

Lillet Blan, with heart alight,
Received an invitation bright,
To join the Magic Academy grand,
Where only gifted youths could stand.

Led by the famed magician old,
Gammel Dore, whose stories told,
Of battles won and spirits quelled,
Of terrors faced and evils felled.

The Silver Star Tower, their campus high,
Once the lair of the Archmage nigh,
Still held secrets dark and deep,
That drew schemers in to creep.

Lillet opened her grimoire true,
And for five days, her studies grew,
But then a terror most lament,
Destroyed the school and all it meant.

All were lost, except for she,
Who found herself in history's decree,
Thrown back in time without a clue,
Of why, or what she ought to do.

A haunting question chills her soul,
Can she break the endless loop of five days' toll,
Can she find the truth, can she bring an end,
To the cycle that doomed her friends?

With these one thousand GC (Grimoires Collected) in hand, you shall claim the mysteries of this land. Now go forth brave and true, or Grimlet will claim his due.

Time and Place

There are no bars of steel,
Yet you dwell in a cursed realm surreal,
Trapped in a cycle of five days,
Marked by bells toll, time stays.

Your only companion in this fate,
Is Lillet Blan, a student great,
But death is not a distant fear,
For in this loop it's always near.

If Lillet perishes, time will rewind,
Yet she'll be a new student blind,
Without memories of the past,
And doomed to repeat this cycle vast.

As for you, death is final and true,
Absent perks or powers to see you through,
And here you are until the end,
Until the Philosopher's Stone rends.

After then, your choice delay,
For one more year in this play,
To witness the epilogue unfold,
To see the future you have told.





The Tower of Silver Stars

Beyond the Dark Forest lies the Silver Star. Once the lair of the dreaded Archmage Calvaros, now it serves as a school of magery, teaching the four branches of magic to aspiring students. Even during this time of ignorance, it stands tall as a beacon of learning amidst the chaos of the world around it.

But do not let its current form fool you, for this tower is a remnant of a darker time - a time steeped in hubris and arrogance, where the fallen mage sought to ascend the heavens like that of fallen Babel. Even now, it still holds a sense of ominous power, drawing spirits both fair and foul to its midst.

Within these halls, legends are made - both of those who sought enlightenment and of those who coveted power for their own nefarious desires. But tread carefully, for as your true colors are revealed in the shadows of the tower.

It is a place of magic and mystery, where the boundaries between light and shadow are blurred and the winds of change blow eternally. So enter the Tower of Silver Stars. Tell me your...



Origin

Who are you? A soul may hail from realms unknown,
Yet, even it must abide earthly decree and own
An identity, tethered to corporeal form.
Speak your name, reveal your norm.
Are you an -



Innocent Soul
You are a creature of purity and goodness, too exquisite for this crude realm of mortal flesh. Are you untainted due to a sheltered existence or is your very soul immune to corruption?

You are most likely a subject of bewilderment, for a spirit so guileless is a peculiar thing among the denizens of this earth.



Dark Plotter
You are but a mere pawn in this game. Do you scurry in pursuit of your own ambitions, or are you but a servant to a higher power? It matters not, for your cause is marred with sin, malice, and corruption. Know this, you have no true companions in your journey.

Perhaps, perchance, you could yet turn aside, distancing yourself from the path that shall lead to perdition. Salvation demands the humility to request aid.



Diligent Student
You were handed much, yet never needed to be told this fundamental truth. That to get what you seek, you must strive for it. One would almost believe the old tales of how blood would tell, seeing the nobility of your character.

In the end, you know not only will you have everything you sought, but that you achieved it with your own two hands, and not via an accident of birth. And you'll know this, knowing you could have had it the other way around.



Adventurous Spy
With a smirk and pure gall you have worked your way into the Silver Star Tower, the premier magical institution of an enemy nation, as a student. Quick to make friends, and with a glint in your eyes and swagger in your steps, you easily make friends even as people open up and give you their secrets.

Still, be cautious. Don't care about these people too much. You're here for a mission. It wouldn't do to fail here, at the finish line.



Someone New
Bright eyed with enthusiasm, this magic is all new to you. Unlike the plotter, you walk in the light. Unlike the student, your goals are grounded in the moment. Unlike the spy, you practice only the more common duplicities. And while you have a kind of innocence, it's an earthly innocence.

You are new to all this, and because of that, to you it has infinite possibilities. Let no devil or hoary ghost steal the brightness from your eyes. The dark things should fear you, not the other way around.

Perks



All origins receive a discount on Perks from their own section. A discount Perk costs 50% as much. If a Perk would cost 100GC undiscounted, then it becomes free for that origin.

General Perks

These perks belong to no origin.

Free - Magical Talent:

Not all are gifted with the ability to be a mage. To venture into this realm without the touch of magic would be a fruitless endeavor. The art of magic is otherworldly and requires the mastery of the supernatural.

Spirits must be called upon to wield its power, and the tools of choice are Symbols. But be it through the command of arcane tools, or by binding the spirits to serve under your will, magic will answer your call.

Free - A pitiful ghost who's lost his way:

The most powerful mages cling to this world. They might learn to control their age by manipulating how close or far they are from death, use alchemy to master flesh, call upon the temptations of hell through compulsion or contact, or invoke the eternity of the elves.

Still... There is one path open to all. To cling to the world as a ghost. To manage such as a being of power is no small accomplishment, and this perk will do nothing to enable

that. But if you manage it, it will count. Only when your soul falls will it count as death.

Free - A hale mind in a hale body:
For all that it is seen as an intellectual pursuit, magic often ends up a physically demanding discipline, if only in an indirect manner. Whether it be escaping from the pursuit of rogue creations, or solving an issue with fistcuffs before it turns to spells, a wise mage tempers both body and mind.

You are not exempt from this, and so you may rest easy knowing that your form is fit and trim, bearing no defects that came from the womb, from neglect, or from old injury. You might not be at the true pinnacle of health, but if you claimed to be an athlete, your abilities wouldn't gainsay that statement.

50GC - Nothing should be rushed:
In the Silver Star, classes are scheduled around students, rather than students twisting to match themselves to the classes. Perhaps such indulgence is only possible because the number of students barely exceeds the number of teachers. Many apprentices serving in a traditional apprenticeship have less access to their masters than the students of the Silver Star have to their teachers.

Still, such an arrangement is enviable. Going forward, the world will twist itself just a bit to make learning arrangements more favorable for you and your schedule, things arranging themselves to be a bit more convenient than is actually plausible.

50GC - That Familiar Feeling:
As you traverse the twisted corridors of the Silver Star, a strange sense of familiarity creeps upon you. You're sure you have never been to these places before, yet they feel eerily familiar, as if you've walked upon these halls a thousand times before. What guides you your steps is not some spirit or demon. The voice whispering secrets and dangers might not be true memory, but rather its habits.

This will not warn of uncommon dangers; of surprise ambushes and plots. But it might tell you where an ambush might happen, or any persistent threat in the area. Such impossible recollections will dog your steps no matter how far you run.

