

Jumpchain

By Just_Another_Anon with help from KilAnon (Link to plain text in notes)

Welcome to the fabled land of Armello! This is a land wrought with intrigue, corruption, and danger at every turn. Its inhabitants also happen to be anthropomorphic animals of all shapes and sizes, but don't be deceived, their dispositions are as human as any other. Both in benevolence, and in cruelty. Ruled by a monarch gone mad, a mighty lion sits upon the throne. Once, a mighty and wise king, his senses have been twisted by the rot. Though his power is still unmatched, his health is waning. Now there are those vying for his throne, heroes!

These heroes come from all around this great kingdom. Most, however, hail from the four great Clans of Armello: the Wolf Clan, mighty warriors and stalwart guardians; the Rat Clan, who have dealings in all levels of Armello and are master manipulators; the Bear Clan, the spiritual leaders of Armello and protectors of the Wyld; and finally the Rabbit Clan, unrivaled in their craftsmanship and engineering. Of course, these four are not the only ones vying for the throne. The Bandit Clan, a loose collection of outcasts and outlaws; and the Dragon Clan, an ancient Clan who venerate the Worm and its Rot.

There are two great forces vying for the fate of this land: the Wyld and Rot. The Wyld is life unbound, and though many in this land venerate it it is not intrinsically benevolent, and is not to be admired despite its beauty but instead to be respected. Conversely Rot is decay and destruction, as seen in its avatars: the Banes, giant ravens of great power. While not inherently malevolent, its worshipers often are and will spread discord in its name

You begin your journey a year before the King's condition takes his life and will stay for a total of ten years. Will you take the crown for your own; whether that be through personal prestige upon the king's death, killing him and taking the throne directly, purifying him or ripping out his Rot and taking it for your own. Or perhaps you don't care, regardless the choice is yours.

From the Wolf to Bear, the clans declare,
The time has come to take the throne
For Rot's creeping, it twists our king,
Heroes, rise! Save Armello!

You Receive +1000 CP

Origins

You may freely choose your age and gender

Wolf Clan: *Hailing from the frozen mountains the Wolf Clan is a warrior society with a high emphasis on honor, both personal and familial. For this Clan strength is paramount and determines your social standing, with the Pack Alpha being the strongest. The Clan lays claim to many famous companies of warriors, such as the illustrious Iron Guard and the dogged Rangers. Even the King's Guard used to be warriors under their banner, before being given to the King as a show of peace. As such, though primarily made of wolves, the Clan accepts all canines who would swear fealty. Those who take this origin may choose to start in either the Wolf Clan grounds or a major village of Armello.*

Rat Clan: *Skulking in the shadows, this Clan has a paw in almost all of the goings on in Armello. For the Rat Clan, under-pawed dealings are commonplace and to prosper one must have wit, conviction, and just a touch of luck. Presided over by the Nine Families, these powerful crime syndicates have ears at every table and knives in every shadow. Despite the dangers, any beggar or gutter-rat can make a fortune should they have the skills and talents to succeed. Those who take this origin may choose to start in either the Rat Clan grounds or a major village of Armello.*

Bear Clan: *Arguably the closest to the Wyld, the Bear Clan are the spiritual leaders of Armello. Preferring to live in the wilderness, their settlements tend towards a moderate size, consisting of yurts and huts. While presided over by a Council, the Wyld remains the main guiding hand of this Clan. Especially in these times, as the Council has lost their way. Often, taking the role of sorcerers and shamans, they tend to channel mystical energies; though, never at the expense of the land itself. Wyldsingers and Wyld-priests take high place in society, acting as keepers of the balance and maintainers of ancient prophecies that may aid them in modern times. Despite the name, the Bear Clan also has a minority population of deer among their ranks. Those who take this origin may choose to start in either the Bear Clan grounds or a major village of Armello.*

Rabbit Clan: *A Clan of great artisans and builders, the Rabbit Clan is also perhaps the most prosperous of the four Clans. Abiding by the virtues of The Builder, The Defender, The Artisan, and The Scholar they formed a society that values luxury, craftsmanship, and social standing. Each warren is preceded over by a House of Heritage, a collection of the most powerful families who draft and pass laws of their homes. Though even these Houses are subservient to The House Above, who draft and pass laws for the Clan as a whole. The Rabbit Clan mainly comprises of a mix of both rabbits and hares, most of whom never leave their warrens. This is mainly because of how self-sufficient the warrens are, as the labyrinthine underground structures tend to have all the materials the Clan needs. Those who take this origin may choose to start in either the Rabbit Clan grounds or a major village of Armello.*

Bandit Clan: *Despite being a "Clan" the Bandit Clan has no such power structure. Instead it is a mish-mash of outlaws, rebels, mercenaries, thieves, and other such seedy individuals. Living mostly as nomads and vigrants, they form only temporary encampments to live in and only when it is convenient. They have no capital or homeland to speak of and only are loyal to those who keep them rich or for whom they are personally invested in. There is no claim to any laws or government except that which can be forced upon those by others. At the end of the day the only true rule is "Survival of the Fittest". Coming from all walks of life they don't tend toward any single species. Those who take this origin may choose to start just on the outskirts of Armello or in a major village of Armello.*

Dragon Clan: *Once the rulers of Armello in ancient times, the Dragon Clan has recently made a return from out of hiding to Armello. Seeing themselves as the chosen of the Worm and its Rot, they seek to cleanse Armello of the chaotic Wyld and its agents. For the Worm brings order in it's oblivion, while the Wyld only sacrifices those it supposedly protects and spreads nothing but chaos. This Clan, as its name might suggest, is comprised of various reptilian creatures. Those who take this origin may choose to start on the outskirts of Armello or in a hidden temple dedicated to the Worm.*

Loyalist/Citizen (Drop-In) - Free/400 cp: *Of course, for all the talk of Clans, there are still the common folk of this great kingdom. From those who would pledge their loyalty to the current King, to those who simply wish to lead a simple life; the inhabitants of this land are many and varied. Of course, there's always the chance that you aren't from Armello in the first place. Though few know the specifics of his past, the King isn't from these lands either; having been whisked away to Armello by magic. As a special consideration for your own status as an outsider, you may also be a Lion, who are stronger and tougher than most in this kingdom for a cost of 400 cp. Otherwise, you may start your time here as any of the common denizens of this land. Those who take this origin may choose to start just on the outskirts of Armello or in a major village of Armello.*

Perks

Perks of your origin are half priced. With discounted 100 cp perks being free

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General

Wyld's Call - Free: There are few things in this land as beautiful and haunting as the Wyld's Song. While this may not be exactly what the Wyldsingers are talking about, it's beautiful nonetheless. You now have access to the Armello soundtrack, available either as a mental playlist of sorts or ambient music that only you, or those you let, may hear.

Heroic Qualities - Free: *In this kingdom, there are those who stand out from the rest. Whether it's their Fighting ability, Bodily endurance, cunning Wits, or their pure Spirit and willpower; they are a cut above all but their peers. These are Armello's heroes, and you are now one of them. You have a base strength of 2 in each of those four areas should they be below that standard; and a pool of 8 points to further boost them, though you may not allocate more than 4 points in any single category. A 2 in an area is equivalent to being decently well trained: a militiaman's fight, a traveler's body, a competent planner, and a decent willpower. A 6 in an area would translate to the following: Fighting ability would make you a capable titan of strength. Body would require multiple stab wounds in order to start to suffer from blood loss. Wits would see you concoct schemes that could impress a member of the Nine Families. Lastly, Spirit would give you a vast pool of magic to draw from and a truly potent will. A mighty Lion would also receive a further 3 points in both their indomitable Fighting strength and unassailable Body. This bonus does not count towards your 'cap'.*

Blessing of the Sun - 100 cp, free for Bear, Rabbit, Loyalist/Citizen* and Bandit* Clans: *Inside the kingdom of Armello there are various creatures with different preferences to what time of day they prefer to be active. You in particular appear to prefer the daylight. The light of the Sun is a comforting presence in your life and you seem to perform a bit better at everything when under its radiance. Loyalist/Citizen and Bandit Clan may choose either this or Blessing of the Moon for free, but must pay full price for the second.*

Blessing of the Moon - 100 cp, free for Wolf, Rat, Loyalist/Citizen* and Bandit* Clans: *Inside the kingdom of Armello there are various creatures with different preferences to what time of day they prefer to be active. You in particular appear to prefer the night life. The grace of the moon is a calming presence in your life and you seem to perform a bit better at everything when under its soft glow. Loyalist/Citizen and Bandit Clan may choose either this or Blessing of the Sun for free, but must pay full price for the second.*

Blessing of the Worm - 100 cp, free for Dragon Clan: *As one of those chosen by the Worm, it has granted you notable powers and blessings. Corruption or darkness within you ceases to burn under any natural daylight. Though provides no special protections against holy magics. In addition, you find yourself protected when others would use dark magics to manipulate the corruption and darkness inside of you.*

Magical Inclination - 200 cp: *You've spent long hours studying under the candle's light, looking at mystical tomes, or studying under a higher magician. Your efforts eventually bore fruit, and you now have access to a notable arsenal of useful spells. The magics that fill your spellbook include: Minor bad luck curses, Divination, a mind control Glamour, creating Mirror Images of yourself, setting one's paws Aflame, a gout of Immolating flame, summoning a Blizzard, enchanting yourself with great Haste, long distance Teleportation, the ability to Banish others, and calling down Lightning Strike. Arranged in order of required magical energy, with a Lightning Strike being by far the most taxing due to the electricity being empowered beyond the norm for a natural lightning bolt.*

Hero's Journey - 200 cp: *You seem to have a preternatural ability to find trouble and adventure, should you so wish. While adventuring you will tend to encounter an array of possible quests to undertake, but they are all time sensitive and choosing one should see you forgo others. Each of the quests will help you develop your abilities, and you will have an instinctive sense of what abilities they will require and advance the most. These quests will tend to be secondary to your main goals, with exception of every fifth quest which will tend to provide you an invaluable asset to your goals within the setting. While adventuring during quests you have a decent chance of finding useful allies and treasures as well, relative to the setting. Though if you fail it will come at a cost; if not injuries than gold, reputation, or even corruption should the quest be particularly dire. Of these risks too, you will know ahead of time, though only in vague details discerned easily from what little you know going in. You will of course find new adventures to pursue when you finish your current set. You may toggle this perk on and off at any time, though any quests you are already on will not vanish unless you move onto another jump; in which case you will encounter a new set of quests when this perk is toggled on again.*

Wolf Clan

Warrior - 100 cp: As part of a Clan of mighty fighters, nearly every wolf is taught from a young age how to fight. This childhood knowledge has been taken a step farther for you, as your indecisiveness has led you to cultivate a modicum of skill with virtually every type of medieval weapon in the kingdom. While this doesn't include the newer gunpowder weapons of the rabbits or siege weaponry, you have experience both using and fighting against what the vast majority of the populace is equipped with. This knowledge should serve you well when so many different factions are attempting to claim the throne.

