

Conquest of Elysium: Troll King

By moorege24

Welcome to the world of Elysium, a terrible, horrible, painful, and monstrous place to live where you WILL be harassed and assaulted by random wildlife, bandits, magical creatures, the elements, heaven, and literal hell. Luckily you have been born under the watchful, cruel, and easily distracted gaze of the Troll king. This means you are either a troll, an nigh immortal regenerator, a goblin, a small and pathetic creature, a giant, large and ancient though latching intelligence, an ogre, strong gambling addicts who decide leaders based on the draw, or an ettin, like the giant but with another person attached to you and with schizophrenia. As long as you aren't a goblin you are immediately safer than 90% of the population of Elysium. This means you should go and claim your bounties before anyone else can.

Take 1000 Mushrooms to fuel you on your way.

Start Location:

Elysium: Free
This is the titular Elysium, a large singular continent with some smaller islands at its fringes. This is a flat world surrounded by the infinite and maddening Void, the home of the eldritch gods and void dwellers. Elysium is a diverse place with many biomes including deserts, swamps, jungles, forests, tundras, oceans, lakes, plains, mountains and more. Scattered around Elysium are places of power like temples, ancient forests, and sacred shrines. Portals, both sealed and open, that lead to other planes also dot the land showing opportunities for interplanar travel. Elysium is the most fluid and changing of the planes varying wildly between the era of the land. You may choose which biome to start in.

The Sky: Free
The realm of cloud lords, winged men, storm elementals, and flying beasts. The literal sky above Elysium with a floor of clouds full of flying castles, maelstroms, and rainbows. Look down upon the land but be careful not to fall. A random location in the sky will be chosen.

Agartha: Free
The world below, the underearth, the cavern world. Agartha are the winding tunnels that thread beneath all of Elysium, full of Earth elementals, fungal forests, strange cyclopses, blind creatures, and immense worms. A dark place but rich in natural mineral wealth, beware what dwells below for it may not take kindly to an invader. A random location will be chosen.

The Primal World: +200 Shrooms
This is the place where the primal things dwell, the gods of old Elysium fled here when the melding of the first era, a time when the rules were less strict, this is also the dwelling of the first humans, the Sidhe and Tuatha, perpetrators of the wild hunts. This is a dangerous place to be sure but manageable enough as long as you avoid the truly ancient primal beasts and pick your battles carefully. A random location will be chosen.

Aztlan: +200 Shrooms
The six worlds, where the bloody gods of the priest kings dwell. The Teotls and their worlds number six one for the sky made of clouds, one for the rain, full of swamps and rivers, one for war full of warriors and battle, one for the night a dark and dreary place, one for the dead a desolate and barren place, last of the, is one for blood the land of the mother of all Teotls full of sacrifice for their beloved matron. Choose one of the worlds to begin in.

The Celestial Plane: +200 Shrooms
The plane of angels, celestial beasts, and the most holy souls. This is the dwelling of the great god EL and its servants. While not inherently deadly to you the people of this place are not kind to invaders, you would be pressed to find a friendly face, and do not pray for help for EL is a more punishing god than it is forgiving. A random location will be chosen.

Inferno: +200 Shrooms
An Equal and opposite to the Celestial Plane, the home of demons, devils, and unworthy souls. A place of three biomes to the north is a freezing climate, the south an infernal lake of fire surrounding barren stone, where they meet is a great land of ash called Pandemonium where the lords of Inferno do battle against each other waiting for the promised apocalypse. Choose the north, south, or Pandemonium.

The Elemental Plane: +400 Shrooms
A Realm split four ways, Earth full of stone and gems, water a great sea, fire ashen land filled with magma, and air a cloudy place shrouded in storms. This is the home plane of the elementals. It is as harsh as it sounds and can quickly kill anyone unprepared in moments. Choose any of the four elements to start in.

Hades: +600 Shrooms
The land of the dead, a pale and barren mockery of elysium. It mimics the world of the living in terrain and buildings but lacks its life, instead inhabited by the dead, including howling spirits, vengeful ghosts, chained Titans, and hounds of hell. The gate is guarded by a great beast known as Cerberus charged with stopping the infinite well of dead from reaching Elysium. This is not a place meant for the living, for being within it drives them mad, slowly decaying them and siphoning off their life hoping to make you as the rest of the inhabitants are. The others trapped here are no friendlier, as the dead despise the living and will seek to rip you to shreds if given the chance. A random location will be chosen.

The Void: +1000 Shrooms
May all the gods and spirits of Elysium have mercy on you. A vast and incomprehensible realm that surrounds all others and connects them. It has no concept of direction or location as every step will send you somewhere new in the most literal sense making it nigh impossible to navigate. It also drives any not born of it mad for the minds of beings were not meant to be in a place where reality isn't real. This is not even the worst part for the monsters that inhabit this place are horrors beyond horror, aggressive and incomprehensible monsters that are powerful enough to slay gods. Should you somehow escape you are forever marked and hunted, with the horrors seeking to break into Elysium to slay you. Good luck. Location is irrelevant.

Era: Choose one

Dark Age: The era after the primal times. Elysium is a wild, magical, and untamed place. The dwarf holds are still storming in this era and the largest settlement you will find are towns as cities have yet to exist. The barbarians are first landing upon Elysium and the great forests dominate it.

Agricultural: While cities are rare the land is more tamed and settled, hamlets and villages are abundant and the elder mysteries have started to vanish as civilization rises.

