Worth The Candle

by Blizlightning

Welcome to Aerb, the primary setting of Worth the Candle. Aerb is a vast fantasy world shaped by the imagination of Juniper Smith, drawn from the roleplaying games he once ran on Earth for his friends. Its magics, peoples, and histories appear to originate from those games and now span a complete world of continents, planes and civilizations.

Aerb is a flat hexagonal world about twenty-seven thousand miles across, with a surface area of roughly 1.9 billion square miles, around ten times that of Earth. It contains forty-four continents and eleven oceans, its climates shaped by a super-atmospheric projection layer that bends sunlight to create regional and seasonal variation.

Roughly five hundred years ago, Uther Penndraig united much of the world under the First Empire, saving it from countless cataclysmic threats. His reign brought standardization, education, and technological reform, but after his disappearance the empire fragmented, leading to centuries of upheaval. The Second Empire rose centuries later, achieving global reach and committing countless atrocities in the name of progress before its collapse.

In the modern day, Aerb is ruled by the Empire of Common Cause, sometimes disparagingly referred to as The Third Empire, a loose coalition of nations bound by trade, bureaucracy, and uneasy cooperation. Many who lived during Uther's reign are noticing concerning signs, as ancient and existential threats dormant for five centuries begin to stir once more.

You arrive just as Juniper Smith would be Dream Skewered into his Aerb counterpart on a plane above The Risen Lands on Yaub 29th, 527FE.

Take **1000 Choice Points** to purchase boons from this document, you're going to need them.

Starting Location

*You may choose anywhere on the prime material plane of Aerb as long as it isn't secured as your starting location. Alternatively you may roll a **1d20** to determine where you start, receiving +100 CP.*

1 Barren Jewel
Barren Jewel is a somewhat lawless city at the center of the Datura Desert Exclusion Zone, protected from the surrounding wasteland by Alvion's Word, a lasting spell that keeps the thaum-seekers at bay. Inside the city anybody can summon barren bread and barren milk in vast quantities, sustaining much of the world through bulk teleportation.

2 Boastre Vino
Boastre Vino is a lively mountain town that serves as the gateway to the Athenaeum of Speculation and Scrutiny above. Known for its inns, taverns, and student crowds .

3 Junah
Junah is a walled, tiered city rising above the Alden Coast, each level separated by heavy fortifications covered in wards. The Athenaeum of Barriers controls the city and serves as the world's foremost center for warding, its upper tiers restricted to advanced study and research while the lower ones house students, workers, and everyday life.

4 Lensen
Lensen is a floating island city created to serve as the mobile capital of the Empire of Common Cause, meant to move between nations as a symbol of unity. It moved only once before becoming permanently anchored above Parrungal.

5 Kresham
Kresham is a coastal city built and maintained by the Salin, a species that survives through continual study and record-keeping. It houses the Athenaeum of Mathematics and Metaphysics, where research into numbers, navigation, and star magic is conducted.

6 Cranberry Bay
Cranberry Bay is a coastal city in Esplandian and home to the Athenaeum of Bone and Flesh, the largest center for healing and bone magic on Aerb. Like most athenaeum cities, its facilities occupy much of the urban area and are integrated into the city's structure.

7 Sanguine
Sanguine is a fortified city-state built on the ruins of a former vampire court and now home to the Athenaeum of Quills and Blood. The city's foundations and architecture still reflect its past rulers, with stone halls and sheltered narrow streets once built for nocturnal life.

8 Claw and Clocks
Claw & Clocks is a divided city built around the twin houses of its athenaeum, one devoted to bodily transformation and the other to revision magic. Once a hub for time and flesh magics, it now endures as a fractured remnant of its former power, its paired institutions maintaining an uneasy balance within the city.

9 P'emp'te Valley
P’emp’te Valley is a domed city built around the Athenaeum of Sound and Silence, known for its underground Li’o’te Temple and the constant music produced by its vibrational mages. The city’s design emphasizes symmetry and acoustics, reflecting its dual study of still magic and vibration magic.

10 Caerdall
Caerdall is an ancient city that predates the Empire, long defined by the Athenaeum of Ink and Ardor. Founded by passion mages and later joined by ink magic, it remains a major center for emotional discipline, artistry, and magical study that has persisted with little change for ten thousand years.

11 Crenn
Crenn is a mainland city built around the Athenaeum of Might and Motion. Its wide streets and wooded avenues date back to its origins under wood mages, while newer districts are built to accommodate the velocity mages who train and work there.

12 The Vervainium
The Vervainium is a sprawling garden city dedicated to the study of flower and pustule magic. Its campus is known for extensive conservatories and cultivated habitats that support research into magical plants and animals, forming one of the most biologically diverse centers of learning on Aerb.

13 Scamadus
Scamadus is an industrial city long associated with steelworking and the origin of steel magic. It houses the Athenaeum of Steel and Sweat, where steel, skin, and carapace magics are taught alongside the city’s long tradition of craft and large-scale construction.

14 Stars and Sigils
Stars and Sigils is built on the Buried Steppes in the Festus Desert, with part of its campus existing in the ethereal plane. It serves as the primary center for rune and star magic, housing two of the world’s five runeforges and extensive facilities for celestial study.

15 Keys and Cloaks
The Crooked Citadel, built on the Riaj Delta, serves as the seat of the Athenaeum of Keys and Cloaks. Known for the study of sand and air magic, it remains a small but durable center sustained mostly by the usefulness of its sand magic constructions that have been built over hundreds of years.

16 Cidium
Cidium is a city built into the eastern cliffs of the continent of Widders, rising three miles from the ocean. It functions as a stacked settlement connected by vast elevators and bridges, with each level supporting distinct districts, industries, and ways of life.

17 Caledwich
Caledwich is the largest city in Anglecynn and former seat of the First Empire, rebuilt under Uther Penndraig’s direction after near-total destruction. Its careful planning,

wide green spaces, and enduring infrastructure still reflect his vision, even as modernization and political division have reshaped much of the city around it.

18 Fumblebuck
A small farming town in Anglecynn of around ten thousand people. For the most part, not a very interesting place.

19 Out of Aerb
There are at least 63 other planes of existence connecting to Aerbs Prime Material Plane such as the elemental planes, The Plane of Mirrors, The Infinite Library and many others. You arrive in one of these other planes. Hope you have a way to survive and/or get to Aerb!

20 Exclusion Zone
You arrive in one of the many Exclusion Zones across Aerb.

Age and Gender
You may freely choose your age and gender.

Origins
All origins may have memories appropriate for the origin along with histories in this world or be chosen as a drop in, eschewing memories or history. All origins are written assuming you have a history but the circumstances can be disregarded for drop ins.

Dream Skewered [Free]
The Dream That Skewers is known as a rare phenomenon on Aerb where a person loses their memory of their life on Aerb, gaining memories of a life lived on a place called Earth. Even though all origins can be taken as drop-ins without memories, this one truly is, with the circumstances of your arrival left largely up to you. If taken 'non-drop-in', your body will have had a history on Aerb before you awoke within it.

Civic [Free]
You hold a position within one of Aerb's countless governing bodies, defaulting to you being one of the minor Princesses or Princes of the Lost Kings Court. You were raised to understand the machinery and machinations of state affairs.

Scavenger [Free]
You've spent much of your life on the edges of civilization, prying value from places where none should remain. Exclusion Zones, battlefields, ruined towns, you've made a living picking through danger with quick hands and quicker instincts.

Security [Free]
You are an operations security specialist trained to find failure points in defenses, protocols, and plans. Blind spots, weak links, and hidden attack vectors stand out to you the way cracks do to others.

Loci [Free]
The Loci are unfathomable beings of creative and natural power. Empowered by a territory they then empower druids with inexplicable magic abilities. You have something of this within you able to bend unbendable rules and empower those you choose with your magical abilities.

NullPointerException [Free]
You shouldn't really exist, you may be an evolved Non-Anima or something stranger but you have control over your soul (or lacktherof) that really shouldn't be possible. Demons and Devils? Sounds like lunch.

Entad [Free]
You are a sentient Entad. A unique magical item that can think like any of the mortal species. You may select your form though nothing that can inherently move itself. This form defaults to a small house.

Experienced [Free]

This isn't your first adventure, you may have even been one other Uthers Knights five hundred years ago. Either way you are more experienced and may even be an exemplar in your field.

Architect [Free]
You build, design, and refine. Machines, buildings, tools, and more all yield to your need for structure and improvement. Whether trained engineer or self-taught maker, you see the world as a series of interlocking parts waiting to be understood and perfected.

Gamer [Free]
You've spent your life playing games and breaking them. Rules, exploits, and edge cases come to you naturally, and you can turn any system into something abusable. You are the dread player of every Dungeon Master, forever meta-gaming and finding the loophole that wasn't meant to exist.

Librarian [Free]
You understand that information is the most dangerous weapon of all. You've built your life around collecting, organizing, and preserving it. You're either affiliated with The Infinite Library or are currently researching something that has caught your attention.

Mercenary [Free]
You've made a living through danger, selling your skills to whoever can pay. You may be a member of a fireteam or another kind of operative, trained to operate where few others can. Battlefields, escort jobs, body guard work you've done it all.

Alternate Juniper [Free]
B-Side Juniper and The Narrator may not be the only other Junipers out there. You're a Juniper that doesn't really fit into the context of this world. (You don't have to be Juniper for this origin, but it is encouraged).

Uniquities Agent [Free]
You're an agent of the Uniquities Division of the Empire of Common Cause, a bloated organization built to cut through red tape and respond to unique or unpredictable threats to imperial stability. Though officially focused on crisis management, its near-total autonomy and minimal oversight have allowed it to grow into a vast network with authority that reaches almost everywhere. You're part of the system, but only barely.

Enpersoned Exclusion [Free]
You either dabbled too freely in magic or just got unlucky and have become an Enpersoned Exclusion who may have spent a long time trapped in the bubble of their exclusion. You're free now but should you be?

Lost Age [Free]
You are a little out of place in this time. If not a drop in then you have probably either lived for hundreds of years or you were displaced from your time. You have access to knowledge and magics that have since been lost to time.

Student [Free]

You are a student attending one of the Atheneums of this world. Your career is only just beginning, but your talent and potential are already clear. You have the focus and curiosity to make something of yourself

Roleplayer [Free]
Playing a Character has always been easier for you, perhaps you'll be able to play a character so great it will forever mark it's legacy on this world.

Professional [Free]
A talented working stiff engaging in the world in some kind of non-combat role.

Species

There are over two hundred recognized mortal species on Aerb. You may select any as your starting species. Most options are roughly equivalent in overall potential, but particularly advantageous traits or abilities increase the cost.