50GC - Before the Bell Tolls:
As you embark upon these five days, punctuality shall be of utmost importance. To fall behind in your duties could have dire consequences, far beyond a mere dent in your academic records. Therefore, it is imperative that you make the most of each passing moment.

Fortunately, it appears that you have been granted a small reprieve. Should you find yourself in a precarious situation, outnumbered and in need of escape, these extra minutes could make all the difference. The same can be said for the completion of your studies - a few extra moments could mean the difference between success and failure.

Though in the grand scheme of things, these minutes may seem insignificant, we must remember that it is often the smallest actions that carry the greatest impact. All told, it will struggle to grant half of an hour within the scope of a day, but if moments count, then it shall be all you need. Likewise, remember that this time is not for you alone; it is no gift of haste, but of time, to be used by anyone in your vicinity. Make the most of this time, and ensure that you are fully prepared before the bell tolls its final call.

100GC - Necromancy is a Holy Magic:
The art of Necromancy is seen as shrouded in darkness, yet offers a holy path to those daring enough to tread it. It is the power to control death and contact the divine. However, this power is not to be taken lightly, the sacred will only tolerate necromancers' intrusions so long as they wield their magic with care and respect. The summoning of the dead is acceptable, but abuse of their power will see the sacred turn its back on them.

Likewise, the great alchemist Chartreuse Grande transgressed similarly. A spirit of angelic descent was captured and bound to flesh as a homunculus by his hands, and yet her incarnation was a holy thing.

For you, the sacred has given its blessing to trespass upon its domain. With the dark arts at your disposal, you are able to meddle in the sacred and divine without fear of retribution. The power to manipulate divine forces is now yours to wield, free from the taint of evil or corruption. You will not sully the holy simply by observing or manipulating it. Do not mistake this for being holy yourself, or think this forbearance will remain if your arts turn to the service of sin.

So tread lightly, traveler, for the line between holy and unholy is a thin one indeed.

100GC - Do as you wish. Though, it is almost time for the Bell to Ring:
The Devil himself, in his unyielding desire to claim his wager, may yet turn his back on wickedness. Indeed, fate has conspired to offer you a momentary reprieve from your impending demise. Chance encounters may offer redemption, adversaries may be blinded by hubris, and even your foes may show mercy they cannot afford. It seems

that the very laws of the universe conspire to spare you from the jaws of death.

But mark my words, this respite may reliably delay death, and often deflects it, but rarely stops it outright. Run the clock down, flee from your foes, or face your doom with dauntless courage. Should you fail to do so, know that death shall claim you in due time.

100GC - You're a strange Kid. Oh well, this pact had better be fun:
It takes a special kind of madness to willingly deal with the inhuman, with monstrous beings that take their pleasure in the pain and suffering of mortals. But you, my friend, possess that... shall we call it a talent? Your silver tongue and quick wit make you unusually skilled and successful at talking to or negotiating with these beings that toy with mortal lives. In fact, your accomplishment goes beyond mere skill.

With this perk, you will have an edge in any negotiation or interaction with inhuman, monstrous beings. While this alone won't make you an equal, it will make you more equal, and perhaps just as important, it will make you a person. Your words will carry weight, and your presence alone will cause them to pause and consider their actions. Perhaps most importantly, it will make you interesting.

But let us not forget the perils that come with dealing with such beings. They are fickle, capricious, and unpredictable. They may turn on you on a whim or double-cross you when it suits their purposes. So use your talent wisely, my friend, and never forget that the price of failure could be your very soul.

200GC - You should never take a devil at his word:
... but he deserves the benefit of the doubt. You have a good sense for how far you can trust someone. You might understand how Mephistopheles could have a perverse honor and humor that makes him a reliable teacher, while Grimlet languishes in his prison bound.

This sense is reliable upon the powerful and those who work for causes they believe in. A powerful devil, a proud necromancer... you would easily understand not only their trustworthiness, but the context of it. A devil might teach sorcery both honestly and without pitfall or snare, but he'll deal in souls if someone is foolish enough to offer it on their own.

Two weaknesses plague this insight. Firstly, the weak are below the horizon of your contempt, and so this gift will dismiss much of their possible duplicity. Secondly, it sees into the heart of others, and so a heart that is occluded darkens your vision; if one

is compelled then your insight will suffer.

The meeting of these two circumstances can escape this vision entirely.

200GC - How about we make a contract:
The fiendish labor under myriad curses, for while abiding by a contract gives them power, breaking it binds them as slaves.. Their insatiable lust for souls is no secret, nor the exorbitant price they demand. Yet their traffic in souls is reliable.

This is no gift in the art of contracts, but in the subtle art of persuasion. Your ability to coax others into forsaking their principles and giving in to their desires is unparalleled. You possess a talent for slipping past their defenses and penetrating their hearts, even after they have been warned of your nefarious ways.

Even those who fear and hate you can be swayed by your serpentine tongue. It is child's play for you to strike a rapport with even the most natural of enemies. Dealing with those who loathe you, who know of your ulterior motives, is but child's play. Easier even, for in this world dangerous children abound.

200GC - We still need him:
There exist sins that cannot be pardoned. Nevertheless, there are matters of greater import than the dispensation of retribution. It is written that destiny shall weave you into the fabric of events such that your demise is not permissible, even to your adversaries. Know that this shall not stir the hearts of your foes towards benevolence, yet they shall be compelled to prevent your ultimate destruction. Heed this warning: though there be matters surpassing justice, that doesn’t mean your leverage will always reign supreme.

200GC - How foolish, magic to destroy a devil:
...do they hope to erase all evil? The adversaries of God shall forever plague and torment the world until the very last trumpet blast shall sound, and still, mortals strive to unearth the knowledge that can undo them. No matter how impossible a task may seem, one may always endeavor to accomplish it.

And in such an enterprise, you are granted three boons.

Firstly, you shall gain profound perception of what is truly beyond possibility, whether from your present vantage point or from the immutable laws of the cosmos, distinguishing the two.

Secondly, you shall gain discernment to reframe matters, so as to unravel techniques for achieving a task that appears insurmountable, approaching it from an altogether different aspect.

Lastly, you shall obtain divine inspiration in your quest, commensurate with the difficulty you encounter. This inspiration will not ease a difficult task till it is more approachable than a simple one, but instead, it shall delay the rate at which the challenges grow.

400GC - Five Bells Toll:
This inescapable cycle... can you truly harness something of its nature? It seems so. Within the space of a year you may once invoke an interruption in the river of events, one spanning five days past. You shall live through those spans of days five times, and at the end of it, may take the form of events you most treasure as 'truth.'

Also note that while few things travel from one interaction to the next, knowledge does. Not merely that in your head; any receptacle of knowledge you have claimed will remain claimed. If it's a common work, then you merely have another copy. But if it's rare or unique... this does not change that fact, merely changes in whose hands it rests.

400GC - Mage Consul:
Do you perhaps already know this? You claim that you've never practiced this magic before, but it seems more as if you're dusting off old memories and skills once mastered, rather than like learning something new.