Empire: A great empire rules Elysium, filling the land with cities and temples, humans roam and build great citadels, they wage war on a level unseen, the wilder things have all but faded and humans rule supreme

Fallen Empire: Calamity and war Unparalleled have brought ruin to Elysium. Battlefield and abandoned cities litter the land as the undead roam, spawned from the blood shed in the fall. Humanity fights for survival in an accursed land.

Monarchy: Humanity has recovered from the end of Empires and now make fortresses and kingdoms in the ash, an era of rebirth for mankind as they carve a new home for themselves.

New Empire: Humanity reborn in full having shed the terror and loss of the fall, a new empire ruled by a council has risen to claim ownership over Elysium, though they still fight the terrors of the fall, it is now but echoes of a distant tragedy.

Age and Gender:
Pick any UNLESS you are a troll, in which case read the troll origin.

Origin/Race:

Goblin: +400 Shrooms
A small and cowardly race, their only virtues are perhaps their prodigious numbers, a consequence of their ability to procreate, and their surprisingly powerful Hedge magic gained through imitation of the ritual mutilation troll shamans go through. Occasionally a king will rise to unite them but very few last long. They are only dangerous in either extraordinary circumstances or vast numbers and now the same is true for you. Be careful as you are VERY squishy.

Ogre: +200 Shrooms
Ogres are bigger, stronger, and dumber than your average human but more cunning than most giant-kin. Natural born gamblers to an unnatural degree they will, and have, bet anything on anything for any reason, this has led to the time honored ogre tradition of leader choosing, where a selection of ogres are randomly chosen for leader lot. The chosen ogres will then draw sticks and the one with shortest is beaten to death, this is repeated until one remains who is then made leader. You are now one of these stupoid Gamblers, good luck.

Troll: 0 Shrooms
Trolls are truly ancient creatures from the time of the primal realms and perhaps even before, if Gramps is to be believed, biologically immortal with powerful regeneration, primal magics, and a small lack of intelligence, trolls are a terrifying thing to encounter. Trolls are creatures naturally born genderless and have a sex given to them later in life, this is part of the reason why there is only ever one troll king in a given troll society, because all other males were beaten to death in the coming of age ceremony with the survivor being crowned king. Troll women are highly respected as mothers to almost all trolls in a given society while the few males smart enough to avoid the coming of age ceremony hide themselves as women, becoming shamans. The shamans when fully recognised as such, being seen as respected as women, will ritually castrate themselves to increase the potency of their magic and power. The final stage of a shaman is an elder shaman, one who has gone through an unknown ritual where the Troll King will fully recognize them, as women, now being seen as peers to troll mothers. Decide to start as a genderless youngling, fledgling male, or troll woman.

Giant: 0 Shrooms
Elders from the primal era, most are mere bullies fancying themselves kings and lords with some, in particular the forest giants, seeing themselves as keepers of lore despite terrible memory. Even with the roadblock of the story changing every other telling some details in said stories contain lore long forgotten by even the eldest still living being which gives some credence to the title of ancient storytellers to Elysium. Giants boast massive height, strength,and a surprising resistance to magic; sadly they have no ability to wield it themselves.

Ettin: 100 Shrooms
Ettins, despite appearing as two headed giants at first glance, are complicated creatures. Most are insane to some degree as a consequence of being two minds inhabiting a singular body constantly fighting for control, this also results in decreased cognitive function rendering many as DUMBER than giants. But sometimes a rare thing will occur where they work together, especially with magic, resulting in an ettin mystic, able to wield and cast two entirely different schools of magic at high levels simultaneously, boosting the power of each other. Ettins do also have greater strength and magic resistance than Giants.

General Perks:

General knowledge: Free
You have general and common knowledge of this world and the beings that inhabit it, this does not include forbidden, ancient, or mysterious lore but simply what everybody knows. A necessary thing for if you didn't you may find yourself burning to death as fought what you thought were normal dogs, that turned out to be hounds of the inferno.

Magic Spark: 100 Shrooms
This perk grants the ability to utilize the native magics of Elysium and the various methods it is channeled. This includes but is not limited to enchantment, elemental command, necromancy, hedge magic, troll magic, divine magic, demon magic, dark magic, summoning magic, demonology and more. Keep in mind that this perk only grants the ability to learn and wield it, not the knowledge or power to do so.

Command: 200 Shrooms
You are experienced and learned in the ways of command, you know how to lead, organise and control a large number of soldiers to an effective degree. This is an important perk if you wish to have higher ambitions and carve out your own kingdom among the madness of Elysium.

Scouting: 400 Shrooms
You have the ability to know the strength, weaknesses, abilities, and items of anything, living, dead, or otherwise, this means you can predict and plan for any eventuality. You must be able to perceive this thing in order to activate this ability and even then sometimes it is not enough to save you.

Planar Resistance: 600 Shrooms
You have Natural resistance to hostile effects native to dimensions. What this means is that, for example, being in Hades will not cause you to rapidly decay and go insane. Another example is the Void, you will still be completely unable to navigate and be hunted by its native dwellers but you no longer go raving mad by simply perceiving it. A necessary perk for some start locations.

Origin Perks: 100 Shroom perks are free for chosen origin all others are discounted by 50%

Goblin:

We Are The Many: 100 Shrooms
You are numerous, a veritable swarm of small, green, big eyed, big eared, screeching monsters spawning endlessly from the ruined and shaded parts of this dark world. You have the ability to communicate and work with innumerable numbers of your own kind, never grating or fighting in a way that matters when it comes to the matters of your people. You need to stick together because the world is dark, and you are so very very small.