Honor and Glory - 100 cp: In the Wolf Clan, might is how something is deemed right. But there is more to battle than just winning arguments. Combat is an artform to the Wolf Clan far simpler in application but just as beautiful as any product the other Clans produce. It is a tool used to win the admiration of the people of the lower houses who see potent warriors as national heroes that exemplify the virtues the Clan stands for. You have managed to eke more out of this than most and will see increased respect in the eyes of the common man by winning battles where others can witness. Through honor duels, the battlefield, or in a gladiatorial pit your performances on the stage of battle will be met with enthusiastic cheers. Just don't expect this to win the respect of those who are closely acquainted with you; you will need to do a bit more than wave a sword around to do that.

Pit Fighter - 200 cp: While generally looked down upon, taunting is often a valid tactic in combat. Your time in the underground fighting scene of the Wolf Clan has taught you precisely how useful it can be. You have an amazing ability to get under your opponent's skin using your words, drawing out their ire and dulling their concentration. While this alone won't allow you to win fights, it should help even the playing field against those stronger than you, or be the crucial edge in a close fight. Though be careful, while the brash and the hotheaded will fall for this no such guarantee is made for those with cooler heads or a stronger sense of confidence.

Strategist - 200 cp: There is more to warfare than simply being a great fighter, you have to know how best to utilize the strengths of your troops and allies. To that end, you have been trained by one of the older wolves in the art of strategy and warfare. This training has shown you the ideal way to use the siege weapons of Armello, how to plot supply chains for small army groups used in the Wolf Clan, and finally how to plot a route through difficult terrain or best conduct a forced march to optimize travel time.

Swordmaster - 400 cp: Despite what some in the Wolf Clan may think, combat is indeed a rather messy and brutal affair. What is ugly or simple is often what is effective: ornamentation, highlights, glimmering weapons of beauty all will break with a vicious slam of a flail. Or maybe that is not the case with you. The sword is a hero's weapon and you have set your sights on mastering it. Spins and twirls, deft ripostes and dashing feints, all useful tools in the hands of a swordmaster and with training what was complex now made simple. Your sword, when maneuvered in glittering wheels of death, is noticeably difficult to dodge and cuts through weak points in armor with ease. This is just the beginning as while you are now one of the foremost experts of the sword in the Wolf Clan you still have farther to go. Thankfully, due to your talent, you will now see great improvements when you study the blade.

Wandering Ranger - 400 cp: Within the kingdom of Armello, the Wolf Clan has contributed many great forces, but one of the greatest has been that of the Rangers. Not possessing any fantastic strength, they have made their fame on the back of their impeccable tracking abilities, deductive skills and accuracy. A Ranger can track targets through nearly every environment found within Armello; and have been known to be especially skilled at vanishing into a treeline, masterfully masking their own tracks. Their accuracy with a bow has also seen them making shots from improbably long distances. Now you can count yourself among their ranks as one of their finest recruits within this generation.

Primal Force - 600 cp: Rage and savagery, such things are often lost on the Wolf Clan these days. You have gone to the edges of madness and come back, though not unchanged from the experience. Possessing strength in excess to nearly any wolf in the modern day barring the first son of the pack's Alpha, you have managed to achieve a pinnacle of power. Your blows are brutal and unrelenting, every single strike can be aimed to kill and each strike making the next harder to parry or evade, all the while the victim's stamina drains before you. Should your blows come fast enough a target might never find an opening should they not manage to defend themselves sufficiently. Your overpowering offense becomes an irrefutable defense. Roar with all your might and see all the weaklings be destroyed beneath your strikes.

Shield Maiden - 600 cp: Among the Wolf Clan, there is an elite unit that stands above all others: the Iron Guard. They are the guardians of the Wolf Clan's royal family, as well as the ones who are supposed to redistribute power when the current leaders prove too weak. To that end, they are masters with their namesake equipment: able to turn aside and even reflect blows from the strongest of enemies. Not only that, but you are also able to expertly intercept any blows meant for those you have sworn to protect. The shield is not your only equipment however, you have also been trained to wear heavy armor, alongside whatever other cumbersome equipment you might be tasked with using, with minimal fatigue. Stand tall and steadfast, for you are the unconquerable wall that the pack's enemies stand to be broken upon.

Rat Clan

Street Rat - 100 cp: Rat society is rather complex, many will stab you in the back and it can be difficult to know who to trust. But far more dangerous to a young rat is not knowing who anyone is. Thankfully you have a thorough knowledge of the major players in the Rat Clan and beyond, extending to the whole of Armello. Not anyone truly secret or behind the scenes but you could name every head of each of the Nine Families along with most important nobles or organizations throughout Armello. This knowledge will only extend the length of one country, in this case Armello, but you will be able to choose a new country every jump.

Devious Ruse - 100 cp: Though knowledge is meaningless if you don't have the head to put it to use. You've learned from the best when it comes to crafting believable alibis and convincing lies. Not the best among the Rat Clan to be sure, after all it is a quite populated field but when it comes down to the basics of under-pawed dealing you wouldn't be found lacking. You are also a competent but not particularly exceptional thief just enough to scrape by. Subterfuge and etiquette go hand in hand for the Rat Clan and it would be in quite poor taste for you to forget your manners.

Coin Master - 200 cp: While most of the rat's wealth may come from the criminal world, that doesn't mean all of it does. Many members of the Rat Clan tend to be business minded individuals, and you're now one of them. Whether it be from knowing how the markets are flowing, to where best to pawn off any items you technically shouldn't have, to even something as small as how much you can get from that random knickknack you found; you have a head for gold. Granted, knowing how to make gold doesn't mean anything if you don't know how to keep it. You'll also know how to make sure everything is accounted for while going over your finances and make clever financial schemes: like payday loans or short stops and speculative marketing. Who knows, this might even help you against the biggest crooks of them all: tax collectors!

Bribery and Blackmail - 200 cp: These could be said to be the cornerstones of the Rat Clan, though admittedly that would be looking over all of the various other criminal enterprises they have their paws in. Either way, you are experienced in finding what people value most, as well as how much they're willing to pay to keep it intact or keep it hidden. This talent also helps in figuring out how much they'll need in order to keep their silence. After all, while disposing of them may be the quicker method, it often winds up being more of a hassle in the long run.

Servant of the Night Mother - 400 cp: Though if you want to dispose of them you most certainly could. Among the Nine Families one of the most feared is that headed by the Night Mother. She hosts some of the most lethal assassins within the Nine Families, of which you claim heritage. Trained to stalk through the night, it would be nigh impossible for one to find you without a web of contacts or magical assistance. You move through shadows before torch light can consume them and more than that you know a vast array of murder methods. Drowning, environmental, with blades or poison, perhaps both. Rest assured you will build a reputation with this even if no one could peg a face to your name

From Beyond the Veil - 400 cp: A rare talent among the Rat Clan, at least legitimately. You have pierced the veil and received the power of prophecy and divination. Unlike the spell, you are capable of seeing the many paths you may take as opposed to merely what is around you. Though do not take that to mean that it does not give you any sight, for if you were to ever lose your vision, this power would let you see the world around you as if it were made of smoke. Indistinct perhaps, but surely much better than unending darkness, yes? Finally, you also receive vivid dreams at random, giving you insight on people or places that might be of some interest to you or your goals.

With a Smile - 600 cp: You have been to the farthest reaches of Armello and back. Walked society at every level and been through it all at one point or another. A dashing rogue, you are suave and charismatic. Should you choose a brand to place on your person and messages, then you will quickly build a reputation that spreads throughout the kingdom and beyond to further pastures. But your name would not be important should it not have a reputation. Though you most likely have built it on your prodigious wit. You know every con in the book and have made some additions to it, can make short-lived allies of opportunity on the fly with a few choice words out of bystanders and can stack the deck in your favor before they know what hit them.

Crime Lord - 600 cp: Oh what disgusting, yet beautiful, regality you have. The Rat Clan is filled with dastards, most dressed impeccably, but you stand above them. A paradox disguised as a person, you have impeccable sophistication and class during the day; but deep down are ruled by your basest instincts. Crime and violence is your calling, brutal beyond belief, crime empowers you. The more crimes in a week you cause, directly or indirectly, the stronger you become as an individual at night for that week. Have no doubt, with your knowledge and tact at handling the underworld you are capable of a great many crimes. Just make sure you keep it up. Can't let yourself grow soft and weak now, can you?

Bear Clan

Comfort in the Woods - 100 cp: Nature is beautiful, the Wyld touches everything within and grants it a peaceful comfort. When bestowed with such majesty, there is no need for great wealth or complex power grabs, the simple existence that is around us is bounty enough. This truth is yours to understand and should you so wish that is all you shall need, feeling content in humility and simple things. Butterflies flying through the breeze and the graceful swaying of the trees to be your entertainment. All the better that this reinforces your will, the simple pleasure of your surroundings reinforcing your resolve for most any task you seek to undertake.

Fables and Tradition - 100 cp: The Bear Clan are the spiritual advisors to the throne for good reason. Their villages are steeped in lore and folktales detailing how the Wyld acts and warns of the Rot in proper measure. The fables told to children are ones both of life lessons and minor mysticism enabling a pervasive and nonintrusive religious understanding. You know of all the teachings of the Bear Clan, the proverbs and prayer rituals, the guide to the ways one should live their life, and should you so choose you may ignore them. But rest assured you will never find yourself unknowingly performing a heresy. This religious understanding will follow in future worlds for a state religion of your choice every new Jump.

Boons of the Forest - 200 cp: The bounty of the forest is not limited to merely beauty, there are a wide array of herbs, mushrooms, and other miscellaneous plants that could be put to further use. Lunacaps for Moonjuice to replenish magic, Wyld Weed to turn into healing tonics or to calm the nerves, Wyld Sap from the oldest trees to replenish your wounds, all of these wonders come from nature. You are especially talented at identifying plants taken from nature by appearance alone, even distinguishing between ones that look identical. Such things are found far easier by you and with a little study you can learn many herbal remedies or makeshift uses for them.

Focus - 200 cp: For those willing to hear its call, the Wyld can be a bastion of inner strength. You are capable of entering a meditative trance, temporarily letting go of all your worldly attachments and becoming one with the world around you. With this you will find your magical and spiritual reserves moderately boosted until the next sunrise. While in this state you will also have greater insight into the world around you, especially that of the flows of energy surrounding you.

Nature Guardian - 400 cp: Well now, usually people are only being figurative when they say 'at one with the forest'. You, my good creature, now exemplify that phrase to its fullest. You are a conduit for the Wyld, capable of merging with the forests and becoming a walking tree yourself. The bark that surrounds you is like armor, capable of taking hits from even the strongest of warriors. Though be warned, this talent is as fickle and unstable as the Wyld itself, and that armor may not last more than a few hits. While this is the limit of your ability now, who knows what you might be able to accomplish with it later on due to your deep connection with the Wyld.

Scarcaster - 400 cp: Not all of the Bear Clan are content with simple spiritualism, there are those who prefer to embrace the more primal aspects of the Wyld. The Scarcasters are one such group, using the ritualistic scars they brand themselves with (or even the ones their enemies give them) they are able to channel primal strength through their connection to the world. As you cast magic, your scars will shine with power, granting you enhanced strength proportional to how many spells you've cast. Many of the current Bear Clan reject this practise though, as they fear it is an easy path towards the Rot. You will prove them wrong; show them your strength Scarcaster, show them the power of the world.