Disadvantage [+200 CP]
A form notably weaker, limited, or socially marginalized compared to a baseline human. This tier also includes immobile entads such as a sword or a house. Those with Entad origin must take this for no points.
Examples: Criios; Tuung.

Neutral [Free]
Comparable to a baseline human in capability and lifespan.
*Examples: M*ost common species such as humans, dwarves, halflings, and most Anamalia.

Superior [200 CP]
Marked advantages in multiple domains, significant magical affinity or ability, or highly resilient physiology.
Examples: Broshe, Anolia.

Exceptional [400 CP]
Species with clear superhuman capability or inherent magical systems. These may confer combat, survival, or knowledge advantages by default.
Examples: Vitric, Elves, Bellad, Changeling

Rare [600 CP]
Rare and near-legendary species whose biology or metaphysics vastly exceed mortal limits.
Examples: Renacim, Ell.

Apex [1000 CP]
An apex creature of this world with many many advantages over other mortal species.
Example: Dragon

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Dream Skewered

Dungeon Master [100 CP]
You have Juniper's knack for worldbuilding. Given a framework, you can create convincing histories and cultures that hold together with internal logic. You're skilled at spotting gaps, filling them in with plausible detail, and shaping coherent worlds from fragments.

Hindsight [200 CP]
When reflecting on your past actions, you can evoke strong clarity about what your own conception of a good person would have done. This insight shows you, without distortion or excuse, how you could have acted better and how you can be better going forward.

Error [400 CP]
Once every ten years this perk may activate in order to protect you from something that would irrevocably change you. This includes things like dangerous memes, soul fuckery, mind control, time paradoxes and other esoteric effects. Instead you'll experience an 'error' screen that will have you retain some small control over yourself, enough to fight off the effect or otherwise save yourself.

The Game Layer [600 CP]
The Game Layer is a set of video game or RPG-style systems that empower you.
A hidden meter of experience fills as you defeat enemies or complete quests, granting levels when full. Each level restores you completely from injury or illness, awards stat points, and delivers a rush of euphoria that grows stronger with progression, though never dangerously so. Stat points can be spent to raise quantified attribute groups of Physical, Mental, and Social. Luck exists outside these groups: it influences everything, but governs nothing.
You begin with forty possible skills, chosen semi-randomly but weighted toward things you would find useful or appealing, and covering any magics you have purchased in this document. Skills are tracked and grow through use, especially under pressure, advancing fast enough that you could learn the fundamentals of a magic and a couple of spells from a thirty-minute training session with a novice. A skill's maximum is capped at triple its governing attribute and five times the skills secondary attribute. At certain thresholds, virtues unlock, granting unique abilities otherwise unreachable.

Civic

Rational [100 CP]
Once you decide on a rational course of action, you have the willpower to follow it through. Doubt, fatigue, and emotion can slow you but never divert you, letting you endure what logic demands until the task is done. You can maintain this clarity even under stress, resisting impulsive choices and keeping sight of long-term reasoning when others might lose perspective.

Increased Stat – SOC [200 CP]
Each purchase of this increases your Super Stat of **SOC** by one and all of its sub-attributes by one. In game terms it is as though you have another level of attributes, though if you have a system these stats will be a part of your base stats and not increase your starting level. All stats should be considered starting at a 2 as the attribute level of the average person with an 8 being something of a cap on what is possible for a vanilla human.
Can be purchased multiple times.

Technological Revolution [400 CP]
You have a mind suited to importing and adapting advanced knowledge into less developed worlds. When given access to modern or foreign information or technology, you can research, understand, and prototype reasonable replications. You can also map out a viable technological uplift path for society, identifying what needs to come first and what relies on later developments. This includes the ability to adapt to unusual local problems, such as magical interference or entities that interact with technology in unexpected ways. You are also adept at recognizing practical bottlenecks in materials, infrastructure, or expertise, allowing your plans to account for what a society can realistically support rather than relying on ideal conditions.

Multitasker [600 CP]
You can split yourself into multiple independent clones. Each clone takes eight hours to create, though this requires no real effort on your part. Clones may be recalled from any distance with another eight hours per recall, either merging with you or dispersing harmlessly.
With ten minutes of concentration and touch, you can integrate with a clone, either merging its essence into yourself, merging yourself into it, or exchanging updates both ways. If any clone dies, all clones die. If you die, all clones die.

Clones cannot use magic or Entads and cannot engage in combat in any way. You may maintain no more than thirty clones at a time.

Scavenger

Comic Relief [100 CP]
You have sharp timing and an effortless wit. Your humor can ease tension, lift morale, or distract enemies at just the right moment. Playing the fool comes naturally, and others often underestimate you.

Elf Luck [200 CP]
You are lucky in the way that Elves are Lucky. At its most basic level this is something like a 'spider sense' alerting you to danger before it happens and giving you instincts on when/how to move. But it also has an influence in the world around you, higher levels could leave you winning a coin flip 90 out of 100 flips. In Game Layer terms each purchase of this increases your LUK by one.
Can be purchased multiple times.

Sur-thrive-al [400 CP]
You are suited to survival in some of the most dangerous places in this world, Exclusion Zones. When operating in zones like this with unique threats, you're able to come up with plans of action to combat those threats and, perhaps more importantly, find ways to extract value from these places. Most basically this could take the form of being good at looting valuable abandoned resources, but you'll also be able to identify less tangible ways to extract value. The more times you engage in the same zone the better you will get at combating the unique threats of that zone.

Symbiosis [600 CP]
Select one person each Jump; you and that person each gain half of the other's skills. If either of you have a Game Layer, the other gains half of all Skills tracked by that system, even magics. Otherwise, you both gain access to the five "highest" skills the other possesses. Shared skills update as either of you improve, and each of you can use borrowed skills naturally, though without gaining any associated memories or personal insights beyond the skill itself.

Security

Steady [100 CP]
You carry the weight of your past mistakes without being crushed by them. Regret and guilt never fade, but they push you towards being better rather than drowning you in regret. You remain emotionally functional under burdens that might break others, able to reflect honestly on failure without spiraling into paralysis, self-deception, or despair.

Operational Security [200 CP]
You have professional-grade awareness of vulnerabilities in people, systems, and structures. Whether physical defenses, magical wards, or social protocols, weak points stand out to you almost immediately. This knowledge comes from the perspective of defence, but it could also be used for offence.

Wardproof [400 CP]
You can selectively ignore wards that would apply to you, the things you wear and carry, and up to one other person (at a time). This ability activates automatically when the effect of the ward would be undesirable and can be selectively applied to any ward you choose. In future jumps this will work for other kinds of magical wards.

Warder [600 CP]
You receive the Magic Wards for free upon purchasing this. You have a greater well of concordance, equal to one who has been training for decades and, more importantly, you can attach wards to yourself as easily as you could anchor them to Aerb. You are also markedly more adept at sustaining, layering, and managing multiple wards at once, allowing more intricate or demanding ward configurations.

Loci

Saxud [100 CP]
You can think like a druid. Holding opposing thoughts in your head or deliberately 'going with the flow' and limiting yourself from questioning/thinking about something too much. If somebody said 'don't think about elephants' you could actually not think about elephants.

Degree of Reasonableness [200 CP]
The world bends a little more in your favor. Any ability, effect, or rule you use gains one extra degree of reasonableness in interpretation. A power that applies to chairs might also extend to stools, benches, or thrones. It is never enough to break the intent of the ability, but it reliably stretches the edges, smoothing over some pedantry and technical limits.

Yaxukasu Axud [400 CP]
Once per jump, or once every 10 years, you may invoke the ritual of Yaxukasu Axus, the rebirth ritual. You'll require the soul of the person you wish to bring back along with being able to physically give birth (or have a willing participant who can give birth). This will consume the soul, causing the host to become pregnant with an identical physical copy of the dead person ensouled with their own soul. You'll still need to go through the full term of the pregnancy and the baby born will need to grow up but they will slowly recover their memories as they age regaining their full set of memories by the age of 12.

Source of Magic [600 CP]
Like a locus, you can empower people with one of your purchased magics. This draws from a pool of power separate to whatever you draw from for that magic but at your weakest you'll always be able to empower at least one person. They can use this power as long as they are near you, though near means at most a few kms at your weakest. They can use this power at least to the same beginner skill level as one would have purchasing any of the magics in the magic section.

Upon selecting this perk you need to select a source for this power that you will need to cultivate in order to grow your empowering pool of energy. This could be Nature, Death or any other abstract concept. As long as you and your Empowered are cultivating this concept in both actual and metaphorical ways, this ability will grow, allowing you to empower more people and also for your Empowereds to go further from you while still accessing their abilities.

NullPointerException

The Red [100 CP]
You are unusually good at utilizing skills or powers you did not earn. Temporary, granted, or copied abilities feel natural to use while you have them and you also quickly adjust to losing these or other skills.

Protected [200 CP]
You're mentality doesn't degrade from exposure to the worst the world has to offer. You could hold the thoughts of devils that have spent thirty thousand years delighting in the misery of mortals and not have it effect you negativly or alter the way you think.

Some-Anima [400 CP]
You choose how your soul is recognized at the point of interaction. For each effect, ward, spell, scan, or entity that keys on souls, you reflexively decide whether you count as ensouled, soulless, or another context dependent state you meet. You default to ensouled.

Infernal Capture [600 CP]
You have absolute dominion over your physical and metaphysical boundaries. Any attempt to possess, dominate, or otherwise override you fails, and the intruding consciousness is captured inside you. Captives are ripped apart and cannot harm or influence you. You may read their memories and use their skills as if they were yours, limited by your anatomy and available magical resources, burning away at their parts or digesting them to fuel use of them. Entities too metaphysically large instead have a part of them 'bitten off'.

If you have some way to capture the souls of mortal beings you may also consume these, digesting them and accessing their memories and skills.

Entad

Sensorium [100 CP]
You can adjust to nonhuman senses with ease. New sensory channels integrate quickly, and you also have a greater capacity to handle overwhelming sensor input

Human Form [200 CP]
Whatever your form takes, you're able to transform yourself into a somewhat humanoid form, though the time and difficulty of this depends on how much you have to change.

Downtime [400 CP]
Once per jump, or once every 10 years, an opportunity will arise for you to slip away for a year of quiet growth. This might be a pocket space with accelerated time or a peaceful retreat in some small corner of the world. During this year your capacity for personal development is greatly increased and you can focus on rest, healing, and becoming better. Major problems in the wider world will either pause, resolve themselves, or be handled by others while you are away. You cannot control when this opportunity appears, but you will always recognize it. If you deliberately seek out danger or disruption during this period, the effect ends early.