Skulking in the night: 100 Shrooms
The dark places of the world, ancient forests and ruined castles, are where goblins find their home. They are very adept at hiding within these places, being practically invisible and undetectable. You share this ability gaining immense stealth when in locations and terrain you are considered 'native' to.

I'm Just A Little Goblin: 200 Shrooms
You're just a little goblin, they wouldn't hurt you, would they? You have the ability to both achieve uneasy alliances with nearly anything as long as they think they dominate you as well as seem far weaker than you really are by pretending to be pathetic.

Imitation Is The Sincerest Form Of Flattery: 400 Shrooms
You have the ability to Mimic and utilize the abilities of ANYONE, while it will be weaker and more pathetic you can do so. A prime example is goblin shamans using trollish magic by mimicking their rituals of mutilation. Anything anyone does you can, eventually, mimic it even if it is weaker this will build upon itself over time. While you will never reach the heights of the great pyromancers, fighting one with seven different schools of magic is sure to trouble them.

Shock And Awe: 600 Shrooms
Sometimes, should the very stars align and a goblin realizes how weak they truly are, a rare being will be born, a goblin king. While the idea may seem surprising and you would expect such a being to be pathetic and useless, this couldn't be further from the truth. You may laugh when the small green monster fist demands your service, you may chuckle when you slay the twenty goblins he sends to quell your town, you may smile when he sends a final warning, you will feel dread when a horde twenty thousand strong bears down upon you, and you will kneel when the wolf rider horde slaughters the last of those who run. You are a king in all the ways that matter, you will always be respected and, if you belong to a particular faction or people, they will follow you wherever you go and do as you command. You are a king, and a king you shall be.

Ogre:

LET'S GO GAMBLING!!!: 100 Shrooms
You love gambling, it's quite literally ingrained into your biology and, as a consequence, you have quite a bit of practice when it comes to games of chance. You have the ability to understand the stakes, risks, and exact chance of something occurring when it comes to games of chance and fancy. This means you may well become the greatest gambler of all time, knowing exactly when to double down and when to fold. This may also someday save your life should you be put in the running for chieftain of the tribe.

Strong Man: 100 Shrooms
You are physically more powerful than your peers. Stronger muscles, stronger brain, taller height, more impressive wagering skills. In all aspects you have a leg up over others of equal station to you. This does not give you skill or training merely pushing you to around 150% the strength of others around you.

Hybridization: 200 Shrooms
Ogres have two conflicting stories on where they came from. The first is that long ago some humans bred with the ancient giants resulting in these smaller but smarter giant-kin. The other is that a group of humans, after spending large amounts of time with the giants and in their magical forests, began to take on features that mimic the ancient rulers of Elysium. This perk grants two distinct abilities. The first is universal inter-breeding compatibility, you can have hybrid children with anything. The other ability is that, over time, you will begin to take on features of the people and species around you. This is toggleable to avoid changing into something you don't like.

Respect The Die: 400 Shrooms
Ogres consider gambling, and the results thereof, a holy act and respect the outcome no matter what. This has resulted in things like a random human that was entered into the leader gamble becoming the ruler of an ogre tribe. You now have the ability to make everybody else respect the results of deals and gambles the same way the ogres do. If you enter a game of chance of any kind, be assured that there will never be double crossing, refusal to pay, or technical fulfillments of their end they will always respect and fully pay out no matter the result. Do be careful as this perk also applies to you.

Games of Chance: 600 Shrooms
Games of chance, despite the name, is a skill to be cultivated and you have cultivated them very well. When it comes to random probabilities you have the power to nudge it in a direction of your choosing. Examples include making a one in a million thing into a one in a hundred to shifting a coin flip to get heads three out of four times. It may seem underwhelming at first but coming from a culture that sees such things as sacred it may just save your or others lives when things come down to the wire.

Troll:

Keen Sense: 100 Shrooms

If trolls have one thing that is a long pointy nose and a keen sense of smell. Nothing can hide from a troll's nose, able to discover foes that have obscured everything about themselves through a strange scent only they seem to pick up on. This also gives you good tracking ability and the power to sniff out veins of ore and gems.

Culinary Master: 100 Shrooms

Trolls, at least forest trolls, are known surprisingly for their culinary mastery. Able to create delicious soups and stews from stones, poisonous mushrooms, and human meat as well as whatever other random garbage they collect. Their pies and bakes are highly prized by even human monarchs for the flavor that is seemingly unachievable by any but these strange brutes. You have similar culinary mastery and will never get sick from consuming food.

Environmental Adaptation: 200 Shrooms

Trolls tend to take on the nature of, and reflect, the land around them leading to varying features and traits as well as subspecies. There are four major troll species that currently exist normal trolls with no defining features, forest trolls, the smartest and smallest of the species with green skin and culinary skill, stone trolls, the toughest, stealthiest, and slowest with rocky hode and an unnatural quietness, and the lake trolls, the only species able to swim, breathe underwater, and use water magic bearing fins and scales. You now have similar power, growing to adapt and take on features similar to the land around you, no matter how hostile. You may also start as a troll subspecies if taking this perk.

Greater Regeneration: 400 Shrooms

All trolls have regeneration, you have a superior form of it, able to heal from wounds that even trolls would consider egregious. As a bonus you have minor fire and magic resistance, something most trolls sorely lack.