Every time you wield a new supernatural art, you learn it impossibly rapidly, and in such a manner that it isn't much like learning, so much as it is showing you something you already knew, but didn't know you knew. And once this process of revelation starts, it will continue for five days, at the end of which it will be as if you immersed yourself in that art for a hundred years, using it every day and with great desperation and devotion. This will not create talent, nor lead you to new insights, as if you hadn't had time to expand on that knowledge. It will be the foundational uses of it, polished to perfection.

This will only happen once for each topic you're exposed to, though for a branch as broad as one of the four arts of magic, there are many individual arts, individual topics, for you to touch on and thereby awaken your mastery thereof.

Magical Talent

All Origins except Someone New receive one of these perks for free.

200GC - The Arts of Glamour:

The most ancient art is Glamour, dear reader, and one should marvel at the power wielded by the fae and spirits of nature. Glamour is a magic that draws upon the very essence of the world, imbued with holiness and tethered to the ways of nature. Within it lies the secrets of the Wiccan path, the magic of the fairies, and the divine majesty of Queen Titania herself.

Alas, such wondrous power is not invincible, for the chilling science of Alchemy can unravel even the loftiest of Glamour's enchantments. With their unparalleled ability to manipulate the laws of nature, the alchemists see through Glamour's veil and create as they will. Conversely, even the most formidable of Necromancers must bow before the Fae, for how can that which does not exist challenge the essence of the world?

200GC - The Arts of Necromancy:

Necromancy, with all its darkness and terror, whispers to the mage in search of power. Through it, one can commune with the spirits of the departed, awaking them from their eternal slumber to serve the living. But be warned, dear reader, for the necromancer's fascination with the underworld's secrets can lead them down a dark and treacherous path of magic.

Still, Necromancy is the scourge of Sorcery, whose diabolical machinations and demonic forces pale in comparison to the eternal essence of the spirit realm. Indeed, the willful servitude of demons cowers before the restless spirits of the dead. Even as the unreal dead flinch away from the touch of nature divine.

2000GC - The Arts of Sorcery:

Sorcery, the arcane art of calling forth demons from the nether realms and bending them to one's will, is a practice steeped in the forbidden lore of damnation. The demons, banished from the holy embrace of the Almighty, exist as physical beings, enslaved by the chains that bind them for their defiance.

The price of this mastery is steep, for no magician may conjure the spirits of the damned without risking a terrible cost. But, for those with a pure heart, the demons are but tools wielded as a God would in his wisdom. Yet, the sorcerer's soul must remain steadfast, for the devils are cunning, and seek to lead weaker souls down the path of betrayal and ruin.

The will of the Dead, boundless and unbound by form, forms Sorcery's most deadly bane. At the other extreme, Alchemy, with its hubris and disregard for God's sacred creation, stands defenseless against the dark majesty of sorcery.

200GC - The Science of Alchemy:
Alchemy is a science of magic, one that sees the world as a collection of inviolable laws begging to be understood and perfected. With its precise tools and enlightened understanding, Alchemy can create life, unravel the mysteries of the universe, and twist the forces of nature to its will.

Soulless, the creations of alchemy can little resist the twisting corruption of the Infernal. Yet, the circle is complete, for the vision of alchemical lore pierces the veil of nature, letting the created overturn the natural order Glamour invokes.

Innocent Soul
These perks belong to the Innocent Soul origin and are discounted for them.
100GC - I like your smile, can I touch it?:
You're attractive, yes. Describing you as an otherworldly beauty might not be wrong, but that doesn't explain everything. Somehow your presence is eerie in a way that separates things that happen around you from the mundane world.

It's a subtle thing, but you can go places and do things and... get away with it. Because what happens around you is not part of mundane reality. Whether crossing personal boundaries, or ignoring rules, people tend to let you get away with it... because somehow it would be sacrilegious to hold it against you. Such rules and restrictions are part of a lower reality. Though do remember that crass violence or violation breaks this otherworldly spell. The profound air of heaven abandons the profane.

Lastly, you tend to *fascinate* devils and demons and others of their ilk. This is a mixed blessing, but... it is on some level a blessing. Around you, the fallen feel melancholic recollections that they do not hate.

200GC - Good afternoon, my mischievous uncle:
People misunderstand the power holy forces have against the unholy. They see light and darkness as opposing forces, fighting for dominance. That is wrong. When the light comes, darkness retreats. And when the light leaves, darkness chases it, longing for light.

All you do against dark forces is magnified. You're more charming, more fascinating, more commanding. Your magic is more powerful, your contracts more clever, and

those chains are tighter or looser at your whim. In all ways you hold advantage over the dark, and it is disadvantaged against you. There is no parity here.

One last gift is granted to you. Your very lifeforce is poison and banishment combined, enough to throw a prince of hell back to the abyss if unleashed. Though this alone will never give you the tools of unleashing, nor let you survive the act.

400GC - I am far from holy wisdom:
You possess humility and self-awareness. Such a rare trait is a divine gift, for you can discern the depth of your flaws and wrongdoing, gazing through the veil of your own weaknesses. You can objectively judge your own actions, contributions, and accomplishments with a self-discernment that can only be called divine.

It is not mere self-reflection, but rather the spiritual grace bestowed upon you. It seems your soul is touched by the divine or perchance, a celestial spirit enrobed in flesh. The mark of such a lineage is that every imperfection stands out in stark contrast.

Yet, though the flesh may sully you, you are beyond the reach of corruption. Your will alone governs your choices, and not even the allure of worldly temptations may coerce you into succumbing to the dark abyss. You are incorruptible by any will but your own, and even that is only the corruption of your own choices, and hold no more weight than the mundane action of it. Nothing will rush your fall, or drive you into the darkness. Even if you are an angel fallen to the material world, you are holy, and will only ever become otherwise if you choose to forsake this and embrace that darkness.

600GC - Stange, I do not wish to leave your side:
... as if I can't feel my body turn to ash. You are a sacred vessel my dear, imbued with holiness beyond compare. Not the simple gift of life bestowed upon mortals, no. Your life is a radiant beacon, as pure and potent as holy water or blessed wards. All that you touch is touched by divinity, enough to sting the flesh of fiends, though this is more warning than real defense.

Your blood and your breath, they carry more of the fire of your soul. Your blood could slay the weakest of darklings. And even the mightiest of devils must take heed, for your life force spilt could reduce even a prince of hell to nothing but ash.

Thus, if you possess power, you can infuse it with the holiness of your being in purported to how much the forces you wield are personal and bare your life. As this world's magic is a thing apart from the self, and so it bears but a pale shadow of the

power that flows within you. You shall bind demons with ease, and the creatures you create or control shall be more potent in their battles against the forces of darkness. Yet, for greater feats, you must weave yourself deeper into your works.

Dark Plotter

These perks belong to the Dark Plotter origin and are discounted for them.

100GC - She has done well, but she's no longer here:

Sometimes you can't ask for help yourself. Maybe you're being blackmailed, or you're caught up in the schemes of those who care nothing about you. Maybe you simply have lost all hope. In such cases, for all that you need salvation, you will not be the one who cries for help or seeks out saviors.

