skilled in both ice and necromantic magic, he can call forth icy undead to aid you in battle and like Palachilly, he can even use his magic to heal you. Most importantly, the Necsnowmancer is always accompanied by a miniature undead dragon named Snowfang, capable of unleashing its icy breath against your foes. Together, these cute little Moglins can be your stalwart Companions and with your aid, they can certainly rise to even greater heights. Maybe one day, they might even be able to stand with the likes of Artix or Noxus, legendary paladin and necromancer alike.

Giant Gulosedax | 200 CP

Arachnalchemy is a branch of alchemy, one devised in order to imbue potions with the essence of magical spiders. It's a complicated art, made doubly so on its reliance on having enough spiders to extract the essence from, an endeavor that ordinarily takes whole hordes of spiders and more than a few hours' worth of time for each potion.

The keyword there is ordinarily. Fortunately for you, you have a Giant Gulosedax, a peculiar breed of spider. While it may be a bigger than a man, that isn't really uncommon for bugs in Lore. In fact, there are probably less normal insects around than giant ones. No, what makes the Gulosedax special is its' ability to take on the magical essence of its prey. And by doing so, it adapts to match it. You can see why it would be useful to any arachnalchemist.



And on account of its size, you never have to spend hours or days building up enough essence to enhance your potions. Just take a few minutes a day and you'll have enough silk for dozens of potions. Finally, if you ever need a hand in battle, the Gulosedax will be more than eager to prove its usefulness with its legs, webs, venom, and more, all depending on what you feed it.

Dragon | 200 CP

Ah, where would Lore be without the dragons that call this world home? To most, dragons are creatures of unfathomable power, mighty beings deserving of respect and sometimes, even worship. To someone who's actually had to raise a dragon from birth, they're little shits who'd eat you out of house and home if you give them the chance.

Now you can experience the joys of having a dragon of your own. Only just recently hatched, this dragon is mostly a blank slate, a child in everything but name, if a child could devour an entire feast all by itself. It will be up to you to guide them into adulthood, and it is your choices that will see your child become a hero or a villain.

As for what kind of dragon they are, that's up to you. They could be attuned to any of the prime elements, the many other secondary elements like Silver or Poison, or maybe even something like Plasma, a combination of two different elements. You could even have your dragon be something like a dracolich. It won't really affect it much beyond turning it undead. It'll still be able to grow up like any other dragon.

If you have a **Dragon Amulet**, you will be able to freely customize the appearance of your dragon whenever you want.

Elemental Spirits

Should you have purchased **SoulWeaver**, you may receive one Elemental Spirit as a Companion for free, because you cannot be a soulweaver without a partner. This does not stop you from purchasing other Elemental Spirit Companions.

Fire Elemental Spirit | 200 CP

More than a force of destruction, Fire is the element of passion, of transformation, of new beginnings. It is the spark that gives way to power, and it is what brought life to newfound heights in the world. And Kilna, the Elemental Spirit of Willfulness will show you just what fire can do.

Like her element, Kilna is a woman of passion, flitting about like embers in the wind. She never stays still for long, and you'll find her wiling the hours away by training, growing more and more powerful with her elemental abilities. And beyond that, she is an aggressive woman, forceful and assertive both in dialogue and in battle.

Speaking of battle, she prefers to overwhelm your foes with mighty bursts of flame, all augmented by the gunbai strapped to her back. With your aid, few things can match up to her fire, especially when it burns hot enough to melt steel.

And like with all Elemental Spirits, should your bond with her grow, you will be able to call upon her gunbai to use as your own, a mighty weapon that could turn a simple spark to a roaring blaze.

Earth Element Spirit | 200 CP

Look down at your feet and bear witness to the grandeur of the Earth. Earth is the element of stability, of patience, of those unmoved by the world. It is the earth beneath one's feet which serves as the foundation of civilization and the source of life on Lore. And there is no one who exemplifies earth more than Dünya, the Elemental Spirit of Patience.

Calm, and patient, much like the earth beneath her feet, Dünya is a silent woman, never letting out a sound, not even to cry out in effort or pain. No, she speaks through her gestures and expressions, but you'll find that understanding her won't be too much of a challenge, your link greatly aiding you in that regard.

In combat, she is more defensive than Kilna, focusing on defense by building up walls of stone and weakening the footing of your foes by trembling the ground. But don't be fooled. She can be just as fearsome with her counterattacks, her mighty mace capable of opening up mighty fissures and bringing forth massive spikes.

Light Element Spirit | 200 CP

Light is brilliant. Beautiful. Enchanting. Without light, civilization could not have existed, for without the sun's rays shining upon the world, life could not begin, never to flourish without its grace. Is it any wonder then why the Light is looked upon with great favor by those in the Land of Dragons? If it's still a mystery to you, let Lita, the Elemental Spirit of Ego, light the way.

Prideful almost to the point of sin, Lita is a confident woman, eager to prove her skills, be it in the realm of combat or those more mundane. Though no longer capable of enjoying the benefits of a non-elemental body, she makes it a point to be as knowledgeable as she can on whatever subject catches her interest. And she has picked up a lot of interests. And she'll make sure you know it.

In battle, her pride comes roaring forth, making sure to finish off her foes as magnificently as possible. With her golden scythe and her mastery of the Light, she'll cut a swathe through your foes with a vicious grin on her face. And woe betide anyone aligned to the forces of Darkness. Lita fights such foes with a fervor matched only by Artix and his ire against the undead.

Darkness Element Spirit | 200 CP

The opposite of Light, Darkness has found a place in the hearts of people everywhere, even if that place is very different. In the Land of Dragons, Darkness has been maligned by its people for generations but they know full well just how mighty it can be. Now, like the people in the Land of Fables, you've come to appreciate Darkness and in turn, Dogma, the Elemental Spirit of Loyalty.

Loyal to a fault, Dogma like all Elemental Spirits, shall be your greatest ally. With an array of knowledge built up over the centuries, he'll be a stalwart ally, filled with advice regarding any manner of activity. He doesn't speak much, but he'll crack a joke every now and then, usually a pun of some sort. Perhaps Dogma was a Pactagonal Knight before he ever became an Elemental Spirit.