Call The Old Forest: 600 Shrooms

Your kind is an ancient one, harkening back to the primal age before the split and gods war, perhaps even before them if old Gramps stories are true. As a consequence your kind remembers the old woods and the darkness it carried within, your kind remembers when life and death were one and the same and the world breathed. You can now call upon this old memory and summon an echo of ancient Elysium, calling forth vast dark forests that contain hungering monsters, slumbering trolls, and ancient secrets. Any being that dies here rises again as a carrion beast animated by fell energy and mushroom puppeteers. This is a long and slow process but given enough time you could make the entire world a troll wood.

Just Like Grandpa:1000 Shrooms

Gramps is a troll ancient beyond reckoning, perhaps the very first of your kind, and as a consequence is bestowed with great power. He was born in a time before magic existed but powers strange and terrible still flowed through the beings of this time, and so did they flow through Gramps. Gramps can will things into reality bypassing magic entirely, causing earthquakes, tsunamis, tempests, and instilling sleep into entire armies with but a push of his will. You now share this proclivity, at any time you can bypass magic, its restrictions, and anything that may halt your abilities through a grand force of will not requiring any form of energy other than your ability to make the universe obey you. Grandpa would be proud.

Giant:

Hurler: 100 Shrooms
You have a keen ability to throw massive stones with terrifying strength and precision. While most useful as a giant and thus able to act as living siege equipment, it can still give you a boost in all other throwing powers. This would also make you an incredible pitcher in baseball.

Giant Maneuverability: 100 Shrooms
You are immense, outsizing all but even the largest trolls and even rivaling great monsters such as the purple worms that dwell in the deserts and the elemental plane of earth. As a consequence you may struggle to walk and maneuver smoothly and safely without breaking anything. This perk alleviates such problems allowing you to instantly know how to move and exist in any body you may find without issue, skipping the learning curve of accidentally crushing a poor village.

Keeper Of Memory: 200 Shrooms
Your mind is an inviolable fortress, even if it is quite spotty when it comes to memory. This perk grants a few bonuses, the first is a complete immunity to memory manipulation, meaning no matter what your history is your own, never to be altered or manipulated against you. The second bonus is a resistance to charm magic and effects that emulate it making you far harder to take control of. The last and final benefit is a perfect memory but ONLY for important details, you may tell a story seven times with seven different plots. What important details will remain, even if they are buried under poor memory and evershifting stories.

Old Lords: 400 Shrooms
Giants once ruled Elysium, kings of the primal realm and lords of the old forests, they fought in the great god's war and were shunned in its aftermath devolving into the stupid beings that roam Elysium in the modern day. You, however, emulate the prowess and figures of the giants of old, gaining further height and becoming one of if not the largest living being in Elysium as well as gaining more intelligence compared to your kin. You also have access to the primal magics that the ancient giants once wielded, how to use it is up to you to figure out.

Titan of Power: 600 Shrooms
You are primal power incarnated into a living bastion of flesh. You channel and focus the primal fury of the old age through you emanating an aura of wildness and pure energy. Plants and animals grow and flourish at your passing, primal energies and power grow stronger in your presence, great and ancient forests full of the things lost to the world grow in the places you make your home. You are a never ending well of energy, never tiring, never slowing, only growing stronger and more potent as you age. You are kin in truth to the giants that duelled the gods and almost won. Use the power carefully oh great lord of the woods.

Ettin:

Two Is Better Than One: 100 Shrooms
A necessary perk for one such as you, makes working with your equal and opposite worth it, instead of, like most ettins, having your intelligence split between two minds you have two minds both with equal power to each other. This also applies to any other ‘clone’ or ‘splitting’ abilities that diminish you for each one there is instead every version of you is at full power.

Teamwork Makes The Dream Work: 100 Shrooms
Another perk necessary for an ettin, you can work flawlessly with the other inhabitants of your body. Unlike most creatures that have multiple minds where one mind controls some parts and another mind controls another, both ettin minds control the entire body leading to rather violent hatred shared between the two ettin minds and causing massive issues associated with bodily coordination. Should more than one mind ever be present in your body you will have no issues controlling or sharing your body with them.

Two-Faced: 200 Shrooms:
You are a master manipulator and one of the best spies in the world. You could convince someone that you, a two headed giant, are a normal person that's a little under the weather, or you could plan and execute schemes that span ages. You are unmatched when it comes to lying and planning, use this power well and you very well may take over the world without a single battle fought or person slain. Do keep in mind that despite the ability to lie about the color of the sky successfully, not everything can be reasoned with and some creatures can see through untruth.

Double Trouble: 400 Shrooms
When it comes to the power and strength of an individual normally numbers don't necessarily win, in your case they do. When you possess more than one of something its power and ability is multiplied by the number you have, have two brains multiply intelligence by two, have three magic cores, if a setting has those, multiply magic power by three, have four arms? Multiply arm strength by four times. This scales forever and is entirely dependent on the number of something you have.

Wyrd Power:600 Shrooms
You are one of the strange wyrds that walk the land, maddened and powerful ettins who have glimpsed at something and been changed. No longer schizophrenic and lacking the hatred for their other half that most ettins bear, do not confuse them for sane beings as they are the strangest and most incomprehensible of the ettins. This perk grants two distinct powers, the first is incredibly potent magical power, beyond that of even the most practiced mage, and the other is the ability to channel multiple magics at the same time, scaling with the number of minds you have. As an ettin you are able to cast two spells of opposing schools simultaneously, should you have three minds you can do so with three schools of magic and so forth. Go forth two faced wyrd, and spread the madness you carry with you.