Meta Entad [600 CP]
You may absorb magical items into yourself, taking their powers as your own. A sword that changes shape would grant you some shapeshifting, a cloak of invisibility would let you vanish at will, and so on.
Caution is required: you cannot shut off absorbed effects so extreme care should be taken for what you absorb. eg. An item that grants constant x-ray vision will overlay your senses at all times. Items bought with CP that are merged will have no detrimental effects or only have detrimental effects when the effect is in active use. This ability isn't quite as strong as Bethals, you cannot change the scope of an items power only utilise it.
At the start of a new jump, you may purge yourself of all absorbed items, restoring CP-purchased ones to their physical forms and destroying any others.
In future jumps this will also work on other 'Unique Magic Items'.

Experienced

Experienced Readiness [100 CP]
You can switch into combat mode instantly. You could be relaxed and laughing at a campfire feeling safe one moment and be ready to fight at the slightest sign of danger.

Increased Stat – MEN [200 CP]
Each purchase of this increases your Super Stat of **MEN** by one and all of its sub-attributes by one. In game terms it is as though you have another level of attributes, though if you have a system these stats will be a part of your base stats and not increase your starting level. All stats should be considered starting at a 2 as the attribute level of the average person with an 8 being something of a cap on what is possible for a vanilla human.
Can be purchased multiple times.

Downsides [400 CP]
Many species in this world and others have some severe downsides accompanying their strengths. With this perk you may select one weakness of a species you belong to, replacing it with what an average human could do. Examples for this include a vampire being able to be exposed to the sun, an Ell being able to learn new things as fast as a human or a Kryptonian being unaffected by kryptonite (except for potential cancer from long term exposure, like a human could get).
This may be purchased multiple times for further weaknesses.

Exemplar in Your Field [600 CP]
You have skill, talent and knowledge in in one skill of your choice (magical or mundane) of a master that has been practicing and studying for decades if not centuries along with a few unique abilities with this skill beyond what somebody could normally achieve (in Game Layer terms, you have level 60 in the skill and all it's virtues, higher than potentially everybody else within this world, but still with room to grow).
If this is a Magic Skill, you may purchase it for 0 CP.

Architect

Crafting [100 CP]
Choose one mundane craft such as woodworking or smithing. You perform at the level of twelve years of solid experience, or level 20 if you have a Game Layer and will learn new aspects of this craft faster than you otherwise would.

Esoteric Engineering [200 CP]
You possess expert knowledge in a single unusual and narrow field from this world, such as storing and utilizing electricity from souls or forging weapons from void crystals. This also covers specific free magics such as bulk teleportation or Familiar Binding. Each purchase grants mastery of one such craft from this world, including both the theory and practice needed to apply it reliably.
This perk may be purchased multiple times, granting a different craft with each purchase.

Combo Virtue: Crafting [400 CP]
You have skill in three related crafting, construction, or technical skills that merge into a pseudomagical level of creation. Can be purchased multiple times. This combination can include a purchased magic, as long as the focus is for it to supplement the mundane craft. The Combo Virtue can grow in scope as you become more skilled. Can be purchased multiple times. See notes for examples.

Forge Frenzy [600 CP]
You may intentionally enter a forge frenzy, the state in which entads are born. To trigger it, you must wait a minimum of one month and may delay up to ten years. The longer you wait, the stronger the frenzy: short waits produce modest items with a crafting time of a week or so. The longest wait could see you creating an Entad the equivalent of almost any Entad you could purchase in this document, with crafting time lasting months or even years.
When the frenzy begins, you are consumed by obsessive devotion to the task of creation. Knowledge of what is needed comes to you, along with the skill and drive to complete it. The process overrides reason and normal emotion until the work is done. Once finished, the frenzy fades, leaving you with the entad or set of entads created.

Frenzies cannot be duplicated or meaningfully imitated, no matter how closely others observe. The magic runs only through you in that moment, and the results are always singular. You don't have control over the nature or end result of the Entads you create.

Gamer

Munchkin [100 CP]
You can push against the boundaries of any system you study, finding workarounds, edge cases, and novel applications. This works best working in concrete systems with known elements.

Game Layer Lite [200 CP]
You possess a stripped-down version of the Game Layer. You may track up to five skills, each with virtues unlocked at level thresholds. Levels award stat points to be spent on Physical, Mental, or Social attributes, these do not alter you physically or mentally and are primarily a method here to limit your skill growth. A skill's maximum is capped at triple its governing attribute and five times the skills secondary attribute
Growth is accelerated compared to ordinary practice, but still far slower than higher tiers. A lesson that might take years of effort for most people could take you around a month but remember this growth is capped by your attributes and level.

Respec [400 CP]
At the exact middle point of a Jump, you will be given the option to Respec, points put into perks and magic (or other 'personal' point options in future jumps) can be moved around and put into different perks or magics. This won't allow you to buy items or companions and you lose all skills related to those perks that you have built up over the years. If you have any of the Game Layer Systems you will also be able to move around what Skills you have selected.

DnD 'Flashback' [600 CP]
Occasionally, at the start of a fight or other encounter, yourself and any of your close by allies will be mentally transported to a room with a large table covered in a DnD battle map of whatever your environment is. Time is paused while in this space and there is an inviolable aura of relaxation and 'play' that makes it basically impossible to do anything other than have a fun game. In this space you'll all play out whatever encounter you're about to be in as a DnD game run by a pretty chill guy, with your characters in the game being representative of yourselves and your abilities. After this game session that will last a few hours you'll all be returned to your bodies with knowledge that you otherwise wouldn't have, it's not perfect but you'll have lots of foreknowledge you shouldn't have such as secret magics, tactics, traps, reinforcements or otherwise.
Once a week you can enter this space with a group for the purpose of playing roleplaying games for fun in a time stopped space, characters are still based on yourselves so you may still learn something about your skills and limits.

Librarian

Bookworm [100 CP]
Reading a book for pleasure or study relaxes you, giving you the same benefits as if you had spent the same time meditating. You're also able to focus when reading for longer and retain more.

Multiclass [200 CP]
People that come to the library are usually already accomplished in some way. You may select a second Origin within this document to receive it's discounts. This is for this jump only.

Boons [400 CP]
You've been around the block and had a few adventures that have granted you two powerful boons. First, you no longer need sleep and suffer no ill effects from this. Second, you cannot be affected by cognitohazards or memetic effects of any kind.

Head Librix [600 CP]
You receive the Perk Library Magic for free along with having around 12 years of training in it (Level 20), and you know the method of accessing The Infinite Library. In future jumps, you'll be able to access other versions of The Infinite Library, though they will have particulars and differences depending on the local cosmology, potentially being drastically different in function, but always taking the form of a library.

Mercenary

Ambidexterity [100 CP]
You no longer have a dominant hand. Removes the penalty for attacking with an off-hand, because you don't have an off-hand anymore. You have no natural preference for which hand to use.

Increased Stat – PHY [200 CP]
Each purchase of this increases your Super Stat of **PHY** by one and all of its sub-attributes by one. In game terms it is as though you have another level of attributes, though if you have a system these stats will be a part of your base stats and not increase your starting level. All stats should be considered starting at a 2 as the attribute level of the average person with an 8 being something of a cap on what is possible for a vanilla human.
Can be purchased multiple times.

Combo Virtue: Combat [400 CP]
You have skill in three closely related mundane combat skills that have elevated together to a pseudomagical level. The key example is a Bladebound, with the combined skills of Two-Handed Weapons, One-Handed Weapons and Parrying, you are able to bond to a single weapon to achieve feats such as parrying arrows and bullets and slicing through steel and other similar physics-defying abilities that are not magic but pseudomagical expressions of your skill. This could be any three broad skills as long as none are magical in nature, and as long as it does not exceed the power or supernatural ability of a Bladebound. The Combo Virtue can grow in scope as you become more skilled. Can be purchased multiple times.

Helldiver [600 CP]
Once per jump, if you die, you return to life after a journey through that world's afterlife or an equivalent realm. The path back is always convoluted, maybe a bargain with a demon, a jailbreak from hell by your allies, a strange quest among the dead, or a cost your living allies must pay. This will be accompanied by a time jump of 3-6 years you don't experience (not influencing your total jump time) that will almost always be positive for you. Perhaps your allies would have grown stronger and gathered more resources, or maybe an enemy has been defeated during this time.

Alternate Juniper

Narrator [100 CP]
You have experience with Writing, equal to around 12 years or level 20 in game terms. If you have a game layer system you can have this as an additional skill and will grow even better with time and practice.

Game Making Wunderkind [200 CP]
Even if you existed in a world that had never had tabletop roleplaying games you would have the game making ability to create a reasonably functional system. You also have the DM chops to be able to run entertaining games within whatever systems you create.

All of them [400 CP]
You have a quality that opens up the people around you into being open to being polyamorous with you. It will still take communication and work but whether its a group of companions or multiple copies of the same person you have the potential to engage with everyone romantically and or sexually.

Other Side Magic [600 CP]
You have access to a somewhat Out of Context magic such as any of the 'Other Side' Magics like Slug Magic or Oil Magic or if you would prefer a magic referenced in story but not extrapolated on such as Computation Magic or Allomancy.

Uniquities Agent

Bureaucracy [100 CP]
You have a natural talent for all forms of paperwork, able to file forms or submit reports in a fraction of the time it would take somebody else and you never find paperwork mentally draining, with completing paperwork giving you the benefits as though you had spent the same amount of time meditating.

Shady Deals [200 CP]
Sometimes you need to keep things from the greater population for the greater good. You have a particular skill in convincing people that it is in their best interests to keep your secrets.

Backing [400 CP]
You hold a position of some authority in a private or government organization with some sway across Aerb. Defaulting to membership in the Department of Uniquities. Your role with this group is somewhat unique, having their backing but falling through the cracks such that you have nobody in particular to answer to. You'll be able to act with their weight behind you as long as you don't cause them too much trouble. In future jumps your be able to have a position in a similar organisation.

Meme [600 CP]
You have been fused with something that was summoned into the world, something wrong, something terrible and it tried to make you a part of it, instead you have made it a part of you. You're no longer Jumper but the idea of a Jumper. Flesh and blood to all appearances, but really something more. Up to three times in a single Jump you can avoid death, simply appearing from around a corner near by unharmed with your corpse disappearing. It's very hard to kill an idea.

Enpersoned Exclusion

Excluded [100 CP]
You maintain your routines, motivation, and emotional balance without social contact. You can still get joy from socializing but you will not suffer from extended time alone.