In battle, Dogma fights with brutal efficiency. His every move is calculated, striking at your foes with brutal efficiency. Even his weapon is an example of that, a simple sword used to devasting effect against even a horde of monsters and beasts. And given his propensity for shrouding the battlefield in darkness, few would even be able to fight back at all.

Energy Element Spirit | 200 CP

Second only to Fire, Energy is one of the foremost elements involved when it comes to progress. Where fire was what gave life a chance to move beyond their primal roots, it was energy that found new life in SCIENCE! And this is not exclusive to life on Lore. Even the Lagohm, beings from the Elemental Plains, understood full well the might of Energy. Now, let Välk, the Elemental Spirit of Whimsy, light up a spark in your life.

Much like fire and the element he embodies, Välk can never remain still, even at rest. His form is always twitching, bolts of lightning sparking from him every moment. Even the way he speaks is like lightning, switching between topics as if he was rolling dice. And if something catches his interest, he hyper focuses on it to an insane degree, ignoring everything else unless someone, probably you, snaps him out of his fugue.

As a fighter, Välk is no less dangerous than his contemporaries. Wielding a more modern weapon, a shotgun bearing a resemblance to those of a Shadow Hunter's, you'll find Välk to be a more than worthy ally, capable of laying low all manners of dangerous beasts. And if for whatever reason that isn't enough, the mighty bolts of lightning he brings down should suffice for most enemies.

Wind Element Spirit | 200 CP

The element of Wind is everywhere. From the darkest depths of the deepest caves to the highest mountains of Lore, there are few places you can go to where the Wind has not made its presence known. And while generally more subtle than its contemporaries, anyone who has seen the destruction a hurricane has wrought can tell you full well how mighty the wind can be. Let Viento, the Elemental Spirit of Humility remind the world of that fact.

Like the wind itself, Viento is normally silent, the picture-perfect example of a loyal soldier, speaking only when spoken to or when his knowledge would be relevant. But do not mistake his humility for weakness. Once angered, a very difficult feat, Viento responds will all the ferocity of a raging hurricane or a *very* angry drill sergeant, ready to put the maggots in their place.

Befitting the virtue he represents, Viento wields the humble weapon of soldiers everywhere, a simple spear and shield. Though they may be simple, he wields them with unparalleled mastery, such that in skill alone, Viento has few equals in this world. And should his skill not be enough, the hurricane-force winds he calls forth will be more than enough to tip the scales in his favor.

Water Element Spirit | 200 CP

Second only to the wind, the element of Water is one of the most common within the world of Lore. And rightfully so. Without water, most forms of life could not even continue on Lore and especially not humans. But for as much as it can give life, water can be just as brutal and deadly as any other element. And no one exemplifies this more than Voda, the Elemental Spirit of Violence.

Like his virtue suggests, Voda is a brute of a man, always going for violence as a first resort. He's surprisingly friendly though, at least to his allies, so you don't have to worry about him ignoring your attempts at diplomacy. Still, he will be far happier if you let him indulge in his favorite vice, brutal violence.

And what a brutal fighter he is. Wielding a massive cestus, Voda smashes into your foes with glee as he pummels them with his equally massive fists. And with the strength to shatter apart giant boulders with ease, few foes can take such a pounding. But sometimes, even such grand brute force is not enough against many foes. If so, Voda will simply retaliate with massive waves of water, capable of mowing down most foes and making it quite difficult for most survivors to fight as they battle against both him and the flood at their feet.

Ice Element Spirit | 200 CP

From a scientific standpoint, Ice is no different than Water, merely being the solid form of it. But in terms of magic, Ice is a wholly different element, one with its own unique properties. Just look at how Water is used compared to Ice. Whereas Water is more often used to heal or wash away ailments, Ice is more useful for preservation. But just ask any seasoned adventurer and they'll tell you that Ice can be just as vicious and biting as any other element. Or better yet, why not ask Anna, the Elemental Spirit of Cruelty?

Similar to the cold she embodies, Anna is the very definition of an ice queen. Noble, uncaring, she speaks as if she were the rightful monarch of all that lives, and she expects all but her faithful partner to follow her commands. She must have been a queen before she ever became a spirit, and time has not changed her overtly so.

As a fighter, Anna is no less capable than her contemporaries. Wielding an ornate stave, her symbol of power as she calls it, she does not see it fit to dirty her hands or stain her spirit. No, in battle, Anna wields her magic as if she were born with it, casting ice magic with a degree of precision and power unmatched by few others.

Chapter 8: Drawbacks

Ah, I should have figured you wouldn't be satisfied with a mere **1000 CP**. Well, let it not be said that I am not an accommodating host. But you won't be getting these for free. No, if you want more CP than what you already have, you'll have to face a few setbacks and challenges, drawbacks by any other name really. No limit either. If you want the CP, you can suffer as much as you want.

Heading Off to Book Four | +100 CP

You usually stay in a world for ten years or so, but that time, long as it is, can be quite restrictive. So, if you want, your time here can be extended. Instead of staying here for the usual ten years, you will be here for an additional ten years after the story of DragonFable. Whether that changes your decision at the end of things, that's up to you.

No Animations for That | +100 CP

DragonFable is an old game. It's aged poorly in some ways and nowhere does that show more than in its characters. More specifically, their animations. You suffer from those same problems. Movements are stiff and limited, attacks are basically identical, and you can't really walk, just run. This doesn't make you any less effective in a fight, but it does make it quite a hassle outside of it.

Curse of the Wolf | +100 CP

Looks like you took a rather unfortunate turn at the Doomwood Forest. Through no fault of your own, you've come afoul of one of the many werewolves in Lore and while you came out of it alive, it managed to rip out a chunk of your flesh with its vicious jaws. And so, you have now become a werewolf. On the night of a full moon, you'll transform into a vicious beast, a wolf who seeks to turn others into more of your kind. There will be no way to reverse this transformation. Until the sun rises, you will be a monster, barely capable of controlling yourself, a danger to others, and a target to any paladin or monster hunter out there.

Unlucky Loot | +100 CP

Ooh... It seems that you're rather unlucky. Did you pick up a 13-leaf clover by any chance? If you did, well, there's nothing you can do. But don't worry. There's nothing to be afraid of. This doesn't make you unlucky when it comes to battle or most things outside of it. No, the problem here is that you just don't get any loot. Whether it's gold or just loot, it takes you ten times the effort to get what others would obtain on their first go around. This can get annoying fast.