Items

General:

Supply Of Gold: 100 Shrooms
Gold is the very lifeblood of Elysium, it is the currency used by everyone that lives in the realms from the mighty Troll king, to the Guildmaster, to the Pale ones, to even the Dryads. Gold is an important commodity for many reasons and can get you many places. You will be given a small supply equaling fifteen coins and receive another each month. This may not seem like a lot but most farms and villages only make one or two gold coins in a month so it is quite a substantial sum.

SHROOOOOOOMS!!!: 200 Shrooms
The titular mushrooms, not useful for most people but as a troll, goblin, or giant-kin mushrooms are your bread and butter. These funky fungi can be used for several things, some are more common like culinary exercises and trade with a friendly witch should you find one but they do have more mystical uses. These mushrooms can be used for magical rituals that enable the calling of the Old Forest that harkens back to the old age, the growing of aggressive, poison spitting, and mind controlling fungi for home defense, or the taming of massive snakes and linorms. A very useful tool for you. You will gain a supply of one hundred mushrooms per month and will receive more at the beginning of every month.

MIne: 400 Shrooms
A large mine containing a wealth of iron, gold, and precious gems. A very important resource for the people and nations of Elysium, including the trolls and their allies. This mine is deep, producing up to fifteen gold coins, five units of iron, and eight units of a gem of your choice (Fire rubies, water sapphires, earth emeralds, or sky diamonds). This is an incredibly important landmark that many will want and seek to take from you, its veins of materials will never run dry and it has a defensible position allowing for effective protection. A group of workers to operate it are given freely, keep in mind they will not fight for you.

Guard Tower: 600 Shrooms
A large and well fortified tower that stands alone, a perfect location to ward off the malicious powers that wander the land as well as serve as a forward location should you seek your own conquests in Elysium. The guard tower may also serve as a place from which to recruit soldiers for any purpose you desire.

Capitolium: 1000 Shrooms
The Capitolium is an immense mega city several square miles in area. This is the beating heart of an empire with four distinct districts, each with vast wealth and resources. The first and most important district is the Capitolium itself, containing a palace fit for an emperor as well as the area where the wealthy and powerful may live. The second district is the trade district, bringing in large amounts of trade and money, boosting your economy immensely. The third district is the temple district, a fine place to complete rituals as well as bring in religious tithe, should you be a faction that does such things. The final district is the slums, a hive of crime and where the majority live, a fine place to recruit legions to command from. You control and rule this important location as well as all who live here.

Goblin:

A Trusty Bow: 100 Shrooms
A trusty goblin sized bow, a weapon you would do well to become proficient in for if you get into a melee battle with basically anything, except perhaps a kobold or another goblin, you will quickly perish. This bow is quite resilient and nigh impossible to break, while not the most powerful it is incredibly useful and reliable.

Filthy Dagger: 100 Shrooms
A dagger completely covered in filth, in your small hands it is more akin to a sword, it is not a strong or magical weapon. The one thing this dagger has going for it is its toxicity, it is completely saturated in poisonous mushrooms, strange frog juices, big water, and other unmentionables, should you stab something with it who knows what diseases they will catch. A weapon of last resort for a creature as fragile as you.

A King's Crown: 200 Shrooms
A crown befitting a king, this is the regal headwear scavenged from fallen castles and holds that goblin kings don as symbols of their authority. This crown is glorious and illustrious that whenever you are attacked by anything they must succeed in a will against it, for if they fail they shall be blinded with awe and refuse to follow through on harming you. It is also quite the glorious crown and would make for a fine fashion piece should you so desire.

Wolf Stables: 400 Shrooms
Goblins are known for allying themselves with wolves, and sometimes moose, and riding them into battle as great cavalry, perfect for hunting down fleeing peasants. You now own a perfect place to keep, raise, and train packs of wolves to eventually serve as mounts for you or your potential goblin horde. The stables will be placed in a defensible location like a cave and will be stationed to by loyal goblin attendants trained in raising and training wolves. It also starts with a small wolf pack containing four wolves to get you started.

A Ruined Castle: 600 Shrooms
A large ruin that may once have been the capital of some long lost kingdom. For you this means the perfect place to start YOUR new kingdom. This is an immense, easily defensible, overgrown, and well constructed stronghold, hastily repaired in the crumbling parts with goblin ingenuity. Inhabiting this castle is a goblin colony containing at least one hundred goblins of varying occupations including, but not limited to, archers, spearmen, wolf riders, wolf reavers, murders, and one shaman. This would make for a fine starting point for a brand new goblin king getting off the ground.

Ogre:

Gambler's Choice: 100 Shrooms
Your choice of gambling implement as well as instructions for various games to play with. Common choices include dice, cards, sticks, and wheels. This is absolutely necessary for your mental health should you be an ogre.

Larder: 100 Shrooms
Unlike most giant-kin the ogres have a surprising amount of intelligence and cunning, compared to perhaps even the dumbest humans, and thus have the ability to plan ahead greater than their larger kin. As a consequence they have the ability to foresee and remember things like the concept of winter. Due to this intelligence ogres will often create and gather around isolated and hidden storage locations for food, in preparation for the hostile weather. You now control a small larder filled with enough food to last a year if eaten conservatively, it will refill at the beginning of every year. Around the larder a small band of ogres, 3 to be precise, have made their home, ready to protect the sacred food supply.

Hamlet: 200 Shrooms
Ogres have a tendency to muscle into human lands and rule as shanty lords over small hamlets and villages. You are now a peer to these lesser lords of giantdom. A small hamlet filled with farmers and their farms, loyal to you and offering tribute in the form of meats and vegetables that they harvest. A fine thing and a useful source of security and income that only a small percentage of ogres have.