Custom Skill [200 CP]
Though Excluded in this world, you may create your own custom skill which you will not be able to change for the rest of your jump. It will be added to any system you have or will level up in the background at the same rate as a skill from the Aptitude perk any notifications. At the start of future jumps, you may reset this skill, losing all progress but being able to set it as something else.
This is intended to be a mundane skill, you may however instead buy this for 600 CP (discountable for this origin) to purchase this as a magic skill, allowing you to carry it's magic over to future worlds. You can't create something whole cloth, it needs to be something underdeveloped within this world (or future worlds if you reset the skill). An example of this from this world would be Familiar Binding or Barren Magic.

Game Breaking [400 CP]
You have a skill in one of your purchased magics, such that you have the equivalent of years of training in it, in level terms it would be at level 20. You have a unique quirk with this magic allowing you access to the virtue you would receive at level 80 or 100 (your preference)

Excluded Magic [600 CP Requires Enpersoned Exclusion]
You receive a stipend of 600 CP that can only be spent in the Excluded Magic subsection of the Magic section of this document and you get discounts on every magic in the Excluded Magic subsection.

Lost Age

Species and Bloodline Magic [Variable CP]
Two abilities that once existed within Essentialism but have been Excluded are the ability to edit the users species and the ability to edit the users bloodline and species magic. You have had an edit to your soul, granting you a single ability or unique magic of a species of equal cost to the amount purchased with this skill (the undiscounted equivalent cost) Examples would be things like the He'lesh smoke magic or an Anoilas soul sight.

Multithreading [200 CP]
Your thread utilization capacity is twice as high, though this cannot act as a flat increase of thread speed. What this means is you can hold two divergent streams of thought and concentration at once, though it gets a bit confusing when you try to concentrate them on the same thing.

Gestalt Skill [400 CP]
You may merge up to three separate but thematically related skills to function together as a single skill. For example Lying, Sneaking and Slight of Hand could be merged into Deception and practicing your slight of hand magic tricks would make you equally better and lying and sneaking. If you have a game layer this Gestalt skill counts as a single skill within the Game Layer.
Can be purchased multiple times but skills cannot be gestalted multiple times.

Lost Magic [600 CP Requires Second Empire Origin]
You receive a stipend of 600 CP that can only be spent in the Lost Magic subsection of the Magic section of this document and you get discounts on every magic in the Lost Magic subsection.

Student

Scholastic [100 CP]
You thrive in the aethenium environment, you retain most of what you are taught via a lecture without the need to take notes or take extra steps to absorb the information besides listening and watching.

Tutors [200 CP]
You have an innate quality that makes others willing to teach you. Even those who would normally refuse to take a student find themselves open to negotiation, though they may still expect fair exchange or compensation for their time.

Combo Virtue: Magic Cluster [400 CP, Requires three magics purchased]
You have unlocked a combo virtue, forming a thematic cluster such as Body, Physics, or Elements. Unlike the other combo virtue perks you do not get any skill in your constituent parts, you'll need to earn that. The Combo Virtue can grow in scope as you become more skilled in your magics. Can be purchased multiple times.
A cluster expresses itself in one of four ways:

- **Coalescence**: The three magics function as parts of a larger whole. Energy pools merge and casting overlaps, allowing new channels of delivery or overlapping of mechanics.
  Example: A Time Cluster of Revision, Still, and Velocity magics shares a single enhanced pool. A revisionist can directly revise a velocity effect, a still mage can halt phenomena within Revision's range etc..
- **Subordinance**: Two magics operate within the framework of the third, reinforcing or extending its scope.
  Example: A cluster of Esperism, Clockwork, and Shuism allows construction of clockwork mechanisms inside the esperial realm, along with internal arrangement influenced by shuist principles.
- **Synergy**: The effects of all three combine to create results greater than expected, producing outcomes not normally attainable.
  Example: A cluster of Steel, Sand, and Conjoinery allows sand-time structures to be fused directly into steel magestone, creating stable hybrid constructs made near instantaneously.
- **Emergence**: The fusion produces something that feels like a new (but very limited) magic, a distinct practice grown out of the overlap.
  Example: A Publican Cluster of Wood, Crystal, and Steel Magics allows the creation of eggs that hatch into semi-sapient, mobile buildings.

Multi-Mage [600 CP Requires Student Origin]
You receive a stipend of 600 CP that can only be spent in the Aerb Magic subsection of the Magic section of this document and you get discounts on every magic in the Aerb Magic subsection.

Roleplayer

Lesser Deceiver [100 CP]
You will no longer forget the details of a lie, unless you wish to. Take half the usual self-consistency penalty when telling improvised lies.

Doppelgangers [200 CP]
At the start of a jump you can designate a group of people, real or fictional that will be replicated as local variants in your jump. If you pick say, your friends that you played Role playing games with for years in the small town you grew up in, then somewhere out there (possibly in your history if you're not a drop in) there is a small town with people that look like your friends and had a lot of similar experiences as you all but with lots of local differences. All the most important beats would be the same but all of the fine details would differ.

The Knack [400 CP]
You possess a partial version of the Game Layer, closer to Uther's. You may track up to twenty skills, each with virtues at level thresholds. Skills grow much faster than normal, especially under pressure, though still slower than the full system. A month of focused practice might bring you to where others would need years.
Levels, quests and stat points exist, but without the immediacy of the full Layer. You see no pop-ups and cannot summon a status screen at will. Instead, any level gained is revealed the next time you sleep, when you may view your status and assign attribute points.
At the start of a new jump, you may reset your tracked skills, clearing them and allowing you a fresh random set more suited to your new environment.

Narrative Cycles [600 CP]
You have drawn the attention of a being of phenomenal cosmic power, a multiversal overgod on the same tier as the one sending you on this Chain. It has chosen to act as your Dungeon Master. You will never see it directly, but you will feel its hand in the world around you.

Reality reshapes itself into a story that fits you. Chance encounters with important people, stumbling into villainous schemes, or finding paths into adventure almost literally happen around you. The world seems designed to provide a narrative arc, with challenges scaling to your level and risk balanced against reward. This has something of an effect of protecting you from threats you can't handle, though this protection is far from infallible.

The world itself sometimes tilts toward your expectations and tastes. A magic item will sometimes function the way you imagine. Strange places and chance finds reflect motifs you enjoy. People you meet may resemble or remind you of characters you like or people you have known.

You may pause this influence at any time, provided you are not in the middle of an active situation, allowing you to step outside the story and enjoy downtime.

Professional

Aptitude [100 CP]
Choose a single skill. You learn it at a dramatically faster pace than normal, cutting down years of practice to weeks. As you meet hidden level thresholds you will gain virtues that you will need to discover.

Employees [200 CP]
Whatever your profession, if you want to scale up you're going to need to find some skilled and loyal employees. This perk helps with the second requirement, allowing you to have a strong sense when evaluating potential employees on exactly how loyal they would be to your business.

Combo Virtue: Utility/Profession [400 CP]
You have skill in three skills that exist in the mental or social realms. The key example are the Elon Gar, who have many mental tricks of memory, thought and body control through the mind. You have merged these disciplines into a pseudomagical expression. Non-mental skills may be used if the final result manifests in a mental or social domain. The Combo Virtue can grow in scope as you become more skilled. Can be purchased multiple times.

Rewarded [600 CP Requires Professional Origin]
Perhaps stolen, perhaps purchased, you have accrued some valuable resources. You are granted a stipend of 600CP to be spent of the items section and receive discounts on all purchased items in the items section. The first two 100 CP items are free when discounted and any further are purchased at 50 CP each.

Magic

All origins receive one floating discount across all Magic sections. All origins may purchase magics from this section.

In the parlance of Aerb, "a magic" usually refers to a systematized practice which can be learned and developed into an expertise. In general these all function off of individual systems/pools of energy instead of all drawing from one pool of energy.

You begin with modest beginner's knowledge and skill of any magic you purchase, along with a natural capacity to learn it at a faster pace and an innate affinity if relevant. Think Amaryllis with Blood Magic at the start of the story for skill level. See notes for learning pace for purchased magic.

You can also teach this magic to others, though they'll still need to meet the various requirements such as being set on fire for Fire Magic.

By paying an additional 200 CP (non-discountable), per magic, you instead gain the knowledge and practice of a working professional in that field (Level 20).You may do this multiple times to increase by an additional 20 levels of skill each time (to a maximum of 100). This knowledge upgrade can be purchased with section specific stipends granted by perks though the 200 CP cost cannot be discounted.

Aerb Magic

Magic practiced on Aerb. Many of these magics can be acquired in-setting through training or circumstance, however some of them have strict requirement to learn such as using a certain item or being part of a bloodline. Purchasing magics here also ensures that your ability persists across future worlds in some form and that it remains usable for you even if the field of magic is excluded.

Air Magic [400 CP]
Air mages have fine-tuned telekinetic control over air, particularly in separating out its components and manipulating particulates. Once common but now considered underwhelming, much of its practical use has been replaced by wards, leaving only a small community of practitioners. Their specialties include surviving in thin air at altitude, making poisonous air breathable, altering temperature, creating extremely localized weather, and suffocating foes by removing breathable air.

Blood Magic [400 CP]
Blood mages draw on their own blood, or another's, to fuel their powers. At lower levels this allows bursts of speed or heat. With practice they can regulate bleeding, clotting, and immune response, purge toxins, and sustain patients during surgery, often working alongside bone mages. At advanced levels they can draw blood out of the body and shape it into weapons or harden it into armor. Prolonged use risks anemia and physical weakness.

Bone Magic [400 CP]
Bone mages 'burn' bones to draw out vitality, strength, speed, or healing, making them central to medicine across Aerb. Bones can be tapped quickly for strong but brief effects, or slowly for longer, weaker ones. Advanced practice can grant temporary boosts to less

physical attributes such as intellect, focus, or memory, though these are costly and rare. Bones from magical beasts may provide special effects but still require skill to use.

Flower Magic [400 CP]
Flower magic requires forming a deep connection with a plant through care and cultivation. If successful, the mage and plant are linked. When the plant produces a bud, it can be pinched off before flowering, consuming some or all of the connection to create a single-use effect determined by the strain and the strength of the bond.

A flower mage may have only a handful of active connections, and each effect requires time and effort to prepare. The system is narrow and slow, but each spell is exceptionally strong. The typical effects of flower magic are nature-oriented in some respect.

Fire Magic [400 CP]
Fire magic grants control over chemical reactions, with fire as the most obvious expression. A fire mage can intensify combustion, alter chemical processes, or provide missing reactants, incurring a "debt" that must later be repaid by absorbing those substances through their skin. With skill, they can even create reactions seemingly from nothing.