"I need a map." | +100 CP

Have you ever thought about diving into a maze or a cavernous labyrinth spreading across an entire island? If so, you probably shouldn't anymore, not with this. You have an absolutely terrible sense of direction, enough that any journey outside a settlement will take you at least twice as long. And if you're someplace labyrinthian enough, don't expect to get out without at least a day of time passing or a helpful soul. And maps won't help. You just suck at making or reading them.



Herobrick | +200 CP

There's no nice way to say this. You are pretty stupid. Now, you aren't so stupid that you can't function on your own. No, this mostly affects your judgement. You are a lot more trusting and a lot more naïve now. Not enough that you can't tell the difference between good or evil, but enough that you'd be perfectly fine helping someone in a plot to murder their teacher because they'd probably fail anyways.

You also won't be opposed to helping others out if they make even just a good attempt to be friendly. The only way you'll learn your lesson here is if the people asking you for help have personally wronged you. And even then, if they have a good disguise, they won't have trouble fooling you a second time. Still, if you've got a few good friends to watch your back, you'll probably be fine. Probably.

Call of Kathool | + 200 CP

Oh... It seems you have become the target of a rather powerful being, an entity of such an unfathomable age that it had witnessed the rise and fall of countless civilizations, the deaths of entire species, and even the very birth of magic itself. I speak, of course, of Kathool Achoo.

In your dreams, you shall see him, and he shall call to you. Sleep will no longer be a time of rest, but rather an obstacle to be avoided, lest you find yourself plagued with horrific nightmares, the calling card of Kathool. And do not believe that you would be safe even if you have no need for sleep. Go on without sleep for too long, a week or two at best, and you'll be haunted by nightmares even in the waking world. Don't say I didn't warn you.

Design Notes | +200 CP

Remember all of your fancy powers and equipment? The ones from beyond this world? Well, I hope you're ready for some changes because that's exactly what you're going to get. Every week, you will receive a letter and within it is a document listing all the changes that have been made to your previous powers and items.

These changes are mostly nerfs, focused on whatever's your most powerful and most used abilities and items. However, there will be a few buffs to your more rarely used tools in your arsenal. In essence, this is a way to force you to get creative with your bag of tricks. The more you use something, the more it'll be nerfed. But don't worry. At the end of the Jump, everything will go back to normal, removing all of the nerfs and buffs they've gotten in your time here.

Two Guest Maximum | +200 CP

Whether you fight for Good or for Evil, no one in this world truly fights alone. Even someone as sour and misanthropic as Akanthus had his allies. Oh, sure, some of these were only allies through either force or convenience but they were allies, nonetheless. And the same goes for you. With a few caveats. For starters, you can only fight alongside two other people and a pet. It doesn't matter if you're facing a horde of togs or a dragon the size of a mountain. You can have other allies. They can't just be near you whenever you're fighting.

Doomed Mode | +200 CP

If you want more of a challenge, however, why not take this one for a spin? With this, every foe you will now be significantly stronger, almost double their previous strength, and they'll be a lot hardier too, about the same increase they received in strength. But that's not the worst part. No, the worst part is that your foes will be smarter now, at least in battle. They'll make use of their environment, they'll use more complicated and appropriate tactics, and they'll take every opportunity they see. Are you sure you can handle this?

Scaled Enemies | +300 CP

Huh. Is it just you or is everyone you fight stronger now? That's because they are. From sneevils to dragons, the things you'll do battle with here will now be scaled up to match you. At least, to an extent. Just to put an example, if you were level 90, the foes you'd face would also be level 90. However, even a level 90 sneevil is still a sneevil and very much fodder to even a novice adventurer.

The problem lies when you take something that was already powerful. Imagine fighting a dragon that could match you or worse, imagine locking blades with someone like Sepulchure or Sek-Duat. I wouldn't recommend taking this with **Doomed Mode**.

Unlock the World! | +300 CP

Oh? You want to make your time here even more difficult? Well, suit yourself. By taking this drawback, you will find that many of your powers and items have been sealed away. In fact, it would be accurate to say that you've lost half of your arsenal. But this doesn't mean that you lost half of your power. No, you've lost more than that.

You see, what you lost was your better half, the more useful tricks you had, the ones you're familiar with the most. And no, you won't be able to make up for this with a Dragon Amulet. Your greater half has been lost to you for your time here. This will be a challenge indeed, but hopefully you will be more than up to the ask.

The Curse of Pain | +300 CP

Magic is great. Magic is wonderful. But as beautiful and useful as it is, magic has been used to hurt just as much as it has been used to heal. And if improperly done, even healing magic can hurt just as much. Few people are as intimately aware of that fact as you. Whether it be through magical experiments or the consequences of your foolish actions, your body is wracked with pain.

But not just any ordinary pain. No, this is excruciating, eternal pain. Most men would be driven to madness because of it and even if you have some way to ignore pain, it will not matter. The only way to deal with this pain is to get used, something that will take years at minimum and even Xan, the one who has the most experience with something like this, still suffers from the pain, even centuries after he has been afflicted.

Endless Waves | +300 CP

Your time in Lore can and will be hectic. Why, it's as if every few months or so, there's some sort of special event going on, something that, while not always world-changing, will certainly affect a good chunk of it. From present-stealing spirits to Mogloween viruses run amok, there's no shortage of things you could do down here in Lore.

And now, whatever free time you've got is basically nonexistent. Whereas once you could've expected at least a few weeks of downtime in between most world-changing events, now you'll be lucky to get even two days of breaktime before you have to go off and face whatever's afflicting the world. And you do have to stop it, or else you'll never get a moment's rest.

Nox's Curse | +300 CP

If you're going to be here, you're probably going to make a whole load of enemies. Some of them will be humorous and surprisingly kind. Others will be dastardly, even cruel, and usually with far greater designs than an ordinary foe. But variety is the spice of life. Life here wouldn't be so much fun otherwise. But you better get used to faces because you're going to be dealing with them a whole lot more. Now, no matter what you do, these enemies will always find a way to keep coming back. You could literally rip them to pieces, throw those pieces into the Void, watch them disintegrate, and they'll still be back in a few months, even weeks if you're particularly unlucky.