It is good then that providence cares for you. Even if you never ask for help, that you need it will be made known to those who might come to your aid. Maybe your master lets something slip to his enemies, maybe someone sees a contradiction in your behavior.

However it goes, when you need salvation, those who would save you will learn of your plight. Reach out, for someone is reaching back.

200GC - Say, what if we get there first:

Your words are sweet as poison. While a spy might lurk for years, quietly watching, you have a job to do. And oftentime the best way to do it is to use others as tools. You find it conveniently easy to direct people's thoughts in the direction you want, or to get them to think your goals are their ideas.

In many ways these kinds of manipulations are short term. You are hardly hiding that you're the one saying them. But by the time one might think to question them, you'll have already succeeded or failed. Just remember to have an exit plan before you unleash a horror about this world.

400GC - I secretly borrowed this:

So many precious things are unguarded, or are guarded in ways that are more posture than reality. A wandering lost soul is hardly a watchman, and trust is only a bond on those who don't already intend to betray it. The first barrier to theft is understanding what is and is not a serious barrier. The second is understanding how to sound out defenses. The third is understanding what can be attempted safely, what will raise an alarm, and the point of no return.

Of course, without the will to commit to the crime, all the opportunities in the world

will be worth nothing. So it's good that you have the nerves of steel to face death and doom without hesitation... or betray a friend with no warning.

Nothing here comes with any actual *skill* at theft. You'll have to earn that honestly. But you instinctively understand the three boundaries and how they shape the challenges you'll need to overcome. In the end, that's more valuable than anything you could simply earn through practice. It's amazing how many things need nothing but this before they fall into your hands.

600GC - I didn't think this would go so well:
While many of the guardians you faced were flawed, it's hard not to feel that even with that, you should never have gotten so far. Fortune, it seems, favors you. Your path is strangely devoid of hindrances - be they wrought by Man or Nature, or even by the hand of Fate. Your efforts are met with little opposition, whilst secrets spill forth from the mouths of foes and allies alike. Your plans proceed with ease and circumstance aligns in the manner of your will, as if you are the sole arbiter of agency.

Yet heed this warning, for once your actions garner response, this boon shall not shield you from the wrath of those whom you have wronged. Nor shall it protect you from the ire of those who initiate hostility, for if a town despises witches then you may surely fall prey to their hate. This unique virtue is bestowed upon you solely in your capacity as an initiator of deeds.

<u>Diligent Student</u>
These perks belong to the Diligent Student origin and are discounted for them.
100GC - Something is in the hallways, I can feel it:
The halls whisper to you. Though your senses do not intrude like a thief nor operate like a spy, you possess a keen sense of the present. You are acutely aware of the world around you and the movements of those that inhabit it. You sense the tiniest disturbances, the slightest shifts in the atmosphere, and can determine if something is amiss. You are adept at observing the people and places in your surroundings, noticing if something is out of place or unusual.

While others may rush past, you are rooted in the here and now, and will not miss a single detail. Your focus is intense, and your senses are sharp, allowing you to perceive the world like few others.

200GC - I resign from being your apprentice:
After all, you were there for reasons other than learning. You had already done that. You might not possess the eerie preternatural learning of a time-lorn soul, but you

could go from apprentice to experienced journeyman within two years because you're smart, driven, see deeply into anything you study, and make nearly every reasonable, and many unreasonable logical and intuitive leaps. You build on what you've learned with great ease, and can easily translate the theoretical to the practical.

There are few indeed who can match your diligent effort. At least, match it honestly.

400GC - To be sincere, I must be perfectly honest:
Though it's not like anyone would ever know if you were anything but sincere, for everything you do have the ring of earnest honestness. This doesn't help you pass yourself off as someone else, but it does let you pass yourself off as 'yourself', even if it's just part of yourself, and thereby hide the whole.

With this, people can only find what you're willing to present, with everything else about you being hidden by those truths. The only path around this is by being told by someone who already knows, or by the mightiest of divinations.

600GC - There are rooms beyond closed doors:
Success is the reward for those who possess the ability to uncover paths to even the most unattainable goals. You have an uncanny ability to not only to create and execute plans that may take an extensive amount of time to come to fruition, but to actually see them through. This perk grants the diligent the path to the future that had been concealed behind impossibility.

This isn't a tool for a sudden shift of fate, but to lay the groundwork for ambitions beyond the horizon.

<u>Adventurous Spy</u>
These perks belong to the Adventurous Spy origin and are discounted for them.
100GC - You got it? Run Away:
Sometimes fear is not an option; perhaps for duty, perhaps for redemption, or perhaps just a personal crusade. But whatever the reason may be, you are the one who stands firm. You do not cower in the face of adversity, nor do you falter in your resolve. Instead, you confront danger head-on, armed with the principles of the life you've lived.

You do not forsake those around you, nor forget them, even in the midst of entrapment. You may even gather knowledge that shall prove useful not only now, but in the vastness of time to come should you survive. And when death comes, as it inevitably will, you are prepared to meet it with poise, if not with calm.

Victory may not always be within your grasp. But even in defeat, you will not linger on mistakes made, for you will have faced your foes with all your might and power. When you fall, it will be because of their victory, not your self-inflicted defeat. And should you be required to surrender everything for some greater cause, you shall do so with the knowledge that it has been done with the utmost value.

200GC - I feel like I've seen this before:
Pray tell, are your insights of preternatural origin or but a product of finely honed faculties and acute intuition? Perhaps such discernment stems from both. You are swift to perceive with scanty information, able to discern hidden truths from the mere twitch of lips, and to spy out that which others deem of utmost secrecy. You possess an innate sense of importance, apprised of what matters most, even if you are ignorant of the hows and whys thereof.

Moreover, you are imbued with a wealth of knowledge, able to deduce patterns and solve enigmas with nary a hint. You are what spymasters fear, driving them to try and hide even the shadows of secrets from you. Such efforts are in vain, for you'll feel out their shape from inference. Your intellect, instincts, and a hint of foresight together compose a potent recipe that renders you a fearsome plunderer of secrets, without you ever stepping out of line.

The wise spy never gives away his cover, never has to do anything rash, because he was paying attention to the right thing from the start, and so when events explode he's already positioned to take advantage of them.

400GC -Oh, so you've got a thing for me:
Truely, this boon allows you to present yourself as one who stands larger than life. Your personality does resound in such a manner that few believe there lies any depth beyond your ostensible exterior.

In brief time shall you become familiar to any who you encounter, with suspicion of sinister designs difficult to entertain. Even those of disagreeable temperament will accept your belonging without dispute. No, only the most wary souls might peer deeper than this facade. And should you make an acquaintance, your new companion shall deem it one of a greater significance than the truth betides.

600GC - I guess we'll have to do this Bartido Style:
Some claim that violence is the last refuge of the incompetent, but perhaps that's because few are competent at violence. Violence, if used with competence, becomes a

most reliable tool, and you possess that competence. Whether to disable or capture, destroy or deflect, violence must be judged by how well it achieved its job. In this you show competence, both in wielding it, and in putting it to purpose.