Wyld Priestess - 600 cp: Do you hear it? Hear the pulse of the Wyld? It grows strong within you child, it guides you through trying times and lends you its power. You are a Wyldsinger, a living channel for the Wyld. With the power of life you can channel your magical power to incredible effect against those contaminated by corruption and Rot, both in this world and beyond. Great blasts of greenish-white energy you will be able to summon shall knock away such foes and drive them back with magic anathema to them as pure life burns through their defenses while leaving normal living things unharmed. Your studies grant you a firm understanding of Wyld magic in general, this involves calling upon the Wyld to grant yourself regeneration, the ability to cleanse yourself or others of moderate amounts of corruption and poison without harm, the power to burn corrupted creatures with Wyld rites or expend all your magical energy in one spirit strike, sense danger on the wind, conjure shields of Wyld energy, or simply manipulate plant life around you. May your song ring true.

Witch of the Wyld - 600 cp: Wyld protect us, there's another one?! It seems that while others were merely content with contemplating the Wyld, you dove headlong into studying it. There has only been one other who has delved this far into studying the Wyld: Yordana, the Devourer. Like Yordana before you, you have mastered magic and have discovered many profane secrets. Among these are powerful curses ranging from saping the strength of others, to feeding off of the destruction caused by battle, to even erasing yourself from the senses of your victims. In addition to these, you have also rediscovered old rites of the Wyld, involving the sacrifice of others to help strengthen the land and ward away the Rot, among other things. Apropos of nothing, you have also become a frighteningly "resourceful" cook. You're a witch now Jumper, and though there's still so much to learn, it behooves you to show those fools the follies of their ignorance.

Rabbit Clan

Burrows Aristocracy - 100 cp: The burrows are centers of wealth and trade within the kingdom and this has not come without consequence. A high society of nobles have been birthed from this crucible, and their behaviours and attitudes are not nearly as noble as their position or title would indicate. Thankfully, you can embody the nobility that such individuals should possess. The airs of a nobility come naturally to you, and while this lets you stand among your "peers" it also lets you endear yourself to those of lower position should your behavior match what is expected of a benevolent and wealthy patron. Walking with wealth never seems to become gaudy when its laurels rest on your shoulder and with time, your example should set others on the path to true nobility.

Industrious Work Ethic - 100 cp: Rabbit society is quite expansive, there is vast wealth, vast burrows, vast prestige, and vast populations. Rabbits most certainly did not get to this point by dozing about, they made something of themselves! You have a great drive when it comes to the pursuit of your passions, possessing a work ethic that would put the average citizen to shame. No need to worry about procrastination on your projects for you won't forget them, instead far more likely that you will see yourself work on other projects of import before finishing the original product. No need to worry about missing deadlines either as you will be able to set strict time schedules for yourself and stick to them making sure that you always put in the amount needed to complete a commission on time.

Defensive Soldier - 200 cp: While not quite the equals of rat assassins or wolven warriors, the Rabbit Clan has its own share of competent fighters. These noble rabbits fight not for themselves, but to protect the burrows that rabbits call home. To live up to the virtue of the Defender, a rabbit needs to be well practiced in both defensive fighting both at a personal level and on a larger scale. Whether atop walls or behind palisades, rabbits can fight with increased effectiveness, this holds true for you as well. Not only that, but you are better off in a scrap when you are not the aggressor letting your enemies exert themselves as you guard yourself, possibly letting reinforcements come to your aid or to buy time. In totality your defensive abilities have been moderately boosted, should every rabbit be a protector like yourself surely no violence would bring harm to any within the Rabbit Clan grounds.

Form and Function - 200 cp: Among those virtues of the Rabbit Clan the one known most to those outside its boundaries would be that of the Artisan. The fine decorative crafts and intricate handicraft that rabbits produce are some of the most valued items in the kingdom. You are quite the artisan yourself, whether this be in glassblowing, pottery, weaving, sculpting, smithing, or woodcarving; you have one specialty to call your own. Products made within this specialty will be of notably higher quality than normal and will sell for a higher value, along with your skill in this specialty being easier to progress. Within the broader field of handicraft you will also see your talents blossom as you explore new avenues. Each new field of artisanal works you branch into the more they can overlap and enhance each other as new techniques are derived from different fields. You can choose to repurchase this for 100 cp undiscounted for further specialties.

Tomb Raider - 400 cp: Not the most well looked upon of professions but for those with a heart for adventure and the aptitude; the art of dungeoneering is a potentially profitable one. In your case it is extremely lucrative, as you are particularly lucky when it comes to finding ancient and buried treasures within such places. The wealth you encounter in dungeons is now likely twice that what you would before, containing rare jewels in the tombs of only minor nobility and lost treasures of Armello in the most remote of dungeons. The experience gained by traveling to these temples of history has made you excellent at evading the perils put in place and the creatures or bandits that stalk them. Lock picking, trap disarming, scouting, climbing, and other such skills are some of the intangible treasures you have acquired in your travels.

Prodigiously Political - 400 cp: The House of Heritage decides many aspects of society, but like many great republics the players can be rather cutthroat in their dealings. Audits, votes, and motions carried to the floor are often less about any form of justice and rather power plays. It is not uncommon for one family to become the main vessel of power within a republic with other families dancing to their tune. To avoid such a fate of ignominy you have dedicated yourself to the harsh world of politics and public speaking. When you first took the House, your rhetoric was convincing and the ethos, pathos, and logos you demonstrated was unheard of for one so new to the floor. Indeed your political record has been quite impeccable and it isn't due to luck. Indeed it would not be hard to hatch schemes and speeches that would overturn the existing political structure even without evidence on hand, such things merely need to exist and an audit called.

Grand Architect - 600 cp: To forge the elaborate tunnel work found within the barrows it is not merely enough to dig a couple holes in the ground and call it a day. Like many other things expected of the Rabbit Clan, it must be designed intelligently and with artistic vision as it is a structure, a shelter, a defense against enemies, and a place to live. Architecture, due to these requirements, is above most mere crafts. It is the height of artistic ambition and you are one of only two people in the entire kingdom who have excelled at structural engineering to this degree. Where others would take weeks to raise wooden walls surrounding a village with little infrastructure, you could take a smaller work force and use them to erect stone walls in about half a week. that should keep out the riff raff of small armies. But it doesn't stop there, the burrows as expansive underground metropoli would benefit greatly from your mastery. Should you also possess great magic, resources, labor, and perhaps a month of time you could even construct such a majesty as the greatest in Armello: the capital's castle. Don't think this is limited to medieval constructions ethier, the Rabbit Clan are innovators pushing forward the technological progress of the kingdom and architecture ages very well.

Peerless Inventor - 600 cp: As mentioned, the Rabbit Clan suffers no shortage of great minds. The scope of what can be done increases with each and every Rabbit brought into this world. But a hero can't be just a simple innovator. You need to be a pioneer of progress, one who creates new inventions or methodologies quickly enough that you can see real change within your lifetime. Rabbits have seen the creation of great military innovations: like the standardized and highly effective halberd for the Royal Guard; firearms and cannons, inventions that were deemed so dangerous that the King put a ban on them while he still retained reason; and with the newest generation chain propelled gauntlets that can give a firm punch to people at long range before being reeled back in. But once this contest for the throne ends such genius must then be redirected at the kingdom as a whole. Should the new king see your reason then it might even be possible for you to recreate an industrial revolution and leave the medieval times in favor of more modern solutions to problems. Your designs and methodologies pertaining to what is "new" will see your creativity spike letting you create practical solutions to problems people never thought they would encounter or need. Upgrades people, upgrades!

Bandit Clan

Roughing It - 100 cp: Despite what some poets may tell you, living among nature's beauty isn't exactly fun and games. However, for someone with a bounty on their head it's usually either living in the wilderness or in a cell, if you're lucky. You're now more than capable of surviving on what you can scrounge up in the wild, as well as creating shelter good enough to at least keep you out of the elements. That being said, not everything you find will be necessarily appetizing, and that tent may leak a bit; but hey, still better than being locked up.

Iron Poet - 100 cp: A life on the run doesn't tend to leave much time for enjoying oneself. Fortunately, you had a hobby before you wound up a wanted criminal; whether it be a knack for poetry, a fondness for music, or even just having an eye for art. Whenever you get the time to indulge your creativity you'll find that any stress you've accumulated just melts away. And who knows, if you ever manage to get pardoned you could likely make a living off of your muse. So be creative! Be bold in your artistic statements! Show them that you're not just some lowbrow thug.

False Decree - 200 cp: With so many great factions throughout Armello, communication has become more vital than ever. With couriers and missives going every which way across the kingdom, it's inevitable that a few seals and important messages would go missing. Of course, you could always add some new ones to make up for any that got lost in transit. You, my friend, are now a master forger; capable of copying official seals and missives as long as you have an imprint of the original from which to draw reference. If you wanted to, you could even send conflicting orders to different guards and watch the sparks fly.

Saboteur - 200 cp: It's a shame when things so necessary break down. Unfortunately for anyone trying to capture you, their things just seem to keep falling apart. A cut wheel here, a broken cask of ale there, and suddenly people are going out of business! Little did they know it was you. You are a connoisseur of targeted destruction in relation to private property. Your intuition will see you identify things that are crucial links in a supply chain, all the better to snap. Best hope though that you aren't caught in the act, but it will be a little hard for them after you dented the eyes of their helmets.

Butcher of Vengeance - 400 cp: For all the airs the King's Guard put on, in the end they're just as bad as they say you are. They'll trample over anyone that gets in the way of their so-called 'Justice'. You'll never forgive them for what they've done. In your fury and hate you made a pact with something sinister, something unknown, exchanging forgiveness for power against the subject of your ire. When going up the target of your vendetta and all those who follow them, you find the blows you lash out with will find their mark with greater frequency. This effect only grows in power as your dread reputation spreads, bolstered by the fear they feel for you. At the start of a new jump or after your original target has been struck down, you'll be able to deem a new nemesis upon which your wrath to be wrought. You'll have your revenge, even if all of Armello has to burn.

Master Thief - 400 cp: You're not just some common bandit, you're a thief! A master of finesse and subtlety in acquiring valuables, you have no need for such obvious 'smash and grab' tactics. Your skills are such that you could pickpocket a heavily guarded noble without anyone noticing anything was missing until you were long gone. You're also a nightmare to face in combat, though not in terms of strength. Instead, you are able to duck, dash, and dive out of danger with such ease that your opponents might as well be trying to grasp smoke. You are the new royalty among thieves, and they'll never see you coming.

Revolutionary - 600 cp: Down with the King! It's obvious that he no longer cares for the common folk and must be deposed. Alas the King is mighty as are his forces, but still they cannot stand against the people. Your ideals rally them to this noble cause, Jumper: show them that they can stand on their own two feet, show them that they can fight back! Individuals from all walks of life shall bring their professions to your aid, letting you assemble a party of talented and passionate individuals. Still, one would not bet on a ragtag bunch of misfits to realistically topple a king, especially when your forces are untrained and outnumbered. Worry not though, since while the odds may be long you have devised a set of plans to even the scales. Your hit and run strategies will see the King's Guard scarcely able to react before you've already vanished. The revolution must not be stopped and you will see this through.