Elemental Dissonance | +400 CP

Something has gone wrong. Very, *very* wrong. Ordinarily, this would not occur until at least a few years into the future but that is no longer the case. With your arrival here, massive rifts have begun opening up across the world, rifts leading to the Elemental Planes themselves. And like any rift, one can come through to both sides and so many will be coming through.

These will be no mere elementals either. No, these beings will be extraordinarily powerful, from the hi-tech armies of the Lagohm to the colossal war beasts from so long ago, large enough to tower over all but the largest of dragons, your time here will certainly be far more dangerous. And even if you manage to close them all, more rifts will simply open, all throughout your time here.

Struck by the Reset | +400 CP

This world, this universe, was not always like this. An eternity ago, this universe was a far different place, a place where machines that towered over castles were as common as the men and women who made them. But that world has been lost, transformed in an event known only as the Reset by the scant few who still remember.

And now, you've been afflicted by something similar. Upon your arrival here, you and your Companions have been, in simple terms, reset. Effectively, you've been set back to level 1. You haven't lost your abilities nor your items, not really, but you might as well have given that you have to relearn how to use them all. But that isn't the worst part. No, the worst part is that you've lost all your memories. All of them save for the ones you'll be getting here. Hopefully, you know what you're doing by choosing this.

Dragon's Wrath | +400 CP

Despite the name, this drawback has very little to do with dragons. Instead, this drawback revolves around dealing with weaknesses, namely the weaknesses of your foes and how you can't take advantage of them anymore. This doesn't mean that your foes have lost their weaknesses, far from it really.

No, it's worse actually. Should you attempt to exploit the weaknesses of your enemies—either by using an element they're weak to or powers specifically designed against them—they will become enraged, rapidly growing more powerful in response to your attempt. Their attacks become ten times stronger—at minimum. Their defenses double in effectiveness, sometimes triple, and they become far more willing to abuse their most powerful abilities against you.

And all of this only ramps up the longer your fights against them go on. With this, even a tog could suddenly become a dangerous foe. You'll probably want to get to learning your opponent's weaknesses quickly, just to make sure you don't accidentally use it against them.

Fractured Self | +600 CP

Something's gone wrong, very, *very* wrong. Upon your arrival, you have found yourself split into two separate beings. But these beings are not simply clones of yourself. No, these two beings, these characters, have taken on a life of their own, independent of your very self. Two new souls borne from one.

The first soul represents your power but holds none of the restrictions or weaknesses you may have possessed. But neither does it bear any of the wisdom nor kindness you held beforehand. It is a malevolent being, seeking only to conquer, raze, and destroy whatever lies in their path through whatever methods are known to it.

The second soul is different. It holds none of your power and by all accounts, such a being is nothing more than human, physically speaking. Instead, this being carries your knowledge, and most importantly, the drive to use it. However, much like the first, they too are not the kindest of souls. While they want nothing to do with destruction or mayhem, they will be perfectly content leaving the world and its problems behind.

Unfortunately for you, until the two halves of you are one once more, you will not be leaving this world. Hopefully, your Companions will be able to help you or else who knows how long you'll be stuck in her.

Dueling Timelines | +600 CP

A few years from now, on the return of Frostval season, a tremendous and unnatural event will occur. An event that will drag every world of Lore into one, a merging of timelines to cause complete and utter chaos. And now, with your arrival, it seems that the special Frostval event came in early, far too early.

As a consequence of this, you will find many of the people in Lore merging with versions of themselves from different universes. Not only does this make any allies you have far less reliable, on account of their clashing personalities and bodies, the world itself will be far larger as pieces from different universes start becoming part of it. And that doesn't even begin to mention any enemies you likely have to face.

From the simplest sneevil to the deadliest dragons, they have all become all the more powerful, gaining a new host of abilities alongside their vastly improved physicals. And this boost is all the greater when applied to more notable characters. For someone like Akriloth for example, that boost would be enough to see him surpass his greatest heights and become a threat on the level of Sepulchure or even beyond.

This is the nature of the world now that you have arrived. I hope you are prepared to face it. It's going to be one hell of a ride.



Chapter 9: Scenarios

If you still want more and drawbacks aren't your style, why not take a gander at the scenarios below? Unlike Drawbacks, Scenarios will not provide you with CP, instead rewarding you with unique perks and items. Depending on the scenario, you may not be able to take them unless you fulfill certain requirements.

A Hero is Bored



Why not go with a classic? Instead of jumping into this world as you are, you'll be taking on the Hero's place in the story and all that it entails. From Books 1 to 3 and beyond, you'll be bringing down tyrannical emperors, fighting villainous moglins, slaying monstrous dragons. You're almost certainly going to have your hands full just taking on whatever the world has to offer.

To begin with, your starting location has been set to something different, something more specific. You'll start off the Jump standing right by a cliff, only a minute or two from Oaklore Keep, with your eyes closed as if you were deep in contemplation. It's a bright and sunny day, birds are chirping, the wind is a nice and calming breeze. It's a perfect day for adventure.

And adventure is exactly what you'll be getting. Give it a few seconds and you'll be met with a massive red dragon landing right in front of you. Fortunately, this dragon is friendly. Sort of.

You'll probably have to fight him in like thirty or so levels. But for now, he'll just let the priestess and the red moglin walk off his head and fly away to wherever it is dragons go. The priestess will be carrying a black box with a dragon's face on it. Follow them and your adventure begins.

The first part of your adventure, Book 1 if you will, focuses on the Elemental Orbs, overwhelmingly powerful artifacts created by the Avatars themselves and entrusted to the Guardians so very long ago. But now, the orbs have been scattered, lost and forgotten. Only stories of their power have been passed around since then. But that is enough.

For Book 1, you must protect the Elemental Orbs from Drakath and Sepulchure, the latter being far more dangerous than the former. If you cannot protect the orbs, then you must slay the one responsible for it all, the Mysterious Stranger lurking around Falconreach. This will be a hard battle, especially if you let them get their hands on the Orbs. If they do, you'll have to face a foe that could devour the sun with a single gulp.

Book 2 deals with the aftermath of these events. Ordinarily, you would have dealt with the disappearance of Warlic, the refugees of Ateala, and the wrath of Wargoth who destroyed Somorah, the homeworld of the Ateala. But such events are easy to derail depending on your previous actions. And Book 3 is no different. Taking place years after the conclusion of Book 2, Book 3 would have you deal with the machinations of Jaania, Akanthus, the Magesterium and more.