Mages gain an intuitive sense of nearby reactions, and their effective range expands with training, up to around fifty feet. Internal processes within living bodies are difficult to affect due to interference from the soul.

Gem Magic [400 CP]
Gem mages channel cut gemstones to project force. The effect depends on the gem's color, cut, clarity, and carat: beams, cones, volleys, or spreads, each with different patterns of power and cost.

Projection requires skin contact, usually through jewelry, and most mages can only use one gem at a time. With training, multiple gems can be fired at once. Use is draining, and reliance on quality gems makes the practice expensive, so gem magic is most often used for short bursts of power or as a specialized weapon.

Gold Magic [400 CP]
By marking at least a pound of gold, you gain tactile telekinesis proportional to the size of your hoard. This power is tied to the "call of the gold," a compulsion to secure, expand, and protect your cache. Ignoring the call weakens or severs your abilities, and once lost, they cannot be regained under normal circumstances. As you have purchased this magic here you will only be locked out for a year.

Gold mages can sense unwarded gold in the area and intuit the strengths or vulnerabilities of their stash. Their strength and duration vary, but all live under the constant pressure of the call, making gold magic powerful but unstable and short-lived.

Ink Magic [400 CP]
Ink mages ingest magical inks, storing them in a personal "palette." Each ink is symbolically tied to effects that can be expressed through creation: armor, weapons,

animals, contraptions, or whatever the mage imagines. Creations are temporary and their stability depends on the mage's creativity and mindset.

Because overuse dulls the symbolic strength of each ink, palettes must be refreshed regularly. Ink magic rewards invention and personal aesthetics, making it powerful but unreliable. Many mages turn to altered states or constantly shifting styles to keep their creativity alive.

Passion Magic [400 CP]
Passion magic channels strong emotions into power. Each feeling produces a different effect: anger grants forms of telekinesis, sadness alters the environment, fear sharpens speed and reactions, contentment allows emotional reading or projection, and love provides protective or growth-oriented boosts.

Every mage's expressions are unique, shaped by how they experience those emotions. Sustaining states in crisis is difficult, and the magic often resists systematization. Passion magic is versatile, but volatile, relying on the user's psyche as much as technique.

Pustule Magic [400 CP]
Pustule mages cultivate connections with their bodies and microbiomes, managing "strains" of conditions that grant powers through symptoms. These can manifest as acid gouts, warped flesh, parasite summoning, or biological adaptations to extreme environments. Some abilities are one-off expressions, while others become permanent traits.

Power comes with side effects: discomfort, imbalance, or maladaptive strains that must be carefully tracked and managed. The practice is flexible and portable, with strains shared or traded between mages, but it's often unpleasant to live with.

Revision Magic [400 CP]
Revision magic reverses local physics within strict limits of time, volume, and consistency. It can undo wounds, accidents, or material changes, but it cannot reverse magic itself, only its effects. Range is short, and reversals fail if they would create inconsistencies.

Most useful in medicine, combat and industry, revision can restore bodies minutes after death or rewind mistakes. Power comes from an internal well that grows with practice, but every use is bounded by hard constraints that no skill can bypass.

Rune Magic [400 CP]
Rune mages craft runes at one of the world's rare runeforges. These runes absorb, store, and redirect energy, and can be arranged for defense, offense, or utility. Designs are tailored to the runemaker and eventually break down with use, requiring repairs or replacements at the forge.

Because the work is labor-intensive, mages balance power, durability, and portability, often creating modular pieces to swap out when failures occur. Rune magic is highly flexible but demands material components, craftsmanship and access to a runeforge.

Sand Magic [400 CP]
Sand mages build structures of sand reinforced with other materials that manipulate time. Chambers can accelerate or slow processes, transfer time between objects, or create controlled fields. Effects on living beings are limited, and poorly designed structures can be fatal.

Most uses are industrial or agricultural, such as speeding aging or growth. The iconic time chamber is possible but requires enormous resources, labor, and precision. Sand magic is powerful, but always bound to the scale and quality of the structures built.

Skin Magic [400 CP]
Skin magic divides into three branches: tattoo magic, available to all, Carapace Magic, similar to tattoo for those beings with hard shells and scar magic, largely limited to elves with their unchanging bodies. Tattoos use inks from magical plants, animals, or minerals and follow fixed designs that grant permanent effects, constrained by available body space, skill, and access to the rare inks.

Scar magic is bespoke and highly precise, with strength tied to coverage and the skill of the scar master. All forms vary widely in effect and can be extremely powerful.

Star Magic [400 CP]
Star mages interpret constellations to perform planar and dimensional rituals. By laying out lines of metal or other uniform materials in patterns aligned to the stars, they can open portals, banish dimensional outsiders, or establish temporary connections between planes.

Most effects last only until the stars shift, often weakening or failing catastrophically unless carefully stabilized. Permanent "untethering" from other dimensions is possible but vastly more complex. Star magic is powerful but unstable, used mostly for rare travel or dangerous rituals.

Steel Magic [400 CP]
Steel mages craft small facsimiles from molten steel, then expand them into full-sized structures of inert magestone. This requires hands-on work and knowledge of steelworking, architecture, and site preparation. Walls, fortifications, and buildings can be raised quickly, but only as empty shells.

The process exerts almost no force, preventing fine control or direct combat tricks. Steel magic is central to modern construction and defense, valued for speed and scale but limited to structural creation.

Still Magic [400 CP]
Still mages can halt movement or change in objects they touch or hold. At first this applies only to simple kinetic force, but with training it can extend to heat, electricity, or chemical reactions. The power is always capped, and excess force breaks through as "spillover."

Most often defensive, still magic is prized in combat and industry for its reliability in stopping threats or stabilizing heavy work. At higher skill, masters have been known to still phenomena as fleeting as lightning or lasers.

Velocity Magic [400 CP]
Velocity mages control speed. They can accelerate themselves or objects, but the trade-off reduces mass and striking force. Air resistance and similar obstacles must still be managed.

Alongside speed, perception and reflexes increase, allowing movement and reaction far beyond normal limits. The magic is versatile for rapid travel and precision, but not suited to raw power.

Vibration Magic [400 CP]
Vibration mages control oscillations within their range, altering amplitude, frequency, or both. They can silence sound, amplify it to destructive levels, or tune vibrations with precision.

Power comes from an internal reserve called breath. Suppressing costs little, while amplification and transformation are more draining. At higher skill, vibrations can be weaponized across wide areas.

Warding [400 CP]
Warding is one of the keystone magics of Aerb. Warders use a wand to construct and anchor wards, and a monocle to view and analyze magic. Every ward consumes concordance, a personal reserve that replenishes over time. Skilled warders use less concordance for the same effect and grow larger pools through practice.

Wards can block or suppress magic, ranging from narrow defenses against a single spell to broad protections against an entire discipline. Stronger or more general wards require more concordance. Warder's sight allows magic to be seen and studied in detail, making it valuable for both defense and analysis.

Warders can link concordance to create stronger wards, though this is difficult and rarely done. They can also attempt to unravel or destroy wards set by others, a demanding process that requires precision and deep knowledge of ward structure.

Water Magic [400 CP]
Water magic grants control over large quantities of water. Power scales with the amount present: a mage surrounded by water can exert far greater force than one in a dry environment.

Its most common expressions are macrohydrokinesis, weather manipulation, and flood control. Range, precision, and raw strength grow with practice, though fine control is difficult.

Wood Magic [400 CP]
Wood magic draws on the lingering essence in dead wood. A mage can shape, harden, or grow it, creating precise joints, strong armor, or weapons rivaling steel.

Its power is narrow and limited to available wood, but within that scope it offers durable construction, close-range combat tools, and unique craftsmanship that no other magic replicates exactly.

Lost Magic

Magic that has been lost, forgotten, made illegal, kept secret or hasn't yet been found on Aerb. Purchasing magics here also ensures that your ability persists across future worlds in some form and remains usable even if the field of magic is excluded.

Dream Walking [400 CP]
Dreams can be entered, shaped, and traversed. With practice, one may step from their own dream into the dreams of others, moving through the outer reaches of the Plane of Dreams. Entry first demands altered states of mind or ritual preparation, but skilled walkers can slip in and out at will.

At its height, the art allowed spying, communication, and even afflictions that carried into waking life. Wounds suffered in nightmares could scar the flesh, and sickness dreamt could linger beyond sleep.

Druidic Magic [400 CP]
A mix of internal instinctive magic and ritual magic. Druidic magic is difficult, if you are not of the right mindset it will flee from you, even with purchasing it here. The effects are strong and varied though anything even vaguely to do with nature is a possibility. This purchase comes with a free purchase of Loci, your magic is bound to this Loci growing weaker the further you are from it's domain.

Essentialism [400 CP]
Essentialism, or soul magic, grants direct control over the soul. By entering a trance and touching a target, an Essentialist can reshape body, mind, memories, and personality. The soul acts as a blueprint, allowing changes to physical form, restoration of damage, adjustment of values, and even soul-links that redirect harm. Addictions can be erased, loyalties forged, and skills altered, though many effects fade without reinforcement.

Library Magic [400 CP]
You feel the common denominator of the organization of books in a collection no matter how absurdly convoluted it is, feeling related schema and being able to divine out where a book should belong in the collection. Though most useful somewhere like the Infinite Library, it'll work in any collection of books with an organizational system.

Pathist Magic [400 CP]
Path to Victory magic that was granted to practitioners by a now destroyed entad (similar to the rod that grants Vibration magic). This magic allows you to chart a course to a desired outcome, with longer term, less likely and more complicated routes requiring higher levels and more experience with the magic. This magic takes the form of both ritual focus and very short term mid combat bursts.

Plastic Magic [400 CP]
Through use of plastic plates spread around the body, a plastic mage can stretch and bend their body in a variety of ways. At lower levels this is mostly just a physical effect granting flexibility and defense but at higher levels a Plastic Mage can make greater changes to their body, even being able to look like other people with some artistry and

affecting their brains plasticity, learning fasting and being more flexible in thought. Two Magus Plastic Mages could even merge themselves into one being, becoming greater than the sum of their parts.

Spirit Magic [400 CP]
Where Essentialism is like engaging with a soul as if it was a book, with every detail that makes a person written in it, Spirit Magic is more like the pen writing that book. The magic involves influencing the spirit channels within the soul that involve natural changes that are made. If the Soul is a still frame of 'who' somebody is, Spirit Magic is the the changes made onto that person by experience/reflection/etc.