Lucky Dice: 400 Shrooms
A die, but not just any die, for this one is magical. This dice contains a few properties, ones highly valued by a gambling addict like yourself. The first property of the die is that it acts like a die weighted always in your favor, in your hands it rolls well, in an enemies it always rolls poorly and this 'weighting' is undetectable by any means. The second property is that it gives you supernatural luck when on your person, for example, guns misfire at you, spells fizzle, arrows miraculously glance off, stab wounds hit nothing vital, things to that effect. The last property is one dependent on you as it enhances probability manipulation abilities up to a factor of twice as powerful. A useful tool for you in the future.

Gambler's Den: 600 Shrooms
A den of scoundrels and criminals packed to the brim with games of chance and fortune. This is a secluded village packed to the brim with brigands, bandits, murderers, and swindlers that all come to gamble for a chance at wealth. Within a steady stream of income, 10 coins a month, a place to recruit soldiers, and a place to house any ogre tribesmen that you consider good friends. It comes with palisades and a permanent six ogre bouncers that live in, run, and protect the den.

Troll:

Sturdy Club: 100 Shrooms
Exactly as it sounds a sturdy club with which to crush and smash anything that dares anger you. You have a choice of wooden, stones, or metal club. Use such an implement wisely.

Mushroom Grove: 200 Shrooms
Unlike the supply of mushrooms available as a general item, this is a living, swampy, grove full to the brim with varieties of mushrooms and guarded by hostile shrooms and shadow trees, think immobile hostile ents. This grove will grow and expand as you collect more fungal life across any number of Jumps, perfectly tending too and encouraging their growth. The grove also has the potential to mutate and evolve as well as hybridize the fungus within. The corpses of intruders will also be put to good use, the flesh will be used to fertilise the shrooms while the bones will be piloted by the fungal carrion curse, further warding off danger.

Twisted Idol: 400 Shrooms
A small idol made from twisted twigs and mushroom juice, protective in nature and incredibly important when facing many foes. This idol, when carried, makes you immune to charm and confusion effects of all kinds as well as granting an immunity to fire, considering the common weaknesses of trolls this very well may save your life some day.

Stygian Brew: 600 Shrooms
The Stygian Brew, a mythical concoction made exclusively by and for trolls, only the eldest mother troll witches and shamans learn how to craft this liquid and hand it out to the trolls of their tribe. When a troll is submerged within such a liquid they can complete immunity to all physical damage permanently, the brew will never need to be reapplied making them functionally invulnerable, keep in mind ,magical and supernatural effects are still able to bypass such a thing. This brew, when applied to non-trolls, still grants immense physical resistance but not total invulnerability. You receive enough brew to dunk a singular troll as well as the instructions on how to make more using magic mushrooms and trollish rituals.

Troll Pit: 1000 Shrooms
One of, if not the, oldest home of trolls, for it is where old Gramps sleeps in deep slumber. You gain control of this massive pit and the trolls within will consider you either their king, should you be male, or a respected mother-witch, should you be female. This place is easily defensible due to the terrain, goblin hordes, and many dozens of trolls that live within. Should you gather enough goblins into a single place to make enough noise you may even be able to rouse old Gramps and direct him to rampage across Elysium in your name.

Giant:

Hurling Stones: 100 Shrooms
A collection of large and perfectly shaped stones, sixty to be precise, that are good for throwing upon your enemies and cracking open the walls of strongholds, use only to large beings as any other would struggle to lift, much less throw, such large rocks.

Tribal Village: 200 Shrooms
Across Elysium many tribes with strange magics live within the dark forests and practice their ancient ways. Now one of them has a giant lord. This village can be either one of the serpent tribes using hordes of snakes, poison, and confusion magics to supplement them or the spider tribe, using hordes of spiders, poison, and immobilization magic. Either way they give some tribute as well as some soldiers on demand.

Story Stones: 200 Shrooms
The giants consider themselves the inheritors of the ancient world and tell tales of the old days, this is a circle of great monolithic stones bearing the tales of the primal world, the great split, and the god's war. It serves as both a good reminder to not forget stories as well as a place where magic gathers and pools, strengthening and focusing any ritual or spell cast within the circle of stones.

Ancient Forest: 400 Shrooms
An ancient old growth forest, within the center of which a tree that towers over even the largest tower grows. Within the limits of this wood primal things dwell and animals flourish. By owning this wood you have a small giant tribe at your beck and call, containing four members, and hordes of animals ready to defend it. Within the limits of this wood nature and druidic magics are empowered and allow the casting of greater rituals. Patrol it deftly for other powers in this realm may seek to steal such a place from you.

Primal Portal: 600 Shrooms:
A portal to the primal plane and all that entails. This gateway opens in a, relatively, safe location within the primal plane. Beware, for the other planes do not take kindly to interlopers.

Ettin:

Comedy/Tragedy Mask: 100 Shrooms
A pair of masks, one comedy the other tragedy, that, when worn, increase the believability of lies for the tragedy and give better arguments when trying to convince someone for the comedy mask. Wearing both at the same time doubles the effect of each.

Wyrd Staff: 200 Shrooms
A two pronged staff that enhances magic cast through it by about 25%, but, when channeling more than one type of magic through the staff simultaneously, it instead doubles the power of the magic beings used with it.

Wyrd Robe: 200 Shrooms
The robe of a grand magus, with the caveat of being large enough to clothe an entire village and having two head holes. When worn this robe grants increased magical resistance, dampening the spells of foes by 50% and guarding you from non-magical effects like fire or cold.