You are also something of a virtuoso of violence. You are truly a master of combat, skilled in the use of diverse mediums -from bare fists to teams of warriors, in tactics, to strategy, and into logistics. You understand the back and forth. You can nimbly manipulate the ebb and flow of battle with utmost grace, and direct that flow to temporary or final purpose. If violence is your last tool, 'tis a sign of noble restraint, given its potent and steadfast nature.

Someone New

These perks belong to the Someone New origin and are discounted for them.

100GC - Then we're Friends, starting right now:

Not only are you as lovely as a beam of moonlight, shining bright amidst the darkened sky, your presence brings joy to those around you. It isn't unfair to say you are a beacon of light in a world steeped in shadows. With this slender thread of amiability, you shalt discover that you can make allies in the most unforeseen of places.

Let not this unassuming talent be belittled. For truly, friendship can unlock doors which were once deemed impassable. It alone may not be enough to sway an enemy spy to sell his soul to a devil to save you... but it's a good starting point to earn that kind of loyalty.

200GC - Alright, Now Concentrate:

As one steps inside the walls of the Silver Tower, a tumultuous flurry of arcane forces and secrets will be thrown at you. In this place, one must not only be adept in sorcerous arts but must also possess a knack for uncovering hidden secrets and engaging in tactical wizardry. The challenges presented by the eldritch forces that the mage must confront soon escalate in scale and complexity, demanding an expert command of more than just magical faculties.

Here, proficiency in one particular skill is not sufficient to survive- the key to mastery lies in being a master of all trades. The fortunate few who possess such a gift excel beyond compare, ferreting out knowledge and perfecting skills in a day where the uninitiated would take a week.

Furthermore, once a skill or ability is acquired, it remains forever under one's domain, impervious to forgetfulness or negligence. Though not the *knowledge* of knowledge.

400GC - Now Here We Go!:
As a novice, you have no flawless scheme. You know not the right deed, nor possess all the intricacies. It is simple to wallow in inaction, and suffer as fate steps heavily upon you. This is why it is fortuitous that you recall a righteous action now is preferred to perfection performed too late.

You are not solely a driven achiever, but a learner who assimilates knowledge from every venture. Many of those teachings shall prove transient with respect to your current circumstance, but it shall suffice. At the dawning of trials, you might possess no knowledge concerning the challenges that lie before you, but before completion, you shall be wise as if you had already encountered it a dozen times, and specifically endeavored to overcome that precise obstacle.

This rapid assimilation shall not only aid you the next occasion you engage in it. Your proficiencies shall grant you the ability to concoct and adapt schemes as they unfold, fine-tuning your approach with each further exchange in the matter. Your preparations may seem inadequate at first, but from the outside it would be natural to assume that you possessed a superlative scheme from the start.

600GC - I see there is Potential in You:
To become a master of a single magic is a pursuit that requires one's devotion for many long and arduous years. A pupil, blessed with an innate talent and true alignment to an art, may grasp the fundamentals with great speed. However, to surpass the basic levels, one must devote oneself entirely to the craft. The Tower of Silver Stars houses four instructors for this very reason—each one proficient in teaching and imparting the knowledge of a single school of magic. To truly master magic is to become shaped and moulded by it, though not always quite as literally as the accursed Chartreuse Grande.

To go beyond those basics, you must...

Um... How many schools have you already picked up?

It seems you possess an innate gift that aligns with all types of magic. You swiftly learn the basics of all four schools, demonstrating a rare proficiency that allows you to weave them together with the utmost ease. Your transitions from Alchemy to Necromancy are not a mere possibility, but a graceful reality. You never fumble for the incorrect tool or are mentally unprepared to pivot with ease.

Furthermore, you exhibit the ability to blend these schools of magic together with

effortless fluidity. Perhaps you will one day create a Philosopher's Stone that bears the mark of your unique craft.

In future travels, you will quickly find yourself capable of lending hallmarks of one magical system to another, translating arts, or hybridizing them into a more refined and powerful form. The ability to switch magical approaches with the utmost finesse will also prove second nature to you, regardless of opposing factors.

Lastly, issues of alignment will never forestall you, for you always count as favorably aligned with any element or discipline, even ones that normally oppose each other, or are jealous arts.

Items

Any Grimoire you purchase, will start already fully mastered.

Free - Fairy Ring (The Arts of Glamour Required)

Within these pages, a magic does take form,
One that works with forest spirits to be born.
Elves and fairies, creatures of whimsy and might,
Traverse the veil, traversing the day and night.

With power borrowed from the elves, we harness magic's flow,
Healing the sick and wounded, our power shall glow.
But the fairies, oh how they are a force to behold,
Few things can stop them, their power so bold.

Dancing between worlds, they're well-balanced in deed,
A swarm of them, and your enemies they shall feed.
So gather ye, and learn their ways through this tome's lore,
Calling forth forest spirits, our power shall soar.

100GC - Wicca (Fairy Ring Required)

The tome speaks of holy power,
That nature wields in every hour.
A mage can learn to harness this might,
Through witchcraft and natural sight.

Elves know the art of talisman,
To guard the grimoire in their clan.
With runes that glimmer in holy light,
Protecting knowledge, dark as the night.

And then we have the Unicorns,
With barriers strong, they sound the horns.
To charge as one, with power untold,
Their might and strength, a force of gold.

Against spirits, they defend with grace,
Wielding holy light to protect their space.
Summon their power, and you'll behold,
The secrets they hide, in stories untold.

200GC - Titania (Wicca Required)

As dusk descends, the whispers begin
The tome of magic, a spell to spin
Drawing on dawn, the powers of light
To ground the spirits, with newfound might

Glamour magics, eased to cast
Fae spirits, stronger than past
Invoking the Morning Star, a deity in-between
Whose starry power destroys the scene

300GC - Tír na nÓg (Titania Required)
Behold, this forbidden tome unveils the deepest secrets of the fae, revealing how one may invoke the true lords of the realm of fairy and command the greatest wonders of nature. With a mere utterance, even the trembling hand of a novice can seize the reins of the natural world and bend it to their will. Truly, this grimoire is a gateway to unimaginable powers and limitless possibilities... if one is bold enough to seize it.

Free - Hades Gate (The Arts of Necromancy Required)
From the grimoire's pages black and old,
Unleash the spirits that death did hold.
Without form they roam and glide,
Insubstantial - they can't be denied.

Ghosts that pass through walls with ease,
Feasting on magic as they please.
Their sublimated nature, a fearful sight,
Evil trembles before their haunting might.

A phantom knight, ethereal dread,
Calls upon a soul from the dead.
Swift and powerful, a spirit to fear,
A ghastly apparition that silences the devils' jeers.

100GC - Purgatory (Hades Gate Required)
Within this tome of ancient lore,
The spirits of sinners doth adore.
Dark power flows through ev'ry page,
Strengthening the dead in their dark cage.

The Skullmage is a fearsome sight,

Able to smite astrals with his might.
With ghostly blessing or damning curse,
He grants the gift of the immaterial verse.