Tree Magic [400 CP]
A Tree Mage grows an invisible/intangible and somewhat metaphorical tree out of their head. The Tree has a number of branches grown out of it that house fairies that the Tree Mage must keep entertained in some way.

Vitalism [400 CP]
A lost art tied to the élan vital, an invisible psychic essence produced by mortal minds. Vitalism allows the practitioner to perceive, shape, and weaponize this energy, creating vivid chromatic auras when used. A vitalist can sense disturbances in the web of élan vital, siphon it for personal power, or project it to push, shield, or disrupt. It sits uncomfortably outside standard magical classifications. The magic's full breadth is unknown, but surviving traces suggest psychic manipulation, spectral projection, and interaction with immaterial constructs of élan vital.

Excluded Magics

The following magics have been excluded in the world of Aerb. What is offered here are refined versions with the traits that led to exclusion removed. Purchasing them here ensures that your ability persists across future worlds and you will be able to use it even outside of it's exclusion zone.

Abyss Magic [400 CP]

An Abbess can drive a prepared charged staff into solid ground to spawn a dungeon: a sprawling network of chambers seeded with traps, monsters, and treasure. Each dungeon is unique, but always dangerous, with risk and reward rising together.

The dungeon itself grows to match the power invested in its creation. Small charges make shallow lairs, while greater ones spread for miles. Monsters and treasures appear in equal measure, and the deeper the delve, the stronger both become. Items taken from a dungeon are real but attuned to its origin, often optimized for further exploration.

Ash Magic [400 CP]

You may burn an object to ash and summon a spectral copy from it. A weapon's ashes produce a spectral weapon, a suit of armor's ashes a spectral defense, and the ashes of the dead can bring forth a shade. These shades are shallow recreations, not true souls, with fragmented memory and limited attention. They can reveal secrets of the deceased and with admixtures can persist for years, though never forever.

Spectral creations are unstable and prone to fading, and shades are often incoherent or hostile. Even so, they carry pieces of knowledge or skill that would otherwise be lost.

Blasphemy [400 CP]

Blasphemy magic uses structured words of power, spoken with precise pronunciation, to produce effects such as blasts, beams, or other manifestations of raw energy. Spells are built from phonetic "notes" strung together in long sequences, with each note contributing to the final effect.

Shorter or careless sequences risk catastrophic misfires, while longer ones demand memory, training, and flawless delivery. Written scripts and controlled languages evolved to prevent accidents, but in the hands of a trained blasphemer the magic can be devastating, weaving sound into power like a carefully programmed code.

Bureaucratic Magic [400 CP]

Bureaucratic magic creates autonomous states that track information and enforce their own rules. A mage defines borders and policies, after which the system handles governance: census-taking, taxation, trade regulation, border control and more. These states operate based on their design at creation and can include autonomous facilities operating without oversight that can proliferate new laws or subdivisions, sometimes fracturing into smaller administrations.

Butterfly Magic [400 CP]

Butterfly magic manipulates probability by releasing butterflies at precise times and places, nudging chaotic systems toward foreseen outcomes. It is strongest when applied to weather, chance events, or complex interactions where many variables collide.

A butterfly mage can glimpse future possibilities with near certainty and set conditions to bring them about. Power is limited when order and predictability reduce chaos, and outcomes are vulnerable to interference from other butterfly mages.

Cauldron Magic [400 CP]
A cauldron mage gains heightened mental clarity and processing power while sitting in a cauldron of boiling liquid. The effect scales with heat and immersion, sharpening calculation, memory, and abstract reasoning to superhuman levels. The boiling must be direct; protective wards or insulation block the effect.

Chronomancy [400 CP]
You may peer into the past. With focus, a clock or similar device as your anchor, you can call up visions of ages gone by. The view is clearest for times roughly a century before the present, less reliable for the immediate past, and hazier the further back you reach beyond 100 years.
Chronomancy is most effective when aimed at known subjects: a person, a dispute, an event.

Clay Magic [400 CP]
Allows the creation of golems from clay. A basic practitioner can form simple laborers that follow direct mental commands, limited in number by concentration and the strain of control. A beginner can only handle the connection of one golem, it's senses are somewhat overwhelming to a beginner essentially having to control a second body.

Clockwork Magic [400 CP]
Clockwork magic allows the construction of intricate mechanisms that alter reality itself. Each device demands immense investment of time, skill, and materials, but once completed its effect is stable and persistent. Creations range from furnaces that generate endless heat, to presses that compact matter, to rigs that refine costly substances from cheap stock.
Larger projects reshape conditions across whole districts, and layered constructions bend the rules of perception or material law. Power scales with intricacy, but so too does the danger of flawed design.

Conjoinery [400 CP]
Objects can be fused together, combining or overriding their properties. A skilled conjoiner can make materials lighter, stronger, or more resilient, or extend supernatural qualities from one material into another. Weapons, armor, and structures shaped this way gain hybrid properties that no single source could provide.
The fusion is permanent and spreads evenly through the new whole. Conjoined items remain stable, but introducing a new material can create bridges for further combinations, with unpredictable outcomes if done carelessly.

Creationism [400 CP]
Creationism allows the design and fabrication of entirely new species of plants and animals. The process is intricate and slow, requiring knowledge of biological systems, but results can be tailored for almost any purpose, from defense to survival to aesthetics.
Created species can include novel traits or magical abilities, such as regeneration, venom, sleep induction, or memory alteration. Once established, these organisms function like any natural species, forming stable ecosystems that persist without ongoing input from the creator.

Crystal Magic [400 CP]
Crystal mages grow crystalline constructs that act as tools, structures, or simple agents. Growth requires raw material, blood, and time, with the result shaped by the mage's intent. Constructs can range from small levitating shards to massive stationary formations. Most crystals move slowly, either floating or rolling, and manipulate their surroundings through basic effector fields or blunt physical force.
The strength of crystal magic lies in its permanence and versatility. A well-grown crystal can serve for decades, taking the place of unskilled laborers or forming part of larger arrays for industrial work. More advanced practitioners can create semi-sapient crystals capable of following complex routines or coordinating in groups. All crystals remain tied to their creator's life, and collapse if the mage dies.

Demiplane Magic [400 CP]
Extradimensional magic creates bounded pockets of space, sealed off from the material plane. By default they are voids with no air, light, gravity, or matter of any kind. Everything within must be set during creation, from atmosphere and soil to light sources and physical laws. Over time the boundaries expand outward, increasing the space available while maintaining the chosen conditions.
Entrances are fixed at the moment of creation, usually as a portal or a weak fold in space. Within, a demiplane can be anything from an empty bubble to a self-sufficient world, limited only by the skill and foresight of its creator. Without careful planning, they are quickly lethal.

Dibbling [400 CP]
With a dibble, a cousin to the wand, you may draw up the latent magic of the earth and shape it into wards. By tapping the ground in deliberate points or patterns, you can form barriers that block intrusion, redirect force, or constrain what they are set against. Small wards can be laid in seconds for combat use, while larger ones require multiple precise points over an area.
Dibbling is fluid and adaptable. A skilled practitioner can ward not only against physical intrusion, but also against more abstract forces such as decay, disease, or even particular kinds of people. Energy is always available from the ground, though heavy use can temporarily drain an area.

Dorris Finch Magic [400 CP]
A bloodline magic of the Copy Clans of the Higarth Kingdom. Its function is simple in theory: create a duplicate of yourself. In practice, novices spend weeks in a vibrating meditative trance, unable to care for themselves, slowly shaping a crude clone. These first attempts emerge naked, without magic, and are often incomplete or weaker than the original. Even minor item copying is far beyond early practitioners.
With skill, the process becomes faster and more reliable, eventually allowing temporary duplication of clothing, worn items, or even entads. Dorris Finch, a prodigy, reduced the weeks-long process to five minutes on natural talent alone. After over one hundred years of refinement and mastery, she achieved producing a full clone in half a second.
This magic is bound to Aerb. It cannot replicate supernatural abilities or traits that originate from outside the setting, including purchased perks.

Esperism [400 CP]
You may enter the esperial realm, a mental landscape where each person's mind forms its own domain. Within your own domain you can navigate memories as if they were objects, adjust moods as shifting weather, and create constructs modeled on yourself or others to act as companions or guardians. With effort, you may breach into the domains of others, though their minds resist intrusion.
Esperial work is slow and exacting. Memories are like disordered libraries and emotions like tangled kaleidoscopes, requiring patient study before any alteration.

Fleshsmithing [400 CP]
Fleshsmiths manipulate living tissue, breaking down flesh and reassembling it into new forms. They can graft organs, reshape bodies, and create entirely novel biological structures, from livestock bred for endless meat to organisms tailored for specific functions. Results can be extreme, but the changes demand regular upkeep and cannot be passed down to offspring, limiting long-term stability.
The practice ranges from subtle alterations to grotesque remakes of the body. Fleshsmiths often turn their skills on themselves, building enhanced but fragile bodies that rely on constant supplements and maintenance. While it can provide miraculous healing or custom forms, every success carries the risk of collapse, as creations left untended quickly fail or turn hostile.

Gelnid Magic [400 CP]
Gelnid bloodline magic focuses on cleaning, purification, and order. At basic levels it can sterilize food, cleanse wounds, and remove dirt, rot, or toxins. With practice it extends further, stripping corrosion from metal, clearing pollution from water, or smoothing imperfections in stone and wood. Advanced practitioners can impose order more broadly, straightening objects, arranging them into neat patterns, or even erasing matter entirely if deemed unclean.

Glass Magic [400 CP]
Glass magic grants control over glass in both shaping and enchantment. Practitioners can draw raw glass into weapons and armor, which once rivaled steel for strength and status, or craft specialized varieties with unique qualities such as vibration-dampening, self-repair, or extreme resilience.
The magic lends itself to delicate, gradual manipulation, with mages often working glass over long periods until it takes on hardened and durable forms. In skilled hands, it can produce defenses nearly impervious to impact or shatter, though at high material and magical cost. At its limits, glass magic can alter the very properties of glass itself, creating forms that endure where ordinary glass would fail.

Gray Magic [400 CP]
You can link yourself to a chosen object that shares some conceptual or symbolic tie to you. Damage, disease, and age you would suffer instead accumulate on the object. A statue might crack where your bones would break, a painting might fade in place of your skin, or a diary might yellow as your years are spent. When the object finally breaks down, the protection ends until you establish a new link.
Objects can be linked quickly with a token of effort, and you can maintain several at once, distributing harm among them. With skill, you can also bind others. A clipped nail,

a strand of hair, or another token lets you attach their state to an object of your choosing. Harm to that object transfers to them, allowing for indirect attack.