Wyrd Tower: 400 Shrooms
A tower befitting your stature. This tower is sized to match you and contains several magical reagents and books for magical practices you already know. It is in a secluded location and has several warded rooms perfect for ritual magic.

Grand Library: 600 Shrooms:
A massive library containing magical lore on every practice in Elysium giving you the perfect opportunity to study new branches of magic. This place is also a nexus of knowledge, empowering transformative rituals such as lich ascensions.

Companions:

Companion Import: 200 Shrooms
Import a companion and gain **600 Shrooms** to use for such an endeavor.

Goblin Chief: 100 Shrooms
A small and vicious little chief, able to instill bravery and purpose into even the cowards that make up the common goblin tribe, perfect for leading hordes of the green menace.

Goblin Shaman: 200 Shrooms
A goblin that has taken upon themself the duty of magic. Producing such magic required sacrifice, specifically one they mimicked from the troll shamans. This goblin has practiced the ritual of self-mutilation, castration, and gained hedge magic powers in return.

Ogre Chief: 200 Shrooms
An experienced gambler and powerful warrior. Standing a head above other ogres and with intelligence that almost matches an average human, he is a veritable genius among ogre-kind.

Troll Gourmet: 200 Shrooms
A forest troll, still too young to have a sex, that is a gourmet of all things, their dishes are prized by all from the poorest peasant to the richest king. They very much enjoy trying new things and feeding others with great feasts. Do be careful for what they consider delicious you may find poisonous or inedible.

Troll Shaman: 400 Shrooms
A male troll that has yet to go through the rituals to become a witch doctor, then eventually an elder shaman, and thus has not yet been accepted as female by the clan. He wanders from tribe to tribe offering his magical prowess to any that would have him.

Giant Bard: 400 Shrooms
A forest Giant seeking to tell the tales of the old days, and espousing stories she made up herself, even if she is, like all giants, a rather poor orator with a terrible memory. At least she's passionate about it.

Ettin Wyrd: 600 Shrooms
An ettin wyrd that lies on a secluded island with all the insanity that foretells. A master mage in fire and ice magic but quite difficult to converse with as one head always lies while the other always tells the truth, which is which changes at random intervals.

Orm: 600 Shrooms
Massive and terrifying venomous serpents, capable of spitting a potent acid and bearing incredibly tough scales. A favored pet among older trolls to keep as both guard and companion.

Linorm: 800 Shrooms
A reptilian creature with two legs and a serpentine tail, often found living in the roots of the linden tree, Linnorms begin life as small rough to hold in a single hand and thus are often kept as pets by nobility. The problem with a Linnorm is twofold, first, they never stop growing, which means they can reach ludicrous sizes, developing acidic blood and breath as they age. The second issue is their intelligence, rivaling dragons as it grows right alongside their bodies. Only elder troll mothers have been known to successfully keep fully grown Linnorms as pets and companions.

Scenarios:

Goblin, King No More: (Goblin Required)
You think that being a king isn't enough, no, you have your eyes set higher. You want to be the emperor of all goblin-kind, the high chief, the king of kings, and if you're going to achieve this you have your work cut out for you. Your ultimate goal in this scenario is to track down and force all other goblin kings to kneel to you and recognise you as the one true master of all goblin kind, whether you use diplomacy or force is entirely up to you. Once this is completed you must ensure the prosperity of your people and establish at least five new goblin kingdoms that last for a minimum of five years. Should you somehow complete this nigh impossible task a final challenge awaits you, you must raid the Troll Pit and slay not only the troll king there but his mother-witch and old Gramps. Should you succeed in this goblin uprising, throwing off the shackles of your troll oppressors the scenario will be considered complete.
Reward:
You are the greatest king to ever live, a god-emperor trapped in a mortal body and consequently you have the glowing aura of true rulership and divinity following your every step. Beings of lesser mental strength bow at your passing and will comply with every demand that spills that spills from your lips. Stronger willed beings struggle to fight you at all, for any strike against your person would appear a crime against the very idea of royalty. You will also receive all of goblindom as a new empire to follow you to future worlds. All territory and every citizen in your great lands are yours to do with as you see fit. I prostrate myself before you, for you have achieved what I thought impossible.

A Divine Wager: (Ogre Required)
You are an ogre, and you LOVE gambling. This has resulted in quite an unfortunate situation. You somewhere, somehow made a LOT of wagers against a LOT of people, particularly powerful people. You will begin your stay here with a virtual sword of damocles hanging over your head because, once a year, a being of power will show up to play a game of chance, of their choice, against you. The being in the first year may be perhaps a dragon but every year the being will be more and more powerful until you begin a game against Abrasax, the archon and agent of EL, in the final year. Should you lose a singular time you will be slain utterly with no chance to survive but with every victory you will gain a favor and one item of power from each of the beings you won against. The scenario is completed upon requesting an item of your choice after winning the final game.
Reward:
Besides whatever items and favors you collected from the losers, you will receive three things. First is a comprehensive guide to every form of gambling to ever exist in any reality, most ogres would consider this a holy text. The second is ascension into a minor deity of gambling and chance, this will give you minor probability manipulation, the ability to bless followers with luck, and a small pocket dimension to design as you wish. The final reward is the satisfaction in knowing you quite literally beat the gods at their own game and came out richer for it.