Obelisks stand tall and proud,
Alone the ghosts can join their crowd.
With powers to heal and grant respite,
They keep astral spirits in their sight.

200GC - Acheron (Purgatory Required)
In the folds of darkness and despair,
Lies a tome of ancient lore so rare.
A grimoire, calling forth a realm of death,
With spirits who ferry souls beneath.

The psychopomps, their power to invoke,
The armies of the undead to provoke.
Charon, the ferryman of Hades,
Swift and ghostly, through the underworld grades.

His boat, a vehicle of souls,
Taxis familiars to their rightful roles.
Large troops at once, he can send,
A power that knows no end.

But beware his anger, for it's fierce,
Through his passengers' lives, his curses will pierce.
For in this dark and ominous tome,
The reapers of life and death have found a home.

300GC - Necronomicon (Archeron Required)
Behold this ancient grimoire that uncovers the arcane secrets of death, stripping bare the innermost workings of the underworld. With its invocation, you shall command the attention of the very gods of death, bending the very fabric of existence to your will. The magics of boundaries shall be your servants, and life and death mere pawns in your dark court.

Free - Hell Gate (The Arts of Sorcery Required)
In darkness and despair we seek,
The grimoire that will call the beast.

For hell's gates we will unseal,
And summon demons, powerful and real.

The imps, agile and quick,
Gather mana to strengthen our tricks.
Raising runes for attacks so grand,
All at the command of the sorcerer's hand.

But beware, for demons are not meek,
With claws sharp and bodies so sleek.
They wreak chaos and destruction,
Our mortal minds unable to function.

Dark sorcerer beware,
Lest damnation become your snare.
Master the hellish powers, or be mastered instead,
For the price of failing is eternal dread.

100GC - Gehenna (Hell Gate Required)
This grimoire of the dark abyss,
Awaits the brave, the damned, the fierce,
Teaches secrets of the sorcerer's race,
From imps that summon spirits to plague a place.

The vermin of hell upon their call,
Empower attacks beneath the fireball,
Of demonic guardians, fierce and bold,
Whose wrathful strike will make foes fold.

But the sorcerer's sight does not end there,
For foul wisdom does its pages bare,
Revealing secrets beyond the veil,
To see the world through a darker tale.

So heed this tome with caution and care,
Lest ye fall to the grasp of despair,
For the power it holds is not for the weak,
But for those who dare to delve in the bleak.

200GC - Chaos Nest (Gehenna Required)

Within these pages, the secrets lie
Of demons, dragons, and cats with an evil eye
A grimoire, bound in leather and ink
Its power enough to make even the bravest shrink

Awaken the chaos that lurks within
And let the dragon's reign of terror begin
Summon the Grimalkin, a feline with claws
That knows the blackest magic, and all of its flaws

The dragon's egg, a deadly prize
Nursed and cared for with fire in its eyes
But once hatched, destruction is near
And nothing can stop its fiery fear

Oh, dark and twisted book of spells
Infernal knowledge, its secrets tell.

300GC - Lemegeton (Chaos Nest Required)
The tome of Solomon's lore, the power to summon devils galore
With methods taught to bind and control, the hellish forces to behold
Curses invoked and maledictions sent, the dark empowered with dark intent
Magic twisted and warding spells set, the hellish imprisoned with no regret

This ultimate tome of sorcery, a dangerous path with no mercy
For even with its powerful sway, sorcery is not safe to play
So heed its warnings and tread with care, for the Lemegeton will not spare
Those who seek its power and grace, beware the devil's embrace.

Free - Laboratory (The Science of Alchemy Required)
In the pursuit of knowledge and power, alchemists have long sought to create artificial lifeforms that possess the abilities and qualities they desire. This treatise will provide guidance on the creation of such beings, focusing on the use of alchemy to imbue them with magical properties.

Firstly, it is imperative to establish a proper Laboratory for alchemical experimentation. By inscribing magical symbols that serve as conduits for mana, one can create a space that facilitates the creation and manipulation of artificial life. Within this Laboratory, we shall discuss the creation of two specific alchemical creatures: the Blob and the Homunculus.

The Blob is a simple yet versatile creation, possessing the ability to gather and redirect mana towards the will of its master. Its protoplasmic form serves as a vessel for the seething alchemical processes that imbue it with a unique set of properties. While not inherently dangerous, the Blob can utilize its internal functions to weaken and harm foes, leaving them vulnerable to other forms of attack.

The Homunculus, on the other hand, possesses a more intricate and developed mind. Its soul and life force are contained within a glass bottle, which serves to protect it from external harm. This creation wields the power of psychic forces, and can pierce the veil between the material and astral planes. With the ability to summon storms of psychic lightning, the Homunculus can serve as a formidable ally in battle.

In conclusion, the creation of artificial life through the use of alchemy is a complex and demanding process, but one that holds great potential for those seeking to harness magical powers. By following the guidance provided in this treatise, one can create a magical Laboratory and imbue creations such as the Blob and the Homunculus with unique abilities and talents.

100GC - Engrave (Laboratory Required)
This manuscript expounds upon the alchemical methods that can be applied to the art of war. In contrast to previous alchemical practices, where the creation of lifelike entities was the goal, this work aims to imbue inorganic matter with supernatural properties and transform them into familiars to be used for the purpose of destruction.

Among the familiars, the gargoyle is a prevalent form of protective construct. Albeit motionless, its attacks are physical with an added explosion of flames that ravishes the targeted areas. The golem, on the other hand, though being humanoid shaped, is finicky in nature, difficult to direct, and its every action consumes a prodigious amount of magic. However, it does possess the longest range of all familiars and attack with destructive magic, making it akin to artillery on the battlefield.

200GC - Chimera Spawn (Engrave Required)
This manuscript delves into the realm of alchemy, seeking to elucidate the mysteries of life creation through experimental synthesis of chimeras. Our findings reveal that the boundaries of alchemical life can be exceeded, and through such attempts, improbable life-forms can arise. These transient life-forms, however, tend to be fraught with inefficiencies that curtail their longevity.

Of these life-forms, the Chimera reigns supreme as an abominable amalgamation of disparate elements that coexist uneasily. The Chimera possesses exceptional physical capabilities, characterized by a potent combination of powerful movement and attack. Yet, this exceptional ability is short-lived, as the Chimera's vitality gradually decreases, compelling it to consume other forms of life to patch its own.

Despite these setbacks, the creation of the Chimera yields crucial insights into the fundamental flaws of artificial life. Through this knowledge, it may become possible to correct the errors that plague many otherwise-created life-forms, rendering them stronger and more durable in the long run.

300GC - The Great Work (Chimera Spawn Required)
The study and practice of alchemy, unlike its sister disciplines of glamour, sorcery, and necromancy, does not claim to be complete within itself. Rather, alchemy seeks to uncover the immutable laws that govern all, and through understanding of them, to harness them into the creation of more perfect forms than granted by nature or god.

This treatise aims to elucidate how existing essences may be captured and wedded to alchemical products, to create existences that transcend the scope of nature. By making that which is unreliable and ephemeral subject to unchangeable laws - it becomes possible to transgress into the domain of miracles through the power of science.