Groove Casting [400 CP]
You may inscribe grooves into your mental fabric through focused effort. Each groove corresponds to a magical effect, most of them imitative of natural processes such as rusting, dyeing, fossilizing, bleaching, or hardening. Once marked, a groove never fades. The deeper the groove, the less effort each casting requires, until the spell can be triggered almost without thought.
Groove creation is slow and taxing, normally taking years of disciplined work, though compatible magics can help accelerate the process. With time, a master may hold a full repertoire of grooves, their effects splashing into the air as vivid colors that stain and alter whatever they touch.

Ice Magic [400 CP]
Power flows through carved totems of ice. A totem holds a specific configuration that shapes cold, wind, or frost, stabilizing local conditions or projecting effects over an area. Small totems grant boons to individuals, like resistance to cold or the ability to conjure frost with a gesture. Larger arrays can bring winter to whole regions, build fortifications of solid ice, or suppress crops and settlements under enduring chill.
Totems are fragile and melt outside cold conditions, which limits portability and requires dedicated chill rooms, frozen landscapes, or stockpiles of harvested ice. With enough stability and labor, an ice mage can carry totems into the field, erect frost forts, or blanket terrain in biting cold.

Illusion Magic [400 CP]
This magic allows you to generate false input for any sense you can perceive, including sight, sound, smell, taste, touch, proprioception, and even pain. Illusions are convincing so long as they remain within natural limits, but they cannot cross a certain threshold of intensity, no illusion can perfectly mimic the extremes of sensation.

Jurisdiction Magic [400 CP]
Jurisdiction enforces rules across a defined area, compelling or punishing behavior according to conditions set by its practitioner. It works only on directly observable facts such as speed, sound, or physical actions, without regard for intention or morality. Rules can prohibit actions outright or impose automatic consequences when they are broken. With enough agreement from those governed, the magic strengthens, covering more ground and allowing harsher penalties.

Lava Magic [400 CP]
Lava magic draws molten rock from the elemental plane of lava, first through controlled flows spun from stone, and at higher skill by opening planar channels. Practitioners can shape, redirect, and even cool lava into structures, making the magic equally suited for combat and construction. It grants natural resistance to heat, allowing safe work in volcanic or subterranean environments.
At its height, lava magic was used to create landmasses, seawalls, and whole fortifications, though such projects carried immense risk. The greatest dangers lie in the unstable portals themselves. Once opened, they can pour endlessly until sealed.

Lenticular Magic [400 CP]
Lenticular magic alters the projection layer that regulates sunlight, seasons, and climate. By dispersing particulate matter into high air currents, a practitioner can thin or thicken the layer, shifting temperature, light, and weather patterns across wide areas.
Effects range from small-scale climate adjustment to extreme phenomena like concentrated beams of sunlight capable of melting rock. Precision is difficult, as the layer is vast and unstable, but lenticular magic carries the potential to reshape entire regions through control of light and heat.

Lunar Magic [400 CP]
Also called Calendar Magic. At its base, this magic anchors a physical area in time and forces that area to loop back on itself after a fixed period of thirty days. Novices can only affect a single room or small enclosed space. They often struggle to instantiate a loop at all, requiring constant maintenance. Novice loops can also easily collapse with any livings beings inside and object removed during the thirty days is simply gone when the loop resets.
With practice, the mage becomes able to anchor a house, then a compound, and eventually an entire settlement or more at the highest proficiency. Skilled Lunar Mages can also learn to retain their memories through the looping process, though this is usually earned through repeated loss across many cycles.

Mendelian Breeding [400 CP]
Mendelian breeding alters heredity at the moment of fertilization, allowing traits to be emphasized, suppressed, or introduced across successive generations. Unlike creationism, it cannot form life from nothing, but works through careful pairing and long-term refinement of breeding stock.
Over time, entirely new species can be shaped, with targeted combinations producing changes in body, mind, or magical aptitude. The process is slow and demands precision, but in skilled hands it can create organisms far removed from their origins.

Mirror Magic [400 CP]
You may enter the plane of mirrors, a congruent world that overlaps the material wherever reflective surfaces exist. In this plane you appear as your mirrorself, able to watch and move unseen through parallel spaces. With training you can step between planes almost at will, vanishing from reflections and reappearing within them.
By coordinating with your mirrorself you may separate fully, creating an independent duplicate that works alongside you. Drawing more than one is incredibly difficult and taxing.
Areas that have not been reflected for long periods are dangerous, harboring mirror flora, fauna, and feral mirrorselves.

Necromancy [400 CP]
You may animate the dead into useful forms. Corpses can be raised as tireless laborers, guardians, or servants, their bodies following commands with no need for rest. With greater effort, you may create advanced undead that retain awareness within their bodies, capable of dexterous work, combat precision, and independent problem-solving, though without control of their own actions.

Your command extends to sight and sensation through these undead, letting you direct them as extensions of yourself. The practice is versatile, but isn't really justifiable ethically, as the more capable undead remain conscious within their bodies

Niveau Magic [400 CP]
A hierarchical system that links mages into chains of power. Enrollment produces red chits, each a single-use spell. Chits provide simple effects such as cleaning, scribing, or mending, but scale upward in strength when drawn from higher tiers.
Power flows from many to few, with the output of greater mages determined by the number of enrollees beneath them. The system can support vast concentrations of strength at the top, but only if a wide base of members is maintained.

Portal Magic [400 CP]
Portals connect two fixed points in space, allowing matter and energy to pass between them. Creating a portal requires focus, preparation, and steady maintenance, with range and stability limited by the caster's skill. Even a skilled user can only sustain a small number of portals at once, and interruptions in concentration will cause them to collapse.
Most portals are large enough for a person to step through, though small ones can be formed for limited use. Their edges are precise but not inherently harmful, and the main difficulty lies in keeping them open long enough for reliable travel or transport. Because portals are fragile and costly to maintain, they are best suited for controlled movement rather than combat.

Redaction Magic [400 CP]
You can strike ideas from the mind as though they never existed. A touch is enough to erase memories, knowledge, or behaviors, with stronger efforts spreading like a contagion through those who share the thought. Simple uses remove words or habits, while greater ones purge whole concepts from a community.
Erasure never affects raw structure like numbers or logic, but anything else can vanish, leaving people unable to act on what they no longer know. A person stripped of the idea of food will still chew and swallow if told, yet starve without guidance. Once lost, an idea cannot be recovered except by deliberate outside reconstruction.

Sculptrice Magic [400 CP]
Grants the ability to create physical matter directly from nothing. Objects appear fully formed and stable, ranging from food and tools to weapons or complex structures. Size and precision depend on focus and intent, with larger or intricate creations demanding greater concentration.
The magic carries serious risks. Poor control can generate unstable materials such as toxins, volatile compounds, or dangerously compressed matter that violently expands. Living bodies can be produced, but they manifest soulless and inert, leaving them vulnerable to possession or collapse. Careful discipline and strict limits are essential, since even small mistakes can cascade into catastrophic outcomes.

Shuism [400 CP]
Shuists shape the movement of latent energy through the placement of structures, objects, and channels. Energy is everywhere: in wind, water, soil, and star-light. By aligning walls, furniture, or entire settlements, a practitioner can redirect these flows

into harmony or turbulence. Properly balanced arrangements promote health, efficiency, and clarity of thought, while poor layouts cause stagnation, illness, and misfortune.
At small scales this is microshuism, where dozens or hundreds of adjustments within a room can create immediate, tangible effects. A well-tuned chamber sharpens minds, speeds recovery, or improves productivity, but an ill-tuned one may induce malaise, confusion, or even collapse. On larger scales, shuists apply the same principles to roads, rivers, or cities, seeking auspicious siting for lasting prosperity. The art is precise, mathematical, and demands constant measurement, since a single misplaced object can disrupt the entire flow.

Smoke Magic [400 CP]
Burning charged herbs releases smoke that shapes perception. Blends alter sight, sound, and touch, letting a user see into new spectra, sense hidden forces, or feel the outlines of unseen planes. Prolonged use strengthens the effect, shifting perception so deeply that hallucinations gain physical form. Careful focus allows control of these manifestations.

Speciekinesis [400 CP]
Speciekinesis grants control over a chosen type of object, with strength proportional to how many identical copies of that object exist. A practitioner can move these objects telekinetically, perceive through them, and sometimes coordinate them in vast numbers.
Power scales with standardization. Coins, pages, nails, or bricks produced in large quantities allow immense range and precision, while irregular or unique items grant little. At its peak, speciekinesis can command swarms of objects as weapons, tools, or spies, but always within the limits of the chosen form.

Tarot Magic [400 CP]
Tarot mages craft enchanted cards from special materials, each card containing a distinct effect. Casting requires pulling a random card from a shuffled deck, revealing the spell only as it is drawn. Power lies in managing uncertainty: some build tightly focused decks to limit variance, while others train to exploit unpredictable results. Advanced decks may include cards that chain effects, reveal future draws, or modify outcomes. Larger decks offer greater variety but less control, while smaller ones are more reliable but weaker. Tarot magic is flexible and powerful, but always shaped by chance and the mage's ability to adapt.

Thread Magic [400 CP]
This magic governs the bonds between people. A thread mage can perceive and manipulate the intangible ties of trust, loyalty, affection, and obligation that link individuals and groups. Severing a thread erases the bond, leaving the targets cold and detached from each other. Weakening a thread makes bonds fragile, easily broken by stress or betrayal. Strengthening one reinforces loyalty, deepens love, or heightens the sense of shared purpose.
While most effects focus on person-to-person ties, more subtle threads connect people to institutions, ideals, or even abstract causes. Pulling on these can unravel allegiance to a church, dissolve devotion to a flag, or redirect commitment to a new patron.

Troving [400 CP]
By claiming and keeping objects, you empower them. Weapons, tools, and trinkets you carry begin to move with subtle autonomy, adjusting themselves for better use. As your collection grows, they respond more strongly. A small set can follow simple commands at short range, a larger hoard can defend you or complete tasks without your attention, and an immense collection can act as a coordinated extension of yourself. Power scales with the number of items in your possession, and losing them weakens the effect.

Items

All origins get two floating discounts per price tier for the purchase of items, with discounted 100CP items free.

Many of these items are Entads and can be bound to you or exist as 'free' Entads, usable by anybody without investiture.

Some items have alternate costs listed in their description, purchasing an item for this alternate cost can be discounted at that price tier. Eg. An item is listed as 100 CP in the list but has a 400 CP alternate cost, you may purchase it for 200 CP using one of your 400 CP discounts.