While derailing these events is very much an option for you, don't think that you can avoid the challenges entirely. After all, a hero's journey is nothing without any obstacles or foes to bar their path. By becoming the Hero, your life will be fraught will all sorts of dangers, some minor and almost comedic but a good number of them will threaten even the entire world. But hey, isn't that the point of going on a hero's adventure?

Rewards

What is an adventure without any treasure? Oh sure, some people might say that the real treasure are the friends you made along the way, but a little bit of actual treasure always helps soothe the pain. But speaking of the friends you made along the way, your first reward is someone special.

Meet **Draco**. You should definitely be familiar with him. He's the Destroyer, the Great Dragon destined to destroy Lore. But right now, he's just a little kid. Your kid, really. And he's not really anywhere close to being the true destroyer. In fact, he's still big enough to fit in a backpack. Given enough time though, you'll have a dragon greater than almost any other. For now, you'll probably want to use a Dragon Amulet if you want him to be big and strong.

Now let's get to the more physical treasure. Whether or not it was ever formed, you now have the **Fragments of the Ultimate Orb**. At least, some of them. What you have here is enough to improve something like a sword, a suit of armor, or if you're feeling particularly reckless, yourself. And even shattered, these shall be enough to propel even an ordinary man to the heights of some of this world's greatest fighters.

The Wrath of the Avatars



Did you really think that you could waltz into this world and no one would have any complaints? That no one would notice your presence? That none would take action? Foolish. There are no shortage of mighty beings who watch over this world, and the mightiest of them all are the Avatars, the prime representations of their elements, each one possessing the power to ravage the land, to flatten mountains, to turn cities into craters, to shred forests, and more. And they see you.

They know that you are not of Lore. No, more than that. They know that this is not your world, not your universe. You are a foreigner, and that makes you a threat. But they are wiser than many believe. Over the course of eons, the Avatars have learned the value of patience.

From the moment you arrive, the Avatars have set their sights on you, watching your every move, gleaming what they can from your actions, be they good or evil. And it is impossible to notice the Avatars from doing so, for they have somehow learned a way to hide themselves from even your lofty gifts.

But the Avatars will do more than just watch. They will send out feelers, warriors to test your mettle, to probe you for weakness. At first, it will start off slowly, with weak elementals, beings that any proper adventurer could defeat with ease. But it will ramp up. By your third year, you'll be facing elementals and champions that could match even some of Lore's finest warriors. And by your fifth, they will be titans true, monstrous beings that could bring down even mighty dragons.

Finally, at the end of your time here, you will face the Avatars themselves. And they have certainly been quite busy. Taking a page from the mortals they've watched over for so long, the Avatars have trained, grown stronger, learned to use their abilities even better than they have before, enough that even a single one of them could prove a challenge to you.

But combat is not the only way that you can prove yourself. No, if you can prove to the Avatars that you are not a threat to the world, that you are a hero proud and true, that your actions in this world have made it better, then they will spare. However, simply doing good is not enough for them to do more. If you wish for a reward, you will have to show them you are a warrior that can stand against the many threats arrayed against this world, threats that would be greater than the Avatars or even yourself.

Rewards

Unlike other Scenarios, there are two possible rewards you obtain from this. The first is if you elected to face the Avatars as enemies, seeking not just to protect yourself, but to put them in their place and cement your superiority over them. By breaking through their overwhelming power with your own, to a greater extent than even Warlic can, the Avatars will be rendered dormant, turned into orbs.

But these orbs are not Elemental Orbs. No, it would be more accurate to call them the **Eggs of the Avatars**. In a few years, these orbs will crack and shatter. But do not be afraid. When they do, you will be met with a blinding glow, and once that glow fades, you shall see eight different elementals, young ones, only the size of a child.

As you might have guessed, these elementals are the Avatars themselves born anew. They are but children but in time, they will rise to even greater heights than what they once possessed, even if they do not take to training. And you shall be the one to guide them, to teach them to better than their predecessors. Are you up to the task?

On the other hand, if you've gained the acknowledgement and respect of the Avatars, your reward shall instead be the **Elemental Orbs**. Like the Guardians of old, the Avatars have chosen to entrust you with these orbs in the hopes that you will be able to protect them and use them for far greater purposes than they were here.

Even a single one of these orbs has enough power to make world-threatening foes out of even an ordinary man so long as they know how to use it. And now you have eight of them. All that's left now is to learn how to use them, whether you use it to augment your tools, your friends, or yourself.

The Return of Entropy



Happy Mogloween, Jumper! The moon is shining, the werewolves are howling, the Cauldron Sisters are making candy, Zorbak is up to his old tricks again, and a few more noteworthy characters are out there dressed as somebody else. Why, it's a perfect day to go trick-or-treating with your friends!

AHHH!

Of course. There's never a boring Mogloween, is there? Well, you better do what you do best and get going if you want to find out what gimmick this Mogloween's going to have. And not a moment too soon! Thanks to your quick feet, you've just managed to save a kid from getting mauled by a pack of togs.

But these are no ordinary togs. No, with half their skin rotting off, glowing orange eyes, and a head shrouded in darkness, these togs have been afflicted with something. If you've faced a certain pair as enemies before, you will likely know what their problem is but if not, you're about to be in for a big surprise, and not the birthday kind.

Right after saving the child from the ravenous togs, you will be assaulted by even more togs, each one just as hideous as the ones you saved the child from. But it is not only togs you have to contend with. You will also have to face the undead, lizardmen, dravir, and more, each one of them infected by the same affliction as the togs. And this affliction has only one source. En & Tropy!

Once allies of Sepulchure, En and Tropy were Chaosweavers in life but in their deaths, they became something more, something greater than a mere undead. In fact, some would say that they are not undead at all. With their strange nature and even stranger powers, the two are not to be underestimated, especially now.

On this month of Mogloween, En & Tropy have declared war upon the world once more. Their reasons are unknown but no matter what they are, they are truly a threat to the world. Already, they have infected hordes of monsters and beasts with their entropic disease. From sneevils to gorillaphants to even hydras and dragons, En & Tropy will lay waste to the world and even beyond if no one stops them.