Through meticulous experimentation, an alchemist may obtain a deep understanding of the fundamental principles that underlie all material phenomena, and then extend that to the astral. Through rigorous application of these principles, it becomes possible to manipulate matter and create products that surpass the limitations of nature.

Thus, alchemy - unlike other arcane disciplines - encourages the pursuit of knowledge that is grounded in empirical observation and rational analysis. We hold that the path to spiritual enlightenment and worldly success is through the realization of these principles, and the transformation of base matter into something that transcends the limitations of the natural world.

50GC - Sacred Charm against [Spirit]
Behold, a talismanic charm, ornamented and adorned, a ward against the forces of the unknown. Whether vile or fair the spirit breed, a bane this talisman claims to heal. Fiendish devils, ghostly apparitions, and the fae the worst of all, this minor ward will shield thee against their casual beck and call. Remember though, created life is beyond

the grasp of fate, and cannot be so easily banished to its designated gate.

If you wish, you may seek armor against many spirits. Merely purchase this again by type; fae, ghosts, or devils dark.

50GC -Magic Association
This disorganized gathering of experimenters and peculiar individuals composes a vast network of those entranced by the supernatural, yet potentially lacking in significant aptitude for it. Nevertheless, even the most humble capacities can still accomplish noteworthy feats with proper utilization.

Many associates within this ensemble possess status in upper-class society, in universities, and even some within the more liberal factions of the clergy, granting them access to exclusive opportunities and resources beneficial to their, and your, interests.

The Magic Association serves as a valuable source of intelligence gathering, task delegation, recruitment, and networking for its members. Fortunately, you are a member in excellent standing. With each future jump, you will discover a distinctive iteration of the organization, specifically customized to the unique realities of the given universe. From here on out, you will hold a place as a valued member in every one of them.

200GC - Tower of Babel:
As you embark on future jumps, you will come to possess your own Tower of Silver Stars, an impossible structure that pierces the very heavens. This towering structure is yours to own and control, staffed with an array of loyal familiars that can be marshalled together to form an unstoppable force that could put even the most powerful rulers to shame. Within its vast halls and spacious chambers lie endless opportunities - you might establish a school for magical instruction, or harness its boundless energy to become an unstoppable force in your own right.

Companions

Pick a 50GC Companion for free to be your familiar.

50GC - (House) Elf:
This little fairy is as competent as he is shy. Unfortunately, his confidence is endless. He'll keep things tidy for you... eventually. Keep him away from breakables. A confidant and a moral support, he does better directing other spirits, if you can summon them.

Among all the servant familiars, this is the one best at dealing with people as people. It might be a small thing, but it can matter.

50GC - Foul Toad:
This earthly demonic spirit is wise, but unpleasant. A spirit of sloth, it has both potent supernatural senses, and knows quite a bit about spirits and magic, and easily learns more. It is also able to wield poison with finesse.

However, it is a lazy, cruel thing. You might use its senses, or have it attack those around you, but it can't be trusted as an agent or a way to extend your reach. Have it attend you though, and it might perform good service.

50GC - Loyal Cat:
This Grimalkin might be a kind of devil, but it's also quite loyal. It's happy to play messenger or bodyguard, and is both clever and resourceful. That said, it's physically a black cat who's unusually good at standing on its hind legs.

It can interfere with other peoples' magics, or cause them to turn against them, curse them with sleep, steal breath, and perform other such maledictions, but if someone is ready to ward it off, it offers little physical threat.

50GC - Bubbling Enthusiasm:
This protoplasm casts stones of doubt; could something soulless show such affection? This strange slime bubbles with puppish enthusiasm that would exhaust most dogs. Perhaps not the most intelligent familiar, it is affectionate as only the truly innocent can be. That is not to call it useless. It is a fastidious creature, cleaning its living area quite thoroughly.

Whether bugs, rodents, fungi, or alchemical spills, it will eat them all, leaving pristine surfaces behind. The floor it lives upon is not just clean enough to eat on, but to perform surgery on.

You need not fear it eating anything you wish it not to. It remembers anyone it's been introduced to, and is affectionate to them all. Nor will it accidentally damage the surfaces it cleans. It can eat the bread crumbs out of a book without damaging a single page.

50GC - Chivalric Remnant
This ghostly knight is a remnant of a bygone era of chivalry and honor. Though he might appear intimidating at first glance, he is steadfastly loyal to his summoner, and will do everything in his power to protect them. He wields a spectral sword with skill and finesse, and his armor is highly enchanted, and would resist even glamour, never mind mere physical assault.

Despite his martial prowess, the knight retains a code of ethics that few can rival. He will not harm the innocent or the helpless, and will go out of his way to assist those in need. While he serves you loyalty, he does it through the lens of his chivalric code.

Priceless, yet free - A promise kept:
You may take anyone from this world with you who wishes to come with you, to spend their life, lives, with you. A simple thing. A priceless thing.

50-200GC - Companion Import:
You may import companions for a cost of 50GC per companion. They receive 600 cp and an origin, but may not take companions themselves. They can take either the **A Wreck of a Man**, or the **Flask** drawback (though not both, nor any others).

For 200GC, you may import up to 8.

Drawbacks

+100GC - A Wreck of a Man:
It seems your days are over. You are dead, a ghost. And as a ghostly entity, you are unfortunately vulnerable to the dark arts of necromancy. To make matters worse, Glamour magic is strengthened against you, while your own ability to wield it is severely limited. Your power to interact with the physical world is restricted to the realm of magic.

+100GC - Unless I do this, I'll be burned at the stake:
As you enter this realm, you'll find yourself in the compromising position of being coerced into taking part in unsavory actions.

+100GC - Our Tower will not be a happy place:
The Archmage's loyal servants and their schemes will hinder your stay in this place. While it's not a truly endless litany of sinners serving the dead magus, they are numerous, well-hidden, have unfortunately long reach, and will cause greater problems if ignored than if dealt with. Again and again and again...

+200GC - Do you know what a Homunculus lacks?:
Your emotional vulnerability may make you susceptible to being controlled or manipulated by others. Like a Homunculus seeks love and validation, your needs make easy handles for others to command you.

+200GC - I'm not listening to a word you say:
A challenge you will face is that individuals who ought to support you might misinterpret your behaviors and interpret them in a manner that causes them to resist you, all without taking the time to hear your side of the story.

+200GC - Even I'm surprised by my own sinfulness:
You will have no recollection of this world nor any knowledge of what is happening beyond what your new identity grants you. You'll have to learn the dire circumstances that trap you from events as they play out. Any attempt to smuggle knowledge will be foiled.

+200GC - It must have been that Devil Professor who did it:
Upon analyzing the situation, it appears highly probable that the diabolical Professor is at fault for the mishap that has occurred. And in fact, you are blessed, for such brilliant leaps of logic shall be your constant companion. You will make them often at the most opportune times, and will enjoy watching others do likewise, when such insight will grant the greatest impact... What do you mean, 'The Devil is innocent'?!