Multiple purchased properties and some vehicles can be merged to a degree, though this is 'additive'. You could for example have a Hyperbolic Time Chamber as a standing structure within the Bottle of Manifold Space, but you couldn't merge the two so the bottle itself is a time chamber.

You can purchase all items multiple times unless otherwise stated.

Entad Origins may select one of their purchased items to be their form.

10,000 Obols [100 CP]
A pouch containing 10,000 Aerbian Obols. Enough to get you settled. In future jumps you'll get a new pouch of local currency of equivalent value.

Aumann's Pocketwatch [100 CP]
Gives the Aerbian equivalent of longitude and latitude.

Babble Stones [100 CP]
A set of two matching stones. When you hold one and speak, it sounds like you are speaking gibberish except to somebody holding a matching stone.

Bolgrues Breastplate [100 CP]
Dull gray armor more durable and lighter than steel.

Boojum Sword [100 CP]
A gleaming silver sword that is perfectly safe, unable to cut or hurt anything living except for Boojums. Boojums are monsters with thick black teeth and, twisted skulls and eyes like wrinkled lemon seeds. Boojums can only be found when you're alone and only when you seek them out. You can pull this sword from the air and dismiss it. Boojums can't actually hurt you, but this is a fun tool for training to fight with a sword.

Butterfly Knife [100 CP]
A knife that when swung creates a line of butterflies in it's wake.

Clonal Kit Loadout [100 CP]
A tool or set of tools that a could be received for one profession from the clonal kit. If this is for a profession related to one of your purchased magics then it is a bit better

than it otherwise would be. For example if you have Warding as a purchased magic and select Warder for this loadout, this would come with a Warders Wand and Monocle. Can be purchased multiple times for additional kits.
This could instead be purchased for **400CP** to receive a much higher tier resource for your craft, such as a Runeforge or an exceptionally well cultivated strain for Pustule Magic.

Cloakshield [100 CP]
A cloak which, when swished, causes it to become as hard as a metal shield for one second before returning to cloth form.

Dalldear Tea [100 CP]
An ornate pot that refills at the start of each week, enough for three cups. It stays the perfect temperature the whole time and will probably taste like the best tea you have ever had. Each cup makes you feel rejuvenated as though you had eight hours of sleep, a full meal and a few glasses of water. It doesn't stave of your need for these things and after a few hours you will crash experiencing something like a light hangover.

Ear Marbles [100 CP]
A pair of marbles that can be put into an ear slotting in deep enough to be comfortable and not blocking hearing at all. Once per twenty four hours you can send a message to the other marble that is 15 words or less regardless of where the other is. No emotion or emphasis is sent through just information. Each marble can send two messages to the other a day, but messages must be sent within 30 minutes of the first message otherwise you'll need to wait another 24 hours.

Eavesropping Ring [100 CP]
Allows you to understand the speech of anybody you can see even if you can't hear them.

Frog Bow [100 CP]
Any arrow you shoot with this bow will turn into a frog, going roughly the same speed as the arrow was shortly after it leaves the bow.

Girdle of Opposite Gender [100 CP]
Belt that changes the user's sex when worn.

Gloves of Adaptation [100 CP]
Gloves that coordinate with your outfit and can take on the properties of the rest of the outfits abilities such as changing shape if your body changes shape.

Hair Axe [100 CP]
An axe decorated with swirls that look like hair. Causes anyone cut by it to grow an extra foot of hair, where 'hair' excludes eyebrows, body hair, etc., and full effect may vary by species. Depth of cut does not matter, and with magical healing, the axe may be used cosmetically. The axe can be recalled back to hand after being thrown.

Hot Dog Wishes [100 CP]

You have 100 wishes, unfortunately these wishes can only be used to wish for hot dogs, one hot dog per wish. These are normal non-magical hot dogs and they are a little unhealthy but the wishes cannot be warded against or stopped by any magic.

Lisi's Flute [100 CP]
A flute that makes pie, with the type of pie depending on the tune played. Looks to be made of bone and can be used once per day.

Narrator [100 CP]
At the end of each jump you receive a series of books chronicling your adventures from your own point of view. These are authored by an alternate version of yourself who possesses perfect recall, refined writing skill, and a touch of precognition, ensuring the account is vivid, coherent, and complete.

Orb of Billiance [100 CP]
A glowing orb that floats around after whoever says it's command word casting bright light.

Pair of Sending Slates [100 CP]
When a message is written on one slate it is also written on the other.

Pedant's Pendant [100 CP]
Worn around the neck, it gives the ability to precisely recall rules, facts, pronunciation and other miscellanea. In effect, it's a limited form of eidetic memory with a rather narrow focus.

Ring of the Stored Sword [100 CP]
A dark brown ring with green lines that can attune to an item of twenty pounds or less, then store it or unstore it with a thought, almost (but not quite) explicitly meant to be used as a quick and inconspicuous sheath.

Ring of the Broken World [100 CP]
It can teleport the user such that he is still touching the place that he had originally been standing in (such as teleporting so that his feet are where his head was), preserving momentum. Activated by thought, and can be used many times in rapid succession.

Ring of Upward Bliss [100 CP]
Tapping the ring three times teleports the wearer up a mile up into the air.

Slink-Thief's Dagger [100 CP]
A throwing dagger that returns to the person who threw it shortly after it's either missed or hit its target. Exists in whatever spot is remotely plausible for it to exist on the wielder, meaning that it can be drawn from a cuff, inside a jacket, pulled from within a waistband, etc. Stays hidden when the wielder is searched.

Superlative Entad [100 CP]
An entad of an item of your choice that is just a bit better than it's mundane equivalent. Think a +1 sword or extra durable armor. Can also be selected for other things like an extra fluffy and comfortable pillow.

Teleporting Sword [100 CP]
A sword that is able to be teleported between the users hands at will.

Tome of Cat Summoning [100 CP]
A book that when opened creates a fully real cat, creating a different cat each time it is opened. Attempts to harm or alter the cats cause the cats to disappear. The cats can be moved from the book, and will sometimes wander off on their own, but always disappear when the book is closed.

Train Ticket [100 CP]
One of the most common methods of travel across the hex. This allows you to redeem a single train ticket once a week, this is only redeemable for whatever the lowest class available ticket is but this can still be used to purchase a week long cross country ticket if it's a single trip with no change over once a week.
You may instead purchase this for **400 CP** to have this upgraded to a Warrens ticket, granting you a free ticket once a week for warrens travel for you and up to four other people wherever you want to go.

Alvion's Vambrace [200 CP]
A tube of metal worn around the forearm with an opal set into it. With a twist, the opal allows an instant change of clothes, where “clothes” is fairly permissively defined and can include both weapons, armor, and things carried up to two hundred pounds, barring people. Small enough to be hidden beneath a long-sleeved shirt. Has three notches, meaning two “outfits” stored and one worn.

Ancestor's Amulet [200 CP]
Contains a facsimile of a previous owner, which can be overwritten. This ancestor can be spoken to, and has some ability to form new memories based on conversation, as well as 'feel' emotion, though personality is static. You may design the person in this amulet to start within reason, including making the personality in this amulet be somebody that has a fair amount of experience of one of your purchased Magics.

Anklet of Reactive Radiance [200 CP]
When someone increases their physical abilities near you using magic, typically bone magic, your own physical abilities rise an equal amount. This effect also matches the effects of permanent increases from entads.

Anyblade [200 CP]
Its normal form is a very plain blade with a dull reflection, so generic it seems it's hiding something. Can turn into any blade with a thought, with whatever ornamental features the wielder desires.

Artillery Bow [200 CP]
Allows the user to fire an arrow, which splits into twice as many identical arrows every ten feet until it becomes a massive volley. Has a 33% chance to gain a new volley charge every day, with an unknown maximum number of charges. Otherwise works fine as a regular bow.

Banded Grasp [200 CP]
Worn as a single band of metal, usually under the clothes, allows armor to snap around the user with a thought. Doesn't cover head or hands. Armor is extremely resistant to kinetic damage, and absorbs a fair amount of power from other attacks (heat, eletricity, radiation, etc.). Disbands with a thought

Bead Necklace [200 CP]
A beaded necklace that has two dozen beads, each can store a single item. Each item can be rather large up to the size of a small car and is effectively paused while in the bead, you can remove an item with a simple hand gesture. Has trouble with non-contiguous things, you wouldn't be able to put a bag and the bags contents inside for example.

Blanket of Protection [200 CP]
Anybody sleeping under this blanket is protected while they are asleep. They are not protected from any mental or spiritual attacks but is the equivalent to protection of the most powerful still mage for protection against forces applied to the body.

Blue Armor [200 CP]
Metallic-blue armor with a large, solid breastplate, scaled armor on the sides and upper arms, then chainmail at the extremities, with leather and cloth underneath. Allows any strike to pass through it, but not in the same place twice.

Book of Blood [200 CP]
Although written by a rather lascivious writer, the Book of Blood is the most comprehensive book about the different species across Aerb. You have a copy, and in future jumps you'll receive a new copy for that world that is unfortunately still in the same style.

Brace of The Bound [200 CP]
A brace that can store information from books in it when the wearer touches a book. A single book at a time can be made manifest with a thought, though it's not a "real" book and cannot leave the wearer's possession. Holds 32768 books, with new books requiring an old one to be cast out.

Canoneers Pistol [200 CP]
Can fire shots that turn from normal pistol shots into cannonballs mid flight.

Cloak of Leaves [200 CP]
Provides an extradimensional space that can be accessed by putting things behind the user's back. Storage space is limited to approximately nine cubic feet.

Clonal Kit [200 CP]
A small wooden box inlaid with ivory, roughly the size of a backpack. Can create a collection of items related to any existing Aerbian profession when held with both hands and thinking about it. The collection of items can be directed to some degree by concentrating. The box needs to be "paid back" for it to work again, by either putting the original items back in or giving it something of equal value, with 'equal' value

Concordant Cord [200 CP]
A necklace that has a regenerating pool of Concordance that can be used by the wearer with concordance amount and regeneration equal to a professional warder.

Crown of Eyes [200 CP]
A tin crown with carved stone eyes. It allows you to see through the eyes of every creature within fifty feet and interpret all viewpoints, including understanding what each person is paying attention to.

Curriculum [200 CP]
A set of at least twelve books covering one field of magic. The collection is structured and practical, enough to take a novice from their first steps to professional-level competence. The format depends on the field with step-by-step guides, collections of recipes, detailed study notes, or other resources appropriate to the craft.
This item may be purchased multiple times for different fields of magic, with additional purchases discounted.
You may instead purchase