One True King: (Troll Required)
You are a Troll, but not just any troll, a king or king in the making with a singular goal, the conquest of Elysium. In order to complete this scenario all you must do is wipe out the other factions on Elysium and take control of the continent. Simple does NOT mean easy, as some of your foes have literal divine favor, the power of the dead, or eldritch horrors fighting for them. Good luck
Reward:
Your reward is nothing less than Elysium itself and all that lay within. All the planes, gods, demons, monsters, resources, and people. all yours, oh great and mighty troll king.

Grand Storyteller: (Giant Required)
Giants fancy themselves tellers of stories, poems, lore, and tall tales. Despite such a belief in this ability they truly lack in memory and oratory skills, while the memory is certainly a problem the lack of ability to speak in a compelling way is far more problematic to cultivating such a reputation. You have two objectives in this scenario, the first is to teach other giants to speak in such a way that doesn't lead to people preferring death by club to listening to such poor speaking skills. The other is to ensure that reputation actually spreads, at least 20% of the populace of Elysium must believe giants to be at least decent storytellers, as opposed to the abysmal ones they used to be, and as such actually listen a little bit when a, relatively, friendly giant passes by to share their stories.
Reward:
Your reward for completing such an endeavor is three things, first you gain a supernatural ability to enthrall people with your stories, the tales you tell are so vivid and well spoken they practically come to life. The second reward is a compendium of all giant lore stretching back to the old days when they still ruled primal Elysium, this may contain interesting rituals or secrets. The final reward is a band of ten traveling Giant minstrels ready to join you and perform stories as a traveling band of entertainers.

Magus Exalted: (Ettin Required)
Ettins are insane, schizophrenic, and lonely, perhaps the only thing going for them is their surprising adeptness at magic, and so you seek to not just be adept at magic but the most adept at magic possible. The ultimate goal of this scenario is to reach full competency (also known as level 3) in all schools of magic in Elysium, excluding those that are impossible for an ettin to learn. The scenario will be considered complete upon achieving this goal.
Reward:
The reward for such an endeavor is threefold, first you receive level 3 magic in all the schools that were impossible for you to learn for one reason or another. The second reward is a magnification of magical power, all magic you produce will be twice as powerful as normal, regardless of what you perform. The final reward is, whenever traveling to a new world, you will receive the base knowledge of starter spells for every form of magic in the setting as well as the ability to learn any magic that normally has restrictions on being learned. You are a grand magus, the greatest wyrd to walk the land, and your power should be feared.

Drawbacks:

Pixel hunting: 100 Shrooms
The world of Elysium appears… kinda low rez. The entire world is made of pixels, and not particularly high quality ones. This doesn't really do anything except maybe give you a headache.

Longer stay: 100 Shrooms (repeatable up to ten)
A rather straightforward drawback that simply extends your stay by ten years per purchase up to a maximum of ten times.

Wilder: 200 Shrooms
The world is just a tad bit darker, crueler, and more aggressive. Hateful moose, giant spiders, purple worms, and roaming hydras and now far more common and aggressive to about triple what would be standard.

Elemental Fury: 200 Shrooms
The world trembles for the elementals are leaking through the veil. About double the amount of roaming elementals compared to standard are free and traveling Elysium. They are aggressive.

Portals galore: 400 Shrooms
Several portals to various planes open across Elysium, while by themselves they are not particularly dangerous it can cause occasional problems like a roving god or chained titan walking through and wreaking havoc before being put down. This may even be an opportunity in the right hands.

Diseased: 400 Shrooms
You have the plague. It's terminal. You will slowly decompose while still alive, as a troll this will simply weaken your regeneration to complete uselessness but if you are any other race you better get either a proper healer or some magic of your own to keep yourself alive.

Forgotten: 600 Shrooms
You lose all powers from previous jumps for the duration of your stay. Thats it

Hunted: 600 Shrooms
The Empire has come again and they HATE you. For the duration of your stay you will be relentlessly hunted by the Empire of Elysium. They will send vast legions, high level mages,m and any monsters they can acquire to try and kill you. Hide or fight, it doesn't matter, all you need to do is survive.

Apocalypse: 800 Shrooms(repeatable)
The Apocalypse has come to Elysium and it is great and terrible in its majesty. When selecting this a random apocalypse from the list below will be chosen and you can take it again until all apocalypses are active.

1. **The Fury Of EL:** The seven seals lay broken and the world weeps for it. EL is free and so are the lords of hell. Plagues of demonic locusts and monstrous frogs descend upon the world. The forests burn and the armies of both inferno and the celestial realm march to war. Survival may not be possible.
2. **Rise Of The Dead:** The gates of hades have been flung open, cerberus lays slain, and the spirits of the dead flood the world. A great necromancer, now a demi-lich, commands them from his seat of power and seeks to conquer Elysium.

3. **Fury of the Elements:** The four elemental planes, fire, water, earth, and air, for the very first time are in alignment, they seek the destruction of Elysium. Unending legions of elementals, led by the elemental kings and queens, rise from various portals across the realms.
4. **Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn:** The High Cultist and his loyal followers, aided by the lords of basalt, have called forth the gods of the void. Terrible beings such as Hastur, the King in Yellow, now walk the land destroying all in their wake. Breaches to the void spill forth endless hordes of abominations from the deep void.

Primal Return: 800 Shrooms
The time has come, the world is returning to the way it was so long ago. In the beginning of your stay all will appear normal but the longer you stay the more things warp and change. All the planes are slowly merging into one, as they were so long ago.

God's War: 1000 Shrooms
The gods have begun to war once more. The great and terrible event that sundered the old world has begun anew, all the planes have marshaled their forces and begun the long war against each other. You are on the side of Elysium by virtue of living there. Good luck.

An End, Or A New Beginning:

Return Home

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