+200GC - You are the last human in my tower:
Any assistance you seek is unlikely to aid your progress. In fact, such aid is more likely to spin out of control in a way that causes you to curse the outcome. In the end this task requires everything to be accomplished solely through your own efforts.

+200GC - I do not like it, I will not consent.
Your familiars are stubborn and difficult to control, making them somewhat of a liability. You may find it challenging to accomplish tasks or carry out orders when your familiars refuse to cooperate. It will take extra effort and patience to manage them effectively, and you will face regular rebellion.

+200GC - What you call destruction, sin, or simply evil is my very nature:
It has been decreed that your essence is unnatural, and of a nature that is not aligned with the divine creation of God. Your attempt to masquerade as a natural component of this universe has resulted in punishment.

Your extraterrestrial presence, reminiscent of the inhabitants of Hell, is now blatantly obvious to all. This renders you vulnerable to the constraints of Sorcery and impedes most interpersonal relationships - even practitioners of magic remain wary of devils. Furthermore, Necromancy poses a severe threat to you; its effects intensified and your ability to wield its sacred arts significantly weakened.

+300GC - I will find faults to deny everything.
Even the most certain of resources can betray you. Such wisdom seems to have come to you too late, for by the time you arrive in this world, you will be without your perks and powers, having only what you received from here. Only your body mod seems to have clung to you, a reliable companion.

+300GC - I didn't know it was in this room.
It seems you didn't know either, for you can't find it. And by it? I mean any items from beyond this jump. Nor can you find your way to your warehouse, nor access it in any other way.

+300GC - Flask
As a Homunculus, your very soul is contained within a glass flask that must be kept nearby. Its destruction will mean your death, bypassing any protection you have against such a fate. If you are so blessed as to have a 'one up', then know the miracle of that event will provide you a new flask, not freedom from it.

+300GC - I will take your soul before he kills you.
Your soul now belongs to a powerful devil who will claim it before the end of this jump. If the devil takes your soul before you can find a way to release yourself from the debt, your jump will be considered a failure. Good luck trying to cheat the devil out of what you owe them!

+300GC - Denial is a petty way to protect oneself:
In the face of unexpected revelations or sudden shifts, you struggle to maintain your composure and are prone to feeling unsettled. Rather than confronting uncomfortable truths head-on, you have a tendency to retreat into denial as a means of protecting yourself from the discomfort of uncertainty. Unfortunately, this tactic can hinder your ability to adapt to changing circumstances and prevent you from finding your footing when the path forward is unclear. At times, it may be more productive to face difficult realities head-on rather than avoiding them altogether. Too bad you lack that option.

+300GC - The World does not concede to one's will:
The unpredictable whims of fate seem to be forever working against you, casting obstacles at every turn. The slightest misstep spells disaster, leaving no margin for error. Every action must be executed flawlessly, lest misfortune strike with a vengeance. It's as though the forces of the world have conspired against you, denying any reprieve or mercy. Failed attempts or half-hearted efforts may well be met with disastrous consequences, putting even the most meticulous planners through their paces. The world does not concede to one's will, and you're about to learn that lesson the hard way.

+300GC - I've waited so long:
While she kept no memories from cycles she failed, Lillet Blan was caught in the cycle for ages. When she finally broke outside the trap of time, she met an older Lillet, an adult to her state as a child; the last Lillet to 'win', but who won without managing to destroy the stone.

And that Lillet had met another; one who was an old crone who soon died when she first 'arrived' outside of time.

And there were even older iterations, Cycle by cycle, she grew faster, stronger, became a better mage. It took her thousands of years. The Lillet you met is the product of thousands of years, cycles, of polishing.

You are not meeting the Lillet who is polished. You enter not upon the last cycle,

meeting the last Lillet, but the first, one who is a true new student, knowing nothing.

You still leave only upon the final destruction of the philosopher's stone.

Ending Choice

Congratulations on escaping the endless five days to disaster. If you died, you can only go home, but otherwise you have a choice to make.

1. STAY: You can choose to stay in this world, exploring and enjoying everything it has to offer. Keep in mind that you may encounter new challenges and adventures, but they could be worth it.

2. GO HOME: If you feel that you have had enough and want to return home, select this option. You will be transported back to your own world at the exact time you left, with no one the wiser.

3. CONTINUE JUMPING: If this jump has only whet your appetite for more adventures, select this option to continue jumping. You will be taken to a new world, with its own challenges and possibilities.

Choose wisely!

End Jump Scenario

Live Beyond this Night!

(Requires **I didn't know it was in this room** and **Even I'm surprised by my own sinfulness** for no points

I've waited so long Forbidden)

You are the newest student coming to The Tower of Silver Stars, and there's no Lillet Blan. You come to what at first seems like a slice of life magic school setting you are unfamiliar with.

You have five cycles. Five cycles to figure it out, to understand what's happening,to master the magics enough to make an attempt on breaking through to the philosopher's stone. And when you find it…

When you find it, you'll find a twisting anchor of paradox. Find something that can fill that an aching hole inside your spirit you didn't know you even had. And within moments, you must not merely destroy it, but unweave and remake it within yourself, use it as fuel to ignite that which rests incomplete.

If you do… your chain is over. You no longer need it, as your Planeswalking Spark ignites.

Welcome to the multiverse, Walker.

Author's Notes

Mana Crystals: While 'in battle' you have to find a "magical crystal" to harvest mana from, and can only set up around one, in cutscenes no one ever goes looking for them, always being able to use their magic wherever they are. You can generally assume that you must use geomantically focused magic to empower your symbols... but you can also generally assume that appropriate points are all over the place. If a given world has particularly geomantic magical properties, you can obviously harness them to power your magic.

The local form of magic seems to have magicians not having much personal magic to fuel their powers with. If you do have such from elsewhere, you can certainly fuel your symbols yourself, even in some kind of magic dead area.

I am far from holy wisdom: If it's unclear, being 'holy' puts you on the side of things that are safe on holy ground (and hence don't fear consecrated objects), aren't considered Creatures of Darkness, and so on. That said, some origins or identities include committing yourself to the darkness. To give an Exalted Example, an infernal Exalt has accepted power, but made no commitment at the moment of taking it, so that wouldn't count as 'committing oneself to darkness.' Becoming an Abyssal Exalted involves casting your name and fate into oblivion, so that *would* count. Selling your soul to a demon usually will count, becoming a vampire wouldn't.

It's the difference between interacting with dark powers, and... well... embracing and committing yourself to them.

Did you really need to turn all the grimoires into poems?: Honestly, we end the game knowing almost nothing about the magic of this world, how it really works. We don't really know what people can and can't do. We see a handful of spells cast during cut-scenes, and they talk about more of them done off-screen, but we end the story still knowing almost nothing.

That is to say, yes. Because it tells you as much as I know. If I'm not putting it in game terms (which I'm trying to avoid), then all I have is poetic framing. If that's all I have, I might as well give you a poem. It's more interesting (and probably more lore accurate) than 'this lets you summon ghosts that can commit suicide attacks and ~~mine~~ gather mana.'