Fortunately for you, they didn't exactly choose to be subtle. Like Sepulchure before them, they've decided to put down roots on the back of a colossal structure, a castle the size of a city yet formed entirely of flesh, bone, and who knows what else. Unlike Sepulchure however, their castle is not mobile and instead situated within the Deadlands, right where Riverine Keep is supposed to be. You might know that place better as the 100 Room Dungeon of Fiery Doom.

Your goal here is simple. Bring down En & Tropy and rid the world of their entropic taint. Easier said than done, especially when you consider just how hardy the two are and that killing them will only kill off a sizeable portion of the infected. You'll have to use a cure or some other method if you want to kill of the rest. Of course, you can always keep them around. It seems En & Tropy weren't foolish enough to make their disease spread uncontrollably

Rewards

Congratulations are in order Jumper. Thanks to you, the evils of En & Tropy have been laid to rest once more. And just like always, you have earned a suitable reward, namely the very same **Entropy Virus** that served as the source of En & Tropy's powers. Naturally, if you use this virus on yourself, you will gain those same powers. And unlike poor En & Tropy, these powers will not affect you negatively. You'll still be whatever you were beforehand, just with a couple of new and powerful tricks.

Of course, if you're willing to share, you can infect others with this virus to grant them entropic powers of their own. With a bit of experimenting, you could even vary just how much power they receive and what kind. And no one will be safe. Due to it's eldritch nature, the virus will be able to infect just about anything. From elementals to machines and all those in between, this virus has those covered.

Lastly, you've got yourself some **Cauldron Candy**. It's a fancy and massive cauldron filled to the brim with all sorts of mundane masks and delicious candies. And thanks to the efforts of the Cauldron Sisters, the candy is actually healthy and non-fattening. Best of all, it never runs out. Consider this the ultimate Mogloween treat, courtesy of the Cauldron Sisters.

Your Lucky Day



What a beautiful day. The sun is high in the sky, the breeze is gentle, the people are smiling and laughing, and most importantly, there's not a single sign of invasion or war to be found anywhere. Truly, this is the perfect day for a vacation. Something's going to go wrong later, won't it.

Wouldn't you know it? Your instincts were right. Only a few minutes later, Zorbak came barging out of nowhere to ruin your peaceful day. Apparently, he had been experimenting on the bones of the legendary golden luck dragon in order to make his undead minions luckier. Things went awry, as it usually does for him, and now he's asking you for help.

Apparently, his experiments have opened up a sort of portal to a new dimension, one where everything is made out of gold. From the ground to the beasts that trod upon it, from the oceans to the trees, everything in this new realm is gold in one way or another. If Zorbak wasn't keeping this a secret, there's probably some sort of massive downside. The question is what?

Luckily, Zorbak is actually quick to explain. Apparently, the portal is turning everything around it into gold, and it's spreading. Fortunately, Zorbak was smart enough to do this experiment somewhere else and take better precautions, allowing him to not become gold again. The same can't be said for wherever he did his experiments.

A solid chunk of Doomwood has now been converted to bright, shining, glittering gold, and it's slowly growing bigger. But Zorbak has a plan. Something is keeping the portal open and to him, the best plan would be to invade the realm and put a stop to whatever's doing it.

Well, that's as good a plan as any. Besides, you probably want to deal with this quickly unless you want everything to be turned into gold. Besides, you won't be alone on this adventure. Zorbak will be coming with and thanks to his magic, you won't have to worry about being turned into gold. Why is he coming with you? Well, you can probably take a guess, but it certainly isn't for anything noble or good.

After a few days of travel, mostly filled with fighting golden enemies, stopping Zorbak from getting sidetracked collecting enchanted gold and a few campfires along the way, you, Zorbak, and any other Companions have finally made it to your destination.

Given how it's the only thing that isn't entirely golden in this realm, that probably makes it special. It's a massive tree surrounded by red grass, not anywhere close in size to the tree in Oaklore Keep, but it's definitely beyond any ordinary redwood. Parts of it are golden, gold bars and other treasures are piled around its base, and gold coins are hanging off the tree in place of fruit.

Judging by the magic emanating from the tree, this seems to be the source of all the gold and Zorbak would agree. To him, destroying the tree, something he calls the Tree of Fortune, would be the best course of action. But there's one big problem with that. Namely, the giant golden dragon coiled around it, one that Zorbak recognizes as the Golden Luck Dragon. Far larger than any ordinary dragon, it clearly has problems with letting you just cut its tree down.

The last stretch of this adventure is here. Slay the golden dragon and you will in turn bring down the tree. But don't believe that this will be easy. The Golden Luck Dragon, beyond being a mighty dragon matching the likes of Akriloth and his kin, possesses extraordinarily good luck. In battle, this translates to him being more difficult to hit, more likely to land blows on you, and more likely for those blows to be critical.

To make matters worse for you, the Tree of Fortune will actively be helping the dragon in the battle, bolstering its good fortune even more along with healing its wounds every so often. You had better end this fast, otherwise you'll end up as a golden corpse, just another one of the dragon's many treasures.

Rewards

So much gold… so much treasure… why, even a small portion of the riches you gain would be enough to let a man and his family live a life of luxury for decades at the bare minimum. But you've gained more than simple wealth. No, what you got your hands on is a treasure beyond any material wealth. **The Tree of Fortune**.

Well, it's not the whole tree. It's a sapling, the last remnant of the tree after the Golden Luck Dragon was slain. As it is now, all it does make you just a teensy bit luckier. But like any tree, its greatest fruit shall blossom with time. Every day, it'll grow taller and taller, just a little bit, but eventually, it will be even greater than Oaklore's mighty tree and rise beyond even the clouds themselves, like a golden mountain. And when it does, new facets of its being shall come to be.

By the time it reaches the height of a man, you find that the tree shall start blessing you with fortune, winning games of chance more often, finding rarer and more valuable loot, and generally just being lucking in all manner of things outside of battle. And when it reaches the size of an ordinary oak tree, parts of it shall turn into gold and it will start to bear. In this case, the fruit here is gold itself. Coins, bars, or simple nuggets and chunks, you'll never have to work a job again.