Will of Iron - 600 cp: The King has gone mad, sending his agents to terrorize his citizens and spread chaos. This shall not stand! You are possessed of an indomitable will and are capable of pushing past your limits on that alone. Whether it manifests as marching for several days and nights without rest, or as fighting against a seemingly unending hoard of foes; you will not surrender, you will not break. Your enemies find this out the hard way, as you will hold nothing back against them in battle. Your blows become strong enough to cut off a bear's head from their shoulders when properly motivated. And when wounded in battle, your resolute disposition has you keep fighting for as long as need be, so long as you have not taken a mortal blow or have run out of blood. Show them your resolve Jumper, show them that you're unbreakable.

Dragon Clan

Order through Decay - 100 cp: All of these fools claim that the great Worm is a part of the Wyld. Little do they know that your Deity has existed long before the chaotic mess of life that they venerate. Darkness is the natural order of the world, as is the oblivion that it brings. You know this, and you have accepted this truth. While many would scream defiantly into the abyss, you would welcome it with open arms. Your mind has adjusted to what many would call a cruel reality, allowing you to simply accept similar truths in the future. Fear not the dark Jumper, for it is where all things end up eventually.

Mad but not Dulled - 100 cp: They called you mad, insane, unhinged! But you'll show them, you'll show them all! They're right of course, but that doesn't mean you're any less effective than them. For unlike many who have gone mad from the Worm's embrace, you are still every bit as intelligent and cunning as you were beforehand. In fact, it's almost surprising how little effect your descent into madness had on you, perhaps it wasn't that far of a fall for you?

Evil Eye - 200 cp: The Rot has been in exile from the kingdom of Armello since before the Four Clans started their war and especially now they are wary. They search for your fellow cult members, to impale upon their weapons and to skin for their "Wyld". Hiding is of course the only reasonable option but without organization we may never topple this disgusting system. The Rot has blessed you though, for you can see it in the eyes of others. What makes them and you alike, their connection to the Rot. So long as one is infected by the Rot you can determine the level to which it pervades their body and whether they stand corrupted or merely afflicted. Of course this holds true for similar corruptions in future lands.

Warlock - 200 cp: For those who know where to look, the Worm offers great insights into the mystical workings of the world. While maybe not as...pleasant in appearance as the spells of wizards and Wyldsingers, your spells are every bit as powerful. Capable of spreading great plagues; lethal clouds of poisonous fog; leeching health from others; to even syphoning health from sources of corruption throughout the land. Though be wary, these powers do not come without a price. If you ever find yourself without the magic to cast these spells, they will drain your life away to use as fuel. Of course, if you're resourceful enough, it might not be ***your*** *life they drain.*

Inquisitor - 400 cp: For all that the Clans and citizens of Armello venerate the Wyld, they seem to forget that pure life is not inherently a good thing. That's not to say what pure death and decay is preferable, despite what many in the Dragon Clan would tell you. There is a balance that must be maintained, and right now it is far too much in the Wyld's favor. Fortunately for you, this ability should make rectifying this imbalance a bit easier. You have trained to interrupt the power of Druids and Wyldsingers; to counteract their rituals or spells and, in doing so, direct the resulting mystical backlash towards the original caster. The more substantial the magical working, the greater the backlash. Be warned however, this will only work on spells or rituals being actively channeled. Any that have already been cast or ones being held in reserve will not be affected.

Illusionist - 400 cp: The Rot is everywhere, not here, nor there, but there! In you! Do you feel it now scratching behind your eyes, conjuring visions of what could be or what will be? Surely others can't tell the difference, but you can. You can make such things, visions that appear to others. Illusions, powerful but simple things. All the better to cull the Wyld. For you can generate a purple smoke, this smoke forms into a duplicate of you, staying put while you move, or moving while you stay put. The fools of the kingdom will try to find you, but it will be too late. Your knife will be there, and they will be dead.

Enthralling Corruption - 600 cp: Ahh yes. The Worm beckons to you and demands more. While your faith demands all to be ushered into Oblivion, there are those who must stay behind and guide others toward the path. A truly magnificent prophet, you preach the virtues of the Rot and twist others to your cause. The words spoken by such a prophet slither into the minds of those open to doubt or of weak will. A cult leader, possessing such astounding charisma as yourself may be what is required to replace or undermine the current state religion. As one who speaks for the Rot, it's vessels heed your word. Banes, embodiments of the Rot of fantastical proportions are charmed but with the sound of instruments you play. With some effort it might be possible to call them forth into the world, through ritual or through the use of deep reserves of magic. The Dragon Clan is coming home.

Revenant of the Worm- 600 cp: Greetings, venerable one. You have felt the Worm breathe upon you, touched it, and accepted it. It now blesses you, filling you with vast vitality exceeding what one would expect. The Dragon Clan is already known for their regenerative capabilities, which enable them to heal mild injuries. With the Worm's gift to you, your healing factor has been taken to the point of regenerating limbs and select organs within a week, nothing truly major like the heart or brain but nearly everything else is fine, so long as you have another organ to make do. Furthermore, this has bestowed upon you an ageless constitution. Should the need be especially dire you are even able to kill others, letting the Rot consume the remains and use the byproduct to reassemble your body with far greater alacrity.

Loyalist/Citizen

Farmhand - 100 cp: Though few know this, the King started his time in Armello as a simple farmhand. Despite being a stranger in a foreign land, he adapted quickly. The man that would one day rule Armello adopted the local language in a month, which should have taken a year at least. Not only that but despite his former occupation, being that of prince, he took quickly to a farmers life and worked diligently. New beginnings are an old hat for you, and like that strong lion so long ago you too shall adapt swiftly to your surroundings. Understanding the cultures and languages of foreign lands or getting into an unfamiliar trade. Though if you wish to settle down, a hard working farmhand who can work the crops with enthusiasm is something you can become with ease. You do what you must to make yourself anew.

Beneath Notice - 100 cp: The King's gone mad, chaos is enveloping the kingdom, and you want nothing to do with any of this. You just want to live your life as best you can, and hopefully not get a sword through the chest for your troubles. Luckily for you, people tend to overlook you when you're not involved in the major goings on. However, this is only as long as you **stay** *uninvolved. The moment you decide to do something as foolish as throw your hat in the ring, all eyes will be on you. Unfortunately, this won't protect you if you are caught in the crossfire of a battle or from anything that attacks indiscriminately. So just keep your head down, and everything should be fine.*

Emissary - 200 cp: Hear ye, hear ye, people and common folk; many heroes of this land are coming to the villages to protect you from great evils of ruthless savages, heartless bandits, and Wyld-damned Banes. Tales of these can be sung by an emissary like you who can see stories spun. Numerous travelers need propaganda done both for their triumphs and failures that will see them shunned. More seriously though, the work you do is important. A proper diplomat and ambassador you are experienced at getting people to make truces or accept your client as a protector. This requires a bit of exaggeration more often than not but it will probably work out for the best.

Blood Money - 200 cp: For those of you not content with merely keeping your heads down, there's always mercenary work. In fact, it turns out you're quite skilled in that line of work. While nowhere near as skilled as any of the warriors from the Wolf Clan, you can still hold your own in a fight. You also tend to have good fortune when you go looking for contracts, always finding at least one well paying job. Just be careful, well paying doesn't usually translate to 'easy'.

Royal Soldier - 400 cp: Whether the King has gone mad is none of your concern: for he is your lord, right or wrong. You stand alongside true loyalists such as the King's Guard. Your skills with a halberd have been drilled into your body, allowing you to take down any miscreants who would dare to besmirch your lord's honor. In fact, should the need arise, you are even capable of fighting on roughly equal ground with the dreaded Banes. In these times, the citizens of Armello are subject to abuse; no sane king would let such actions continue but rest assured any ethical issues caused by your actions will be directed to your higher ups, so long as they do not fire you after your first incident. Additionally, despite your status as lawkeeper, there are still those who would try and bribe you with disturbing frequency. Surely a Loyalist such as yourself would never accept such things...right?

Patronage and Industry - 400 cp: Get your goods here! Shops of every kind dot the map of Armello and eager entrepreneurs are excited to get into business. When it comes to a certain style of product you are the go too: Arms and armor, brews, mercs, perhaps some minor treasure or another valued commodity. It's easy to find suppliers that are willing to line your shelves. Not to mention, when it comes to creating new merchant contacts you are the best. Invest in a badger's woodwork business and it could become quite popular, same for that rabbit's brothel. These grateful saps who you have so obligingly provided patronage to will be quite eager to provide you a cut either of gold or inventory. This is true power, to get the items you need whatsoever you desire.

Clans United - 600 cp: Armello is on the brink of collapse. No matter which Clan wins, the careful balance the King helped build will be shattered. Unless, of course, someone were to manage to unite the Clans again. This is not an easy task, especially not with their former unifier having gone mad. But you are up for the challenge. You have a quality about you that helps people see past their prejudices and begin to work with one another. Aiding this is your innate charisma, akin to that of a king, which will draw followers and allies to your cause. Finally: the bureaucracy, politics, and logistics of ruling a kingdom comes as easy as breathing to you. The peace the King made was built upon deceit and Rot. You will be better, you have to be for everyone's sake.

Stranger Things - 600 cp: Who are you? Where are you from? Here? A far off land? Well, you are an odd one that's for sure. You seem to have a set of magic not seen within this land. The supremacy in regards to all things mystical is quite the sight, dispelling complex enchantments and barriers with rather trivial ease or being able to reposition yourself and others. There seems to be no consistency, but it appears you value your freedom of movement. This command over spellcasting shall let you devise new spells of similar potency and efficiency to those within the Kingdom. Lastly, you find yourself drawn to heroes, not sure why they would let someone like yourself tag along but they seem to tolerate your shenanigans so long as they aren't directly hostile. Maybe they can be a powerful friend or ally?

Items and Equipment

Items of your origin are half priced. With discounted 100 cp items being free
Loyalists/Citizens also gain a 200 cp stipend, due to their lack of a Clan to support them

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General

Armello: The Home Game - Free/500 cp: Well now, this might be a bit hard to explain to the locals if they catch you with it. You are now the proud owner of Armello… specifically an enchanted version of the game. This comes with a collection of various dice, 24 hero miniatures, a deck of over 220 cards with animated graphics (aside from the King's Proclamation and Quest cards), and a board that can create a randomized map to play on. The board also creates any needed figures for the King's Guard and Banes, as well as helping keep track of everything going on in the game.

Should you be willing to spend 500 cp instead, you will also gain access to a binder containing magical copies of the Item, Spell, and Trickery decks containing, respectively: 40 Item cards, 36 Spell cards, and 45 Trickery cards along with a map more accurate to your surrounding. In order to unleash the magic contained in the cards all you must do is will it, in which case the card will burn to cinders and whatever effect the card had will activate. You may use a number of cards this way equal to your Wits, with the number of uses replenishing each dawn and dusk. Any spent cards will be replenished in a week's time.

Coin Pouch - Free: It wouldn't do to have you enter this world flat broke, now would it? Here are two small bags containing forty gold Royals between them. Not much, but it'll at least keep you off of the street. Alternatively, you may choose to keep the coins as souvenirs of your time here.

Amulet - 100 cp: Granted by the King of Armello as proof of heroism. Each of these amulets is a badge detailing the qualities of a hero. Enchanted by the finest wizards of the land, they exemplify your accomplishments, possessing many forms. The most common are those of heroic attributes: Think, Soak, Feel and Scratch. Providing a bonus point to Wits, Body, Spirit, and Fighting ability respectively.

Those possessed of more esoteric qualities such as: Watch, Grow, Intimidate and Listen have other effects. Watch makes you more vigilant enabling you to better respond to perils; Grow imbues you with renewed vigor every night as the Moon mends your wounds; Intimidate weakens the resolve of those foes you face in battle weakening their combat ability; and Listen lets you better learn from your experiences increasing the rate at which you improve noticeably. There are others like Dig that let you find extra treasure when uncovering mythical objects; Sprint which enhances your pep and speed after having rested at home; and Resist can protect you from all manner of danger.

The most extreme of amulets are those of Spoil, Ruin, and Harmonize. Spoil is less a badge of honor and instead a warning symbol that you are deeply infected with the Rot and corrupts you while you wear it, though providing strength against those also corrupted but to a lesser extent; Ruin similarly causes you to gain corruption but through the act of pillaging towns of which you gain more plunder from; lastly there is Harmonize which so long as your remain pure of body and mind in the eye of the Wyld, blesses you with formidable favor in the form of natural events. Should no particular quality stand out there is one last amulet, Favour which grants you prestige within an official organization of your choosing every Jump, marking you as an eternal hero to that organization, though it does not protect you from being persecuted it shall make you well liked so long as you commit no true atrocity.

Should you be willing to pay further, you can receive additional Amulets for 50 cp undiscounted. But be warned, you will only benefit from one Amulet at a time.

Clan Grounds/Village - 500 cp: The realm of Armello, is home to many bastions of prosperity, but the time for that is ending. With the fight for the throne growing ever fierce, it might be deemed suitable for you to purchase one of these territories before ruin befalls them. They might be of aid to you in your quest, providing valuable tax revenue, levies, and goods for your forces. You now have the opportunity to claim either a single village of Armello, or a portion of your Clan's territory, for your own.

The people to be found within this district don't specialize in any particular field, but do retain notable qualities depending on their affiliation, as appropriate to the origin which is purchasing. Wolves can be expected to be better in general at fighting, and Rabbits will lean towards crafts. Should they be loyalists the town may instead be particularly wealthy or populated. You can expect a residency of five hundred individuals, with half of that again for loyalist villages. Should tragedy befall this settlement the population will slowly regrow over the course of months or years. The population may grow larger should governance and trade be good. In the event of total destruction this township will not be reconstructed until you transition to a new setting; likewise the excess population will not join you in your travels.

Wolf Clan

Rings of the Wolf - 100 cp: One of the most essential pieces of equipment for one who vies for the throne, a ring. Not a mere piece of jewelry each and every ring is a token of approval from their Clan, a way of tacitly supporting a hero's quest for the throne. They have each been enchanted with a unique blessing to aid you. From the Wolf Clan you may receive one of the following: Sapphire, which hides you under the cover of moonlight; the Moonstone, which invigorates you with magical energy for each worthy opponent you defeat; the Onyx, a black gem that will bestow you luck with money after having defeated a worthy opponent; Celestite, a blue stone that enables one to traverse mountains as if they were flat ground; Rubelite, a ring which feeds upon the blood of the wearer to grant them vastly enhanced strength in battle; and lastly Chrysocolla which lets you scent and perceive the location of those who have been heavily wounded but not yet healed in the surrounding area.

Should you be willing to pay further, you can receive additional Wolf rings for 50 cp undiscounted. But be warned, you will only benefit from one Clan Ring at a time.

Reliable Short Sword - 100 cp: There's a saying amongst the warriors of Armello: 'You'll find a real weapon when you find something ugly". Although it's scratched and chipped, this short sword still maintains an edge with minimal maintenance. It might not be pretty, but it's reliable and surprisingly difficult to fracture, that's what counts.

Ranger's Kit - 200 cp: The equipment of a Ranger is strictly utilitarian for wilderness travel but also inline with the martial bias of the Wolf Clan. They are armed with an expertly crafted mahogany compound longbow capable of a seventy pound draw weight, a thick seax knife, and a ranger's cloak that blends into most forest environments. Combined with a sharp mind, it is more than enough for the Ranger's to excel at their job.

Brazenberry Ale - 200 cp: A staple drink among the taverns of the Wolf Clan, Brazenberry Ale is seen by many as the drink of warriors and champions. Where most alcohol is known as 'liquid courage', Brazenberry Ale is known as 'liquid strength'. This beverage increases your martial prowess in exchange for your mental faculties. Tasting of lingonberries, the drink is tart but with a hint of sweetness. You receive a fresh barrel of ale every week.

Hero's Shield - 400 cp: I've only seen one of these before but it was a pleasure to behold. While certainly odd in appearance, this shield is absolutely a masterpiece of design. A well balanced buckler with a spike in the center to strike back against attackers along with a bladed gauntlet for when using the spike isn't an option. Perfectly balanced for handling and steadfast in the face of all but cannonballs this shield is the perfect mixture of offense and defense.

Marauder Gauntlets - 400 cp: Once belonging to a merciless, self-titled Alpha who held an iron-paw over her dominion, these gauntlets retain some of her vicious spirit. The spirit within helps guide your actions: turning your strikes into brutal blows and helping you parry attacks you would have trouble with otherwise. Be warned, the spirit within will also try to encourage your more violent actions. Though in the end, it's up to you if they shall see anywhere near the same bloodshed their original owner caused.

Ancestral Weapon - 600 cp: You now hold in your hands a true beauty of a weapon. Lovingly forged in a bygone era, this weapon is nothing short of a masterpiece. Truly a more elegant weapon for a more civilized age. Comparable to the fabled Hakonsblade, this weapon is worth any three of its kind in battle and is nigh-unbreakable. Your Ancestral Weapon can be any kind of medieval weapon of your choosing. Remember Jumper, a weapon is only as good or bad as the one who wields it.

War Pack - 600 cp: The martial prowess of the Wolf Clan need not be limited to just those organizations detailed. Rather it would be strange if they lacked military units beyond the Iron Guard or the Rangers. Thanks to your efforts and heroism, you have rallied a band of mighty warriors to your cause based around a general theme. They could be siege breakers, heavily armored knights, or dual wielding specialists among other unique talents. There are fifty wolves-at-arms here who have sworn utter loyalty to your cause, each veterans that would make the Wolf Clan proud, harkening back to the glory days of old. Those lost among your number will be replaced with utmost haste. These proud warriors shall take on forms appropriate to future settings so they will not stand out.

Rat Clan

Rings of the Rat - 100 cp: One of the most essential pieces of equipment for one who vies for the throne, a ring. Not a mere piece of jewelry each and every ring is a token of approval from their Clan, a way of tacitly supporting a hero's quest for the throne. They have each been enchanted with a unique blessing to aid you. From the Rat Clan you may receive one of the following: Black Opal, when worn, grants the ability to blend into crowds or buildings within a settlement; Obsidian lets you keep track of all settlements within the country that are loyal to you; Ruby, a fine gemstone that provides you with a short burst of speed after the first strike you land during a battle; Turquoise, which enables a far more effective mobile defense when solely defending and aids in finding ways to escape; Tanzanite that will see some gold find their way into your pockets after a close call with a dangerous non-combat encounter; Lastly, Cats Eye which will see the first of your underhanded tactics taken within a week be far cheaper to execute.

Should you be willing to pay further, you can receive additional Rat rings for 50 cp undiscounted. But be warned, you will only benefit from one Clan Ring at a time.

Collection of Baubles - 100 cp: You've gotten into the habit of collecting things from your various adventures. Nothing incriminating or inherently valuable mind you, but still something of personal worth. You'll find that this collection keeps expanding, whether you're actively collecting things for it or not, after every major adventure you go on.

Spyglass - 200 cp: A useful item for any scout or adventurer, this spyglass helps you see danger before it sees you. This finely crafted piece comes with a carrying case for storage, as well as a series of extra attachable lenses to see further out as well as a cleaning cloth for upkeep. It works surprisingly well at night, and helps pick out silhouettes from thick treelines. Remember, objects may be closer than they appear.

Clever Disguise - 200 cp: Our eyes want to lie to us, and in your experience, they don't take much convincing at all. With the vast morphological differences between the various Clans of Armello, it can be hard to imagine this coming into much use but one would be surprised. There are, after all, many Rats my friend, and with some adjustments from this disguise kit, one could even masquerade as a different species from a moderate distance away. There are some costumes here that aid in blending into every level of society. With this, it becomes simpler for a marked man to simply wander unimpeded.

A Vicious Supply of Poison - 400 cp: The citizens and inhabitants aren't always so agreeable these days. When "diplomacy" fails it can be time to use some rather ill-mannered tactics to get ahead. After all you are just a Rat, not a warrior like the Wolves, so you need something to even the field. When such a time comes, this set of concoctions will be there for you. A poisoned dagger that preserves toxins for longer than one might expect when poured upon the blade; seven doses of snake venom, each of which can ruin the eyesight of the victim and cause potentially lethal muscle paralysis; or for those special occasions, seemingly innocuous food items that will congeal the blood of the consumer into a semi-solid. Thankfully, this set also comes with antidotes and restocks every month with instructions on how to prepare more. Remember "The savvy fear blades in the dark. The wise fear the blade that brings the dark."

Black Market - 400 cp: The markets of Armello contain wondrous goods, though not all of them are strictly 'legal'. In such cases, one must look under the table. Fortunately you know exactly which tables to look under, metaphorically speaking of course. This is a kind of bauble that acts as a platinum card at any black market. With this you'll easily be able to find the black market, if there is one, of any settlement you visit. Not only that, but this will also give you a very generous discount on any purchases you make. Finally, this also comes with an extravagant catalog of items which you can purchase, with descriptive and honest adverts about their use. Now then Jumper, what're ya buyin?

Masquerade Mask- 600 cp: Going to a ball Jumper? Even if you aren't, this mask will serve you well. Intricately designed and inlaid with gold and gems, this mask is enchanting as well as enchanted. While wearing this mask, nobody will be able to discern your true identity. Not only that, but you'll find different parts of yourself bolstered depending on what time of day it is. While the sun is out you'll find that the mask helps you formulate plans, and help you evade the schemes of others. While at night you find your spellcasting abilities increased, especially regarding any illusory magic.

Spy Network - 600 cp: Only under the assumption of privacy are secrets laid bare. This network upholds that false assumption. You are now the leader of a spy network spanning the kingdom of Armello. Totalling in at five cells with fifteen members apiece, these spies will be invaluable for staying one step ahead of your enemies. They shall be stealthy, weaseling their way into the estates, manors, and surrounding lands of your enemies. Should any of them be caught and "disposed of", their ranks will swell back up to the original seventy five. Befitting their sneaky nature, they'll take the form of whatever is appropriate for the setting you're currently in.