Finally, when the Tree of Fortune matches a redwood in size, it will bestow powerful boons upon you. At this level of growth, the Tree of Fortune will begin to produce something known as Potential Fortunes, and you may absorb these Fortunes to power yourself up. The more of these Fortunes you absorb, the luckier you become. Your enemies find it harder to hit you, blows seem to glance off you more, your attacks are more likely to land, and any attacks you do land are more likely to be critical blows.

However, there are a few caveats. One, you can only absorb up to three Potential Fortunes at a time, with each one you absorb turning you more golden each time. Two, these Fortunes are temporary boons. They will last no longer than the fight itself and if you do absorb the maximum, you will lose them all in a minute or two in exchange for enough power to launch a devastating attack and heal yourself in the process. Lastly, you are not the only one who can receive these boons. Unlike you, however, they can only take one Potential Fortune at a time. If they try to take any more than that, they will instead be struck with Misfortune, and it gets worse if they take more than one.

Fortunately, at the start of every Jump or once every ten years, whichever comes first, you may choose whether or not the Tree of Fortune will remain in your Warehouse or be placed in the world somewhere near you. Just be careful where you place it. The Tree of Fortune is not particularly subtle.

Your second reward is the **Mydas Kiss**. Like a certain baron, you are able to turn things into gold merely by kissing them. Even living beings can be turned into gold. However, unlike what you might think, turning a living being into gold doesn't turn them into a statue. No, it just turns them gold. They'll still walk and talk like they normally do but they've just been magically and safely been turned into gold.

If you are somehow still poor after all these rewards, that is your own fault.

Chronology



One moment, you were doing what you normally do, and in the next, you were somewhere else entirely. But where are you? As far as you can tell, you're standing atop a giant bronze gear, one illuminated by blue torches, floating in the middle of an endless void, surrounded by other gears, some of them seeming to shift in and out of the void.

A moment later, reality seems to glitch, and you think that you'll finally get answers. You don't and in fact, things actually get more confusing. Now, instead of being in the middle of a black void, standing on a giant bronze gear, you're standing in the middle of a grassy plain right as the sun is about to set, bathing the field in an orange glow. Certainly pretty to look at but it still doesn't get you closer to getting any answers.

Another moment later, however, and that changes. In a bright flash of blue light, you're standing face to face with another person, someone clad in shining silver, dull bronze, and glowing bright turquoise. But just as you're about to speak up, they strike at you with a massive sword, the same color as their armor.

You are left with no choice but to put down your foe. Any attempts to keep them incapacitated are doomed to fail, almost always letting them get a free blow on you when you try to do so. And it will be hard-fought battle, your foe being a master of their massive blade and wielding what seems to be time-based magic. But when you slay them, the truth shall be revealed.

They are you. Or at least, a different version of you, one from a different time.

But you are left with little time to contemplate this as the corpse begins to fade away, vanishing as if they were slipping out of time itself, leaving nothing behind. Nothing… save for their massive blade, glowing a peaceful blue. You don't know what it does, but something compels you to take the blade, some sort of instinct as if you know you'll need it in the future. The moment you touch it, it disappears but something tells you that it's still there, within you, waiting.

Reality glitches again, and you are once again transported somewhere else entirely, somehow fully healed. This time, however, there's something that catches your eye. This place… it's Swordhaven but it's not the Swordhaven you're familiar with. The place is ruined, homes and buildings are crumbling if they haven't already fallen, massive chunks of the castle have been carved out, broken through some very powerful magic if the marks on it are any indication, and you can't find anyone walking through the ruins. Swordhaven has become a ghost town.

But how? Most importantly, why were you brought here?

You aren't given a chance to think further on that subject however, as a sound rings out behind you. Something that sounds a lot like a crashing computer. You turn around to see whatever made the noise and you once again find another soul, another you.

Or at least, you think it's you. The silver and bronze armor is familiar, but the purple and pink glow is different and where the other version was fully clad in their armor, this one has their flesh exposed, or what you think it's flesh. You're pretty sure flesh isn't supposed to be coal black and rotting like that. And of course, they aren't wielding a blade but rather an equally massive cannon.

Yet again, you aren't given time to think further of this dilemma as your foe immediately attacks, firing off a beam of energy from their cannon. Whether you dodge or block it, the might of the cannon is immediately clear, as it flat out erases the remnants of Swordhaven Castle. Yes, it would be in your best interests to avoid a direct hit from such a thing.

Like before, you have prevailed over yourself, taken their massive cannon as your own, and in the next instant, found yourself in a different place, facing another version of yourself, just as similar and just as different, wielding a weapon you've never seen before.

Every time you put down one foe, you go somewhere else, sometimes as familiar as the first Jump you took, sometimes unknown, a place from a possible future. And each time, you end up facing another version of yourself, each one different from the last. Some wield powers you've seen in previous worlds, others bring with them armies of beasts and machines, and many are even stranger still. But they all have one thing in common, the massive weapons they wield. From spears to maces to whips and more, they all share the common theme of silver and bronze.

You aren't sure how long it has been. Days, weeks, years, centuries… time no longer seems to exist you keep fighting against countless versions of yourself. But each time you do, you prevail, slaying your foes and taking their strange weapons as your own. Nevertheless, you keep on going. Something like this won't stop you and you'll get through it like you've done many times before.

Eventually, after an endless series of battles, each one driving you to your limits and pushing you to break past them, it seems that it has finally come to an end. Instead of a place that could serve as a battlefield, you find yourself standing in front of a door. It is massive—larger than you twice over—and ornate, engraved with the images of your story. It's beautiful, beyond anything you've seen before, but you can't spare too much time for it. No, what catches your attention is the lock on the center.

You don't know how you know it, but it's clear what you have to do. You hold out your arm, and a moment later, you feel it. The essence of the weapons you've collected over the battles against yourself. And a name comes to mind, the Weapons of Meanwhile.

In a flash of fearful light, the door has opened, and the path to this adventure's end is finally clear. You take one step forward and once more, you find yourself in someplace else entirely. One so very familiar to you.

It's your home. Before all this started.

You open the door, and you do not see what should have been. Rather than the comforts of home, what you see is an endless void. You take a step in and the void holds. You walk inside and the void begins to shift. In place of emptiness, you find a statue standing well over twice your height.