Bear Clan

Rings of the Bear - 100 cp: One of the most essential pieces of equipment for one who vies for the throne, a ring. Not a mere piece of jewelry each and every ring is a token of approval from their Clan, a way of tacitly supporting a hero's quest for the throne. They have each been enchanted with a unique blessing to aid you. From the Bear Clan you may receive one of the following: Jade, a beautiful gem of nature which will grant you a reserve of magic at the start of every dawn so long as you are within a forest; Quartz protects against and purges a modest amount of corruption from your body so long as you meditate or pray at a Holy site from dusk till dawn; Amethyst makes your magic impatient, should you choose to stand and fight without using magic the fiercer your magic wishes to be used later in the day, enabling increased spellcasting efficiency; Amber lets you hold up your weapon to the Sun or Moon letting you charge it for your next fight and causing bonus damage on the first strike; Aquamarine gives a minor increase to your performance at night time; Lastly, Taaffeiete will see that the magic within a forest will bolster your spirit and defenses so long as you remain within the woods.

Should you be willing to pay further, you can receive additional Bear rings for 50 cp undiscounted. But be warned, you will only benefit from one Clan Ring at a time.

Mountain Moss - 100 cp: Found in high up places, untouched by Rot, a special kind of moss grows. This miraculous herb grants a temporary reprieve from corruptive influences when applied to the infected area. However, each use only lasts a day, so use it wisely. You gain a pouch containing enough moss for three such treatments that refills every week.

Wyldsap - 200 cp: Extracted from the oldest great trees found deep in the forest, Wyldsap is a potent healing tonic. A good gulp of this bubbling brew serves to heal most wounds. You receive one bottle that replenishes every week.

Oak Spear - 200 cp: While suitable for offense, this is a weapon best used defensively. Having been purposely designed in order to help fend off assailants stronger than the wielder. Made to blunt a fierce charge, the heavy spear tip is capable of penetrating right through wooden shields or even hefty metal shields should the opposing force be moving swift enough. The weight of an opponent also works against them as their momentum causes them to be driven through, making it capable of handling bears or banes should the warrior be capable enough.

Moon Scythe - 400 cp: It seems you've had a run in with the Druids, and they saw fit to grant you this. Taking the form of a rough iron hand scythe with gleaming silver runes, this is a powerful weapon of the Wyld. Infused with the power of the moon it becomes more deadly at night, taking in moonlight to enhance its power and cutting through your opponents like wheat. "Under night's watch the harvest reaps. Under night's watch the Wyld keeps."

Wyld Talisman - 400 cp: A talisman that brings impeccable luck with it, this trinket with a glowing core of Wyld energy would be considered a holy relic in most devout circles. It's most invaluable characteristic is the ability to completely suppress the symptoms of Rot corruption within an individual. The downside is that it merely masks the underlying problem without truly addressing it and should you drop the trinket the symptoms will come back in full force immediately. Should you not be careful, it could be all too simple to assume you are invulnerable to the Rot and accrue corruption under the veil of health through reckless acts. In future jumps this can also protect you from the ill side effects caused by similar corruptive influences of decay.

Wyldfyre Staff - 600 cp: Wyldfyre is a peculiar occurrence: it reduces Banes to ash, but never harms the pure of heart. This staff has been imbued with this phenomenon, making for a potent artifact of the Wyld. By simply possessing this wondrous creation, you find your spirit strengthened as well as finding your magical reserves replenishing much faster during the day. For those capable of channeling the power of the Wyld, you will find that the wyldfyre imbued into the staff makes for a potent weapon against corruption and darkness.

Stone Circle - 600 cp: Such grounds are sacred in this land. This formation of stones, is an altar upon which the Wyld is paid tribute and the land grows verdantly. The stones glow under moonlight and the place serves to hasten the healing of wounds. Twenty wyldsingers of rare but middling ability tend to the local area and can assist in the alteration of landscapes or the growth of flora and fauna. Occasionally when the moon is full, the Druids, incarnations of the Wyld's power, will appear and should they deem it appropriate they may offer you a few blessings. They willingly give the freedom from Rot corruption flowing through the bodies of visitors though the process is painful indeed. More importantly than this though, they may induct those of appropriate talent into their as Wyldsingers. The twenty Wyldsingers will be replaced should they suffer casualties by some misbegotten heretic and they shall match the appearance of those native to the world.

Rabbit Clan

Rings of the Rabbit - 100 cp: One of the most essential pieces of equipment for one who vies for the throne, a ring. Not a mere piece of jewelry each and every ring is a token of approval from their Clan, a way of tacitly supporting a hero's quest for the throne. They have each been enchanted with a unique blessing to aid you. From the Rabbit Clan you may receive one of the following: The humble Emerald assists in your movements in the open plains allowing swift bursts of speed to facilitate dodging; Pink Topaz grants blessed fortune in regards to one's investment within a residential area, doubling returns; Diamond stands out, inspiring greater awe at your choice of equipment and attire; The Sunstone gives you strength under sunlight to tackle the days many challenges; Rainbow Quartz is a beautiful gem that chips off a fragment every dawn, this can be used as a small battery for magic and can be sold for monetary value; Finally, the glorious Spinel grants you an increased chance of earning fantastic rewards should you go above in beyond in the pursuit of a quest.

Should you be willing to pay further, you can receive additional Rabbit rings for 50 cp undiscounted. But be warned, you will only benefit from one Clan Ring at a time.

Adventurer's Kit - 100 cp: For those seeking adventure in their lives, this kit has everything you need to survive. This kit includes: a sturdy backpack, a pickaxe, a shovel, a compass, cartography supplies, a spare waterskin, climbing equipment, a supply of torches, and all the tools you'll need to deal with the bevy of traps you're certain to encounter on your journeys. Never be found wanting when delving deep into the dark dungeons of the realm.

Hare's Halberd - 200 cp: Perhaps the Rabbits' most ingenious military design. This halberd is crafted to operate for any individual at any plausible reach in close combat. The spear tip and wide-swept axe blade let one have their choice of thrust or cut. The haft of the polearm is easily adjustable and lets you maneuver the dangerous end, both at the farthest edges of your reach or bringing it in close to let you deal with enemies possessing daggers. In summary it is a versatile weapon that accommodates a beginner but has a wide array of options for a master.

Treasure Map - 200 cp: How did you get your paws on this Jumper? On second thought, I might not want to know. Regardless, what you have here is a genuine treasure map, showing you the way to a moderate stash of riches. How much do I mean when I say moderate, you ask? Enough to bring an impoverished noble family back up to decent standing. Of course, treasure isn't the only valuable thing this gives you. Indeed, the journey to get it is just as valuable. The adventure may not grant you any large increase in ability, but you are sure to come up with small tricks of the trade that can prevent more daring expeditions from going awry. You'll wind up finding a new map in future jumps, leading to a similarly sized stash of treasure.

Tinkerer's Plate - 400 cp: Clank, clank, clank. The noise of this equipment might be obnoxious to some but have faith that this armor is of the highest craftsmanship. Custom built for a creature of your size, this full plate is made with the finest steel and fits comfortably over the body. The durability of such construction is enough to take a young child of a rabbit and make them tough as a bear. On top of that it enhances your strength by a modest amount letting you carry the load of two full grown rabbits. Gear can be easily strapped onto this armor and it's crowning feature is the ability to launch the attached gauntlet for a concussive strike. Wonder what psychopathic child cooked this up.

Excavation Site - 400 cp: Rabbits are quite good at digging wouldn't you say? With their massive underground homes and extravagance a lot of wealth comes out of the ground. Marble, sulfur, gemstones, silver, gold, high quality stone or iron. All can be mined and with this you have a steady source. While you can't reasonably expect to mine everything at once, such things are never so convenient; instead you might expect to see three such minerals of your preference to be dug out of the ground at a consistent rate. The speed at which they are mined will be proportional to their rarity, but you have a loyal workforce that will work around the clock to see that the supplies will reach your storehouse. In other worlds this mine can be placed anew with three minerals appropriate to that land.

Ordinance Surplus - 600 cp: How did you get this!? By the King's decree all gunpowder weaponry was confiscated across the land. The wise King recognized the danger these posed and sought to limit the damage firearms caused as they could invalidate the current balance of power by displacing the Wolf Clan. With this item you possess enough gunpowder weaponry to arm a warship. Musket hand cannons with balls of lead or cannons mounted upon a staff that launch grapeshot. You receive a replenishing supply of gunpowder and ammunition every week. Furthermore you shall find that the ammunition found within your stockpile, should they be fired from the provided guns, pierce magical protections with far greater ease, they can also occasionally be found with mystical effects like fire or frost bullets, even the especially rare Wyld blessed bullets.

Artisan Guild - 600 cp: The people of the Rabbit Clan are those of many trades. With this you can become affiliated with some great minds of artisanal genius. Within a rather large estate contains the entirety of a great artisan guild serving under you as either apprentices or coworkers. The estate contains all the tools you will ever need to perform expert level craftsmanship of medieval level luxury goods or services. The total number of craftsmen are fifty in all, but their propensity for sharing the beauty of their works means the teaching of new apprentices is inevitable. The artisans within will specialize in a craft of your choice. Should they number less than fifty then their number replenishes with the changing of the weeks. For the sake of business their form will be altered to fit the local society.

Bandit Clan

Bandit Rings - 100 cp: One of the most essential pieces of equipment for one who vies for the throne, a ring. Not a mere piece of jewelry each and every ring is a token of approval from their Clan, a way of tacitly supporting a hero's quest for the throne. Notably, the Bandit Clan doesn't have the resources to enchant such useful tools, so you just stole them from the other Clans. From the Bandit Clan you may have stolen one of the following: Black Opal, when worn, grants the ability to blend into crowds or buildings within a settlement; Pink Topaz grants blessed fortune in regards to one's investment within a residential area, doubling returns; Amethyst makes your magic impatient, should you choose to stand and fight without using magic the fiercer your magic wishes to be used later in the day, enabling greater spellcasting efficiency; Celestite, a blue stone that enables one to traverse mountains as if they were flat ground; Cinnabar backs up ill deeds, as you acquire infamy low cost, but quick, spells come to mind faster; Alternatively, there is one ring enchanted by the Bandit Clan, Serendibite, this protects you from the bad press of killing civil authorities so long as they were serving a tyrannical government, in addition others will be more likely to donate to your cause.

Should you be willing to pay further, you can receive additional Bandit rings for 50 cp undiscounted. But be warned, you will only benefit from one Clan Ring at a time.

Throwing Axes - 100 cp: There are some times a strong word suffices. These are not for those times. A set of five well crafted throwing axes, perfect for when communication breaks down. You find that any that break or go missing are mysteriously replaced within a week.

Hot Rot Wine - 200 cp: Oooh boy, this is a doozy. This red sludge is Hot Rot Wine, with emphasis on the hot. While not actually that corruptive it has a hell of a kick being extremely spicy. Were it to be spilled it would resemble an acid and give off thick acrid smoke. Why the hell would you drink this? Well to put it simply the initial taste going down is fantastic, it is just once it gets to your stomach that the true pain starts. As a benefit though, the pain is not debilitating, as a matter of fact it can keep you awake longer and boosts your stamina while it's inside. Just be warned, not good for the organs.

Stolen Royal Seal - 200 cp: Well now, this is sure to be useful. What we have here is an official seal of the King himself, stolen either by you or one of your cohorts. With the current state of affairs, the administration of the kingdom has fallen somewhat into disarray and with that comes opportunity. By making use of this royal seal on missives, letters, and decrees: you can trick a large majority of the kingdom into believing and following through with "the King's orders". Of course, you'll still need to write these yourself and make sure they get to the right people at the right time. Just be careful, the seal won't stand up to heavy scrutiny and any 'unreasonable' requests are probably going to get a lot of that. Considering the King's recent decrees though, "unreasonable" is an extremely high bar in Armello. In future-settings, you can receive a seal for a country of your choice, with similar restrictions in regards to bureaucratic efficiency, wariness, and proposal absurdity, and unless the land is in as much disrepair as Armello you likely will not get away with as much. Still handy though.

Bane's Claw - 400 cp: This is a powerful good luck charm, made from the severed claw of a Bane. Such trinkets are rare and may be viewed with distrust by the common folk, but rest assured it is perfectly safe to hold and carry with you. It's said that even a pup could walk among the dreadful wraiths unharmed if they held this. This is true, for as long as you have this Banes will never attack you, unless provoked. In future jumps this can also protect you from the hostile presence of similarly mindless beings of corruption though they will still attack you if ordered.

Winged Boots - 400 cp: A curious, though certainly welcome, find we have here. While a bit unstable at first, these enchanted boots allow you to fly, making quick work of mountain treks and helping you avoid the muck and disease of the various swamps of Armello. Useful to virtually everyone, this is invaluable to those on the run. Though I'm sure someone like you can think of all sorts of other applications for these as well, aye? Be brave Jumper, and trust in the boots.

Mirror Cape - 600 cp: A true mystery, discovered on a throne of ice atop one of Armello's highest peaks. Initially appearing as a marvelous cape of blue and gold, this garment has remarkable features that have yet to be replicated elsewhere in this land. Appropriate then, that it is capable of copying the abilities and appearance of all but the strongest artifacts of Armello but none greater. This can be done by draping the cape over something, looking away from the cape while staring at the form of another item. When trying to conjure a facsimile of an item upon another's person the effects are a bit more unreliable and the cape will seemingly choose at random among their assorted equipment. Items that are granted to you by this cape sadly do not last long, remaining only until the end of the hour or until you have no use for it, whichever is sooner.

Merry Thieves - 600 cp: Welcome to the pinnacle of the life of crime, Jumper. You are now a king among thieves, and what's a king without an army? Under your employ are one hundred bandits, ready to be pointed towards whatever loot you desire. Your loyal 'soldiers' are lightly armed and armored, being equivalent to caravan guards, but tend to make up for that with pure numbers. After all, what's one well outfitted guard to ten bandits ready to get their paws on treasure? Should you lose any of your fellow highwaymen you'll find that they'll be replaced in quick order. Your ragtag group will take on appropriate forms to whatever setting you bring them to.

Dragon Clan

Rings of the Dragon - 100 cp: One of the most essential pieces of equipment for one who vies for the throne, a ring. Not a mere piece of jewelry each and every ring is a token of approval from their Clan, a way of tacitly supporting a hero's quest for the throne. They have each been enchanted with a unique blessing to aid you. The Dragon Clan ring's are notable as not being imbued with normal magic but instead being marked ritually with especially potent Dragon Runes. From the Dragon Clan you may receive one of the following: Sulfur allows journeys through a swamp to leave you in pristine condition, untouched by disease or bog; Basalt helps when one chooses to remain hidden within the many dark dungeons of Armello and enchants your weapon with a tinge of virulent poison; Axinite rewards you for spilling the blood of heretics to the Rot, granting you enhanced capabilities the more worthy opponents you defeat within a twenty-four hour period; Cinnabar backs up ill deeds, as you acquire infamy low cost, but quick, spells come to mind faster; Serpentine is useful for the Sentinels keeping them in balance by lowering their Rot corruption after finishing a quest and providing them with magic in return to heal their wounds or teleport to their next objective, bolstering their meagre magic supplies; Tremolite is the crown jewel of the cult of the Worm, corrupting its wearer with Rot and spreading the Rot over time to all those who come near, either within a day of close contact or a week of being in the vicinity.

Should you be willing to pay further, you can receive additional Dragon rings for 50 cp undiscounted. But be warned, you will only benefit from one Clan Ring at a time.

Cub's Blood - 100 cp: The innocence of youth is a beautiful thing, and easily exploited for nefarious means. This small vial, containing the blood of a bear cub, is the perfect bait for dark and corruptive forces. Just remember, unless you have some way of controlling these forces, it's best if you throw this at your enemies. Once expended, you'll get another vial in a week… just don't ask where we keep getting all this blood from.

Poppet - 200 cp: For those who wish to avoid direct confrontation, this trinket can serve you well. This straw doll is the perfect channel for sympathetic magic of a malicious persuasion, requiring only a bit of blood from the target. Any wounds you deal to the poppet will be inflicted likewise on the true target of your wrath. This only works for one injury upon your target per dose of blood and bear in mind that even should you damage the head it shall not always be inherently lethal, often just causing notable damage. To switch targets one must merely apply a dose of blood from the new individual. The doll will regenerate when not in use such that you don't ever run out of doll to damage and so it can remain as a viable tool in your quest to claim the throne.

Grimoire of Dragon Runes - 200 cp: Quite the find you have there, after all not many in Armello would be bold enough to chronicle such information. This grimoire contains information on all of the Dragon Clan's runes: what they look like, what they mean, and what tools are best for applying them. Be sure to experiment with various combinations and arrangements to achieve new effects. You see, these runes work best when inscribed into flesh, either yours or someone else's, and require blood to function. Most of the results will be of minor to moderate potency, but with exceptionally valuable blood you might see this go beyond such middling power. There's a whole world of possibilities for what you could achieve with these Jumper, and remember: no pain no gain.

Raven's Beak Dagger - 400 cp: Crafted from the skull of a raven and flowing with the essence of Rot and decay, this dagger shall help spread the glory of the Worm. Whenever you gravely wound an opponent with this blade, you'll find that the Rot seeps into the wound and starts to fester within your victim. With a razor sharp beak that can slide through the gaps in armor or inflict dreadful cuts, it could easily cause a pandemic of Rot should you go on a violent spree. The use of such a tool serves many purposes, but the Rot draws from your own inner desire and thus can not affect you similarly beyond what the mere use of this dagger provides. Be sparing though when encountering the same enemy many times lest the blessings the Rot gives them exceed your own.

Reaper's Trident - 400 cp: Swift as a snake and dark as the depths, this trident is deadly. Possessed by a spirit of the Rot, this trident seeks to take life. The dark forces within are merciless and guide unerring strikes against your victim, however their bloodthirst is so overwhelming that it becomes hard to wrest control back for defensive postures or guards. In addition, wounds caused by this weapon are afflicted with a deadly poison, causing death to come fast even for those who manage to survive the initial onslaught.

Bane Blade - 600 cp: This is a legendarily cruel weapon, to both its wielder and its enemies. Filled with a great malice for all things living and made from the materials of the Underworm, this blade is supernaturally light. Furthermore the spirits of countless Dragon Clan lords within bolsters the might and skill of its wielder tremendously. An unskilled squirrel wielding this blade would be able to slay a mighty bear with but a flick of the wrist. Be wary though, this strength comes at a price: for every victim that you fail to kill, the blade will eat away at your life little by little. Though surely this won't be a problem for you, will it Jumper?

Worm Cult - 600 cp: Praise be to Jumper, speaker for the Worm! You are the head priest of this congregation of those blessed by the Worm and its Rot, a grand fourty in number. They are blindly devoted to you, believing that you speak for the Worm itself and would gladly kill and die for you. In fact they would gladly do anything you asked of them, especially if it involved helping spread the Rot throughout Armello. Should any of these faithful be blessed with the gift of oblivion, your remaining flock will very quickly find new converts. Lastly, in order to help you with your divinely appointed task, they shall take whatever form is appropriate for the setting you are in.

Loyalist/Citizen

Bubble Tea - 100 cp: A popular luxury good amongst the nobility, this serves as a refreshing drink and a decent way to curry favor amongst the well-to-do of the kingdom. You receive a small box containing bags of tea. Remember Jumper, Bubble Tea is fleeting, Armello is forever.

Moon Juice and Wyld Weed - 100 cp: Two of the most useful results of herbology in Armello, these tonics have become a mainstay for the aspiring adventurer. When twenty flowers of Wyld Weed are grounded into powder and placed into water, it creates a mild healing tonic: speeding recovery of minor to moderate wounds. Alternatively, a bundle of four dried leaves from this plant can be used as a calming remedy. Ten Lunacaps can have their moisture squeezed out of them in order to create a tincture that helps restore magical energy. You receive ten Lunacaps and twenty sprigs of Wyld Weed each week, as well as the recipes for the herbal remedies.

Feathered Helm - 200 cp: A beautiful helm adorned with bright red and blue plumage, this is equal parts functional armor and fashion statement. Attracting the attention of both commoners and nobles alike, this helmet is sure to leave a lasting impression.

Mercantile Enterprise - 200 cp: Come one, come all! To this… well it could be one of many things in fact. It is most certainly a reputable business of modest fame and resources at least. The nature this takes on is one of your own choosing. Perhaps it could involve a trade of some kind like a candlemaker, or it might be a well-to-do tavern; if one were the unscrupulous type it could also be a criminal endeavor. Regardless of its nature, the money you earn from this is slightly larger than one would expect from a similar establishment. With time, love, financial backing, and resource monopolization this enterprise could grow quite considerably. Surprisingly, any developments made are retained, allowing you to keep minor items in stock outside of Armello or possess persistent decor and investments.

King's Guard Armor - 400 cp: Currently worn by the former Retrievers of Oakenfall, now the King's Guard, and forged by Rabbit blacksmiths. This mastercrafted suit of armor is as strong as the finest plate and light enough to traverse the countryside without major hindrance. This full suit of armor is capable of turning otherwise lethal blows from mundane bludgeons or blades into light taps that you can barely feel. With it, one can hide their own identity and be perceived as an implacable symbol of the King's will within Armello.

Royal Pardon - 400 cp: Courtesy of the King himself, you have been issued a Royal Pardon. With this in hand you are now exempt from all past and future crimes. As a warning though, law enforcement will still try and stop you if you commit a crime in front of them, but they'll stop pursuing you once you hopefully manage to get away. This also won't stop them from defending themselves if you decide to attack them for whatever reason. Be aware, vigilantes and those seeking revenge will be undeterred. Must be nice to feel like you can get away with anything.

Lord's Scepter - 600 cp: A Lord's Scepter is a symbol of office, power, and authority. While carrying this scepter you will find you have an aura of regality, causing those under your leadership to treat you with more respect. As an added bonus, the lands and people you rule over will know greater prosperity through a mixture of fortune and enhanced administrative capability. Your subjects would be most unwise or defiant to reject your gracious rule and are willing to afford greater patience in regards to your antics. This scepter is a sign of your rule Jumper, and it shall be glorious.

Expendables - 600 cp: Sometimes, a problem can be solved by throwing enough bodies at it. This group of underprepared, underequipped, and most likely underpaid mercenaries are for those sorts of problems. Coming in at a total of two hundred ~~suckers~~ hired hands, all of them are absolutely ~~desperate~~ loyal and will serve without complaint. Fortunately, given the usual mortality rate of this kind of help, any who died valiantly in the line of duty shall be quickly replaced. Any who survive till the end of your stay shall take the form of whatever is appropriate for the setting you are currently in.

Companions and Followers

Guppy - Free: Lovely, a loyal squire, this fellow is from the now defunct Frog Clan which consisted of many amphibians. He isn't any good in a fight as he is now, but he does have a bunch of quality adventuring skills such as cooking, camp preparation, fishing, lock picking, climbing and bargaining. His hope is that under your guidance, he can one day become a hero too! Or at least get decent pay.

Companion Import/Creation - 50/300 cp: You can import or create additional heroes for 50 cp apiece, or you can spend 300 cp for a total of eight Heroes instead. Each hero receives a Clan of their choice and 800 cp to spend on perks and items, any Civilians/Loyalists have action to their "Clan's" item stipend.

Canon Companions - 100 cp: Have one of the local heroes caught your eye? Perhaps Mercurio's roguish charm has captivated you, maybe you're appreciative of Thane's loyal sincerity, or have you perhaps reached enlightenment under Volodar. Or maybe you're just looking for a waifu like everyone else, I hear Yordana's single. Whatever your reason, as long as you're in good standing with them you may bring one of Armello's heroes along with you on your journeys for 100 cp.

Drawbacks and Setbacks

A Short Game +0 cp: For those looking for a more 'classic' Armello experience, upon taking this toggle the King will die in a mere nine days. The battle for succession will be vastly hastened as heroes travel extraordinary distances in extremely short time periods. Pushing themselves to their limits of their bodies and sanity in order to claim what they can. This makes the fight for the throne fiercer and more dangerous but also far shorter. Incompatible with the 'Race for the Throne' scenario.

Don't be a Stranger +100 cp: Who is this odd fellow? He appears to be a rather odd, hairless cat with boils strewn across his body and a twitching eye. This incorrigible individual has taken a rather mischievous liking to you and has seen fit to aid you in your quest. He shall guide you to your destination, speeding you along greatly. Mind you such a destination may not be where you wish to go, it instead will be where he wishes to travel. While this is not always constant expect him to take you one step in a random direction for every three you take, though never noticeably until you have been thrown off course. The Stranger seems unbothered by death, rejoining your adventure a mere hour later. The only way to lose him is to step forward into the capital, though worry not, your loyal companion shall rejoin you once you leave that hallowed ground.

Quest Logged +100 cp: Heroes are a foolish lot aren't they? You can expect many odd looks in your time here from those aware of your travels. When you go to complete a major objective of yours somewhere in the kingdom the travel will be fraught with mountains and swamps. More bothersome than that, is the alarming proclivity to have your next major objective take place from whence you came. Expect to journey across the kingdom tracking down leads on bandit groups or cultists only to hear word of their assault close to your base of operations.

Single Track Mind +100 cp: The world has many aspects and plentiful paths to walk as the Wyld itself. That being said you seem to have made your bed in merely one aspect and beyond that you seem to fall short. You are to this aspect as Thane is to the sword or Sana is to the Wyld. Beyond that facet of life, you are rather lacking. This could mean a dearth of social skills, political savvy, survival knowledge, bartering, mathematics and more. You can still perform these actions at a rudimentary level but if it doesn't relate to your one aspect you suck at it.

Malice Rising +200 cp: It seems there's something in you that attracts the darkness of this world Jumper. Wherever you go in this land Banes will never be far behind. You'll have to be on your guard, for they seem to find you especially delicious. Even if you manage to survive the wrath of one of these nightmarish blackbirds, the wounds they inflict often result in corruption. Should you have some way to avoid the attention or, Wyld forbid, even control the Banes you'll still not be able to rest easily. For even if they aren't attacking you, they will instead attack your allies. Their presence will also draw attention to you, marking you as a public menace at best. Keep your eyes on the sky Jumper, and beware the dark wings.

Fugitive +200 cp: "Stop right there criminal scum! You have violated the King's decree, submit yourself to the executioner's block now or receive punishment." Oh boy, looks like you've broken one of the King's laws and are now a wanted fugitive. Unfortunately, not even a royal pardon can deter the guards after you. Nor the ruling of another king upon the throne. The only way you'll be able to get rid of your fugitive status is by taking the crown for yourself.

Agent of Misfortune +200 cp: It seems you've drawn the ire of someone important Jumper. They will constantly hound you on your travels here, sending various assailants after you and attempting to sabotage all of your efforts. They are not unbeatable, nor are the trials they send your way insurmountable, but your time here will be far more perilous until you manage to finally defeat them.

Game of Thorns +400 cp: Oh dear, things are about to become a bit bloodier around here. Whereas before you only needed to worry about twenty four contenders for the throne now there's been a 'slight' uptick to that number. Now, three hundred "heroes" from across the land are waging bloody war for the crown. While not all of these individuals are necessarily objectionable, the vast majority of them will be bloodthirsty, actively malicious, or crazed. These "heroes" are all roughly equal in capability to the twenty four original contenders and a not-insignificant amount of parties take offense to you in particular. Heads will roll, best hope we end up with a new king less cruel than the old, but with the current state of affairs that seems unlikely. Wyld save Armello.

Hoodwinked +400 cp: While you were taking a walk, and minding your own business something most unfortunate happened. A passing thief stole all of your powers and items from outside of Armello, reducing you to your Body Mod and what you've bought here. How did they do this? Uhh… doesn't matter, they have moved to distant lands beyond your reach. Unfortunately, this also seems to have happened to any Companions you've brought with you. Your powers and possessions shall be returned to you at the end of your ten years.

Blackhearted +400 cp: Rot damn you Jumper! All you have to do is look to the King to see how this will end! You've become a wellspring of corruption, bringing blight to the land around you. You're not immune to this either, your body and mind slowly corroding away as time goes by. Your skin will crack open with violet sears and dark vines shall start to grow in the area surrounding you as the environment becomes choked by your Rot. Hallucinations will come from the past, making you believe ancient threats from other worlds are rising again and forcing you to take drastic action in order to 'save' the land. Sunlight will burn you, and the spirit stones will instantly slay you. Make no mistake though, you are not as corrupted as you could be and your corruption shall grow each year, a sufficiently Rot infested individual will be able to manipulate your inner darkness against you. Without constant care, you will perish before the end of your time within this land. Though perhaps miracles can indeed happen. While the curse was caused by magic from distant lands and can not be cured by methods outside of Armello, this is a place of plentiful bounty, a method certainly exists to clean you of this affliction.

Scenario - Race for the Throne

For those of you who wish to claim Armello to bring along with you on your journeys throughout the multiverse, we have a special offer for you. All you have to do is take the throne for yourself. Don't be fooled though, this is no easy task. To claim the throne of Armello, one must be placed into a suitable position to become the next King. There are four primary ways this can be accomplished, the first is through all-encompassing reputation and prestige. The second, third and fourth all have roughly the same goal but through different methods. These methods all include slaying the King, but either for yourself, the Wyld or the Rot.

The challenges a hero will need to face shall be greater than ever before. There are now ten times the amount of heroes running around, all of whom want the crown for themselves. The mad King, now unburdened in cunning, body, and health from his affliction, saw fit to raise ever greater forces. He has raised an impressive number of men to the position of Royal Guard, five times the regular number, these men are all highly trained but the loosening of recruiting standards means that the vast majority of them are amoral and willing to commit atrocities at a word or bribe. The King's corruption has progressed significantly from where he would normally be during this time, but his lifespan is expected to last until the end of the decade. This blight upon his body has seen a vast increase in the sightings of Banes across the land, the number almost tripling from reports. With the Rot consuming the land, the Wyld has weakened; this has caused a dearth of Spirit Stones and only four can be generated, one every two years. In order to achieve victory under these conditions one must be clever, strong of body, and intense in spirit.

Should you attain prestige and glory while preventing the King from perishing to rival heroes for the course of a decade then the nobles and citizenry of the land will flock to your banner and declare you their true and rightful king. Having the support of the people, your rule shall be great and the kingdom of Armello will grow in prosperity greater than before. This shall hold true even if your skills as a ruler are lacking, but should you indeed be a truly magnificent king then this prosperous growth will see a never-ending golden age; so long as you do not grow mad as the previous king once did.

If you wish to take a more expedient route and merely slay the King you will receive the smallest of the reward, but fear not since these rewards are still of great value. You will take the King's blade 'Pride's Edge' and his armor 'Wyldhide' for your own; these are enchanted arms and armor and grant you indomitability like the King himself once had, the sword shall turn all your enemies failures in combat to your immediate opportunity and Wyldhide is capable of turning small but critical failures of combat into a surefire defense.

Were you to be more faithful to the Wyld and gather the four spirit stones to purify the King, the might of the stones has been infused into your very being. You now have power akin to the Druids, the living embodiments of the Wyld, and now have great control over plants and life itself. Your presence will also induce the crystallization of spirit stones in future worlds, they usually appear around holy sites. When four of these are gathered you can use them to completely purify any Rot corrupted individual or location, though the use will cause the stones to be exhausted as well as cause damage equal to the level of corruption for any individuals purified this way.

Finally, were you to grant victory to the Worm and become the greatest champion of Rot ousting your peers from the title then you shall be a true avatar of order and fester. Your dark power helps to overwhelm other forces of evil in other lands aiding you in overcoming their strength should you be more malicious than they. Furthermore you can create flocks of Banes with but a wave of your hand by using your raw magical power, evil rituals, or drawing them up from the sickness of the land.

To succeed in this awe inspiring task will grant you the crown and make you King of Armello; enabling you to take these lands wherever you go. Are you courageous enough Hero?

Ending

Go Home

Stay

Continue

Notes

-Plain text version: https://drive.google.com/file/d/1ooMkOedFMrL_OPlkZx3UxYtUQTe6GXu2/view?usp=sharing

*-To give you an example of how powerful the King is in game, he has *7* Fight and *9* Body and his feats in his Novellas give him comparable Wits and Spirit. He is not a foe to take lightly. Though in his prime he most likely has *9* in all stats.*

-To clarify, in case it was not obvious when it says "But be warned, you will only benefit from one Clan Ring at a time". That means for example if you use a Wolf Clan ring you can't use another Wolf Clan ring or a Rat Clan ring, etc. You may still use other rings from other jumps.

-To also give an easier reference for what Fight can do, each point of fight will allow you to take on the equivalent number of armed bandits or generic guards. For medieval times anyways. Guns complicate things and firearms were recognized as a danger by the king. Though it does give us a good example of Body since you could reasonably expect to consistently survive as many flintlock pistol shots as your Body stat assuming you don't get hit in a critical location like your head in which case it would half that.

-Butcher of Vengeance is not a perk related to the Rot, the "something unknown" is neither Wyld nor Rot.

-Wyld Priestess to clarify, lets you fight corrupted creatures of the Rot, in future worlds this takes the form of undead, or those infected by energies or presences that sap life from things to give a broad analysis. It does not affect things that are evil by themselves; they need to specifically be choking out life or be anathema to life.

-There are some other fantasy creatures like ogres. But they don't come up much, so whether they are encountered or not depends on how far outside of the kingdom you go.

-For Game of Thorns, not all of the additional "heroes" will be from Armello, they may come from lands afar.

-Yes, the Bear Clan are basically just fuzzy Jedi. And no, we really don't get much other than that lore wise (a whole freaking novella in-game and all we get about their culture is the writing equivalent to table scraps) - Just-Another-Anon

-No, ignore him, he knows not what he speaks. - KilAnon