It's a statue of you, a simple one carved from silver and bronze. In its hands lies two things, a strange cross and a black and gold orb about the size of an Elemental Orb. You reach out to touch it and reality glitches once more, perhaps for the final time.

A moment and you're back where your journey here started. To the rest of Lore, it's as if no time has passed at all. But you know different.

Rewards

When all is said and done, you've learned a few things about yourself. Some good, some bad, but you know yourself better now, a few new lessons to drive you further in life. But it is up to you to know what lessons you've learned and up to you to decide what you'll do with your new knowledge. For now, let us focus on the two things you've picked up at the end of this road.

The first is the **Cross That Never Was**. Formed from the essence of the Weapons of Meanwhile, this is a unique weapon. Resembling a strange mix between a sword and a cross, and formed of dull bronze, both tarnished and young, this weapon is all but indestructible. The world could break and the Cross That Never Was would remain untouched by both force and time.

And for all its strangeness, the Cross matches that with its sheer power. With it, you are able to unleash beams of chronal energy capable of pulverizing fortress walls and boring holes through glaciers and mountains. And if you ever need versatility, you may use the Cross to summon forth the other Weapons of Meanwhile. However, doing so would use up your own mana, so don't expect to bring about an entire army's worth of time-based weaponry just yet.



Finally, saving the best for last, you have the **Orb of Time**. As said before, it is a black and gold orb, similar to the Elemental Orbs once given to the Guardians by the Avatars. And like said orbs, this too will give you unfathomable power, one that will let you manipulate the very essence of time itself.

To begin with, you've already gleaned enough knowledge from the battles before that you are an able Chronomancer/Chronocorruptor, capable of using your magic to freeze your foes, rewind damage you take or mana you lose, speed yourself up, and more. It's remarkably basic but basic doesn't mean bad when you're messing around with time.

And if you want to know more, the Orb of Time shall guide you. Almost like a teacher, the Orb shall instruct you in more esoteric ways such as becoming one with the shadows of time, using magic formed from the history of the world, and eventually even become an Avatar of Time. That last one will be a long way off, but if there's one thing you have plenty of, it's time.

Chapter 10: Ending

And so, like all things, your time in this world has come to an end.

Like always, you have one last choice.

Choose wisely.

Go Home

Exactly what it says on the tin. It's been a long journey for you. Ten years at the bare minimum. But maybe that's already too long. Maybe it's time to go back to where it all started. But don't worry. You'll still have everything you've obtained. From Perks to Items to Companions and more. Hopefully, you'll use them well.

Stay

Or perhaps you've taken a liking to Lore. Maybe you've made a true and proper living in this land and amongst its people. It wouldn't be the strangest thing you've done. If you can't bear leaving this world behind, why not stay? Your affairs back home will be settled and put in order. Go on then. Kick off your boots and rest. You've earned it.

Move On

The heart wants what it wants and your heart beats not for the comfort of home, either old or new. No, your heart yearns for adventure and even your time in this weird and wonderful world was not enough to satisfy it. It's time to move on. Good luck, Jumper and may you live in interesting times, wherever it is you end up.

Chapter 11: Notes

Perks & Abilities:

1. If you die as a **SoulWeaver**, with or without buying the perk, and your soul remains, you will, instead of dying, become an Elemental Spirit instead. This does not count as a death for the purposes of the Chain. For the remainder of the Jump you died in, you will stay as an Elemental Spirit. After that, your Elemental Spirit form becomes an Alt-Form. Unlike other 1-Ups, this is a one-time thing and does not replenish after a Jump or a set amount of time. You can only become an Elemental Spirit once after all.
2. By purchasing both **Curse of the Wolf** and **Curse of Blood**, you will become a **Werepyre**. This is ordinarily impossible without extreme intervention because the two curses are extraordinarily incompatible, enough that somehow being infected with both will ensure that your body will morph horrendously and tear itself apart.
3. Purchasing both **A Hero's Light** and **A Villain's Darkness** will make you into a **DeathKnight**. As a DeathKnight, all abilities related to Necromancy and to being a Paladin are significantly boosted. Not only that, but you also have the ability to create DeathKnight Relics by infusing them with your magic. Wielding DeathKnight Relics makes your attacks more powerful and can provide with a resistance against all forms of damage or detrimental effects, aside from the elements of Darkness and Light. You also don't need to sleep anymore.
4. For **A Villain's Dream**, if you wish, rather than having Kathool as your 'patron', you may choose a different being to gain power from. Options include Darkon, Uthuluc, Sciuridaehotep and the Witness, the Star-Eating Serpent, the Platinum Cabit, the Adjudicator, Junipurr, the Unraveler and other Artix Entertainment eldritch beings. This changes the nature of your powers, but it will not change the scale. If you chose Darkon for example, your powers would be aligned to the ??? element and take on a more musical style.

Items & Equipment

1. The items provided by **Basic Equipment** will change if you take certain perks and items.
    a. **Ranger of the Sands** will give you a bow and a quiver of ordinary arrows that will never run empty out along with the knowledge to create more special arrows. Examples inclued poisoned arrows, explosive arrows, and flashbang arrows.
    b. **Soulweaver** will give you Spirit Looms.
    c. **A Pirate's Life for Me** will give you a flintlock pistol that never needs reloading and has a fire rate resembling modern handguns, a ship's cannon, and a few bombs.
    d. **My Ninja Way** will give you shuriken, kunai, and other stereotypical ninja tools.

Companions

1. If you have pets, you may import them into a pet purchased here.
2. **Draco** from **A Hero is Bored** does not count as a pet. He is a Companion.



Drawbacks

1. When you choose **Doomed Mode**, only the enemies you and your Companions personally face will receive the full benefits of the drawback. The enemies your allies fight against will only be half again as strong as they were before and only be a little bit smarter.
2. **Scaled Enemies**, on the other hand, will only affect enemies you and your Companions personally fight. If an enemy faces an ally of yours that isn't a Companion, they will not be boosted at all by the drawback. Unique enemies such as Akanthus, Sepulchure, Sek Duat, Nox, and more will always be affected.

Scenarios

1. **The Return of Entropy** will take place in a random Mogloween of your time here, except for the first one.
2. **Your Lucky Day** will take place somewhere within the last half of your time here on a Lucky Day.
3. **Chronology** will take place sometime during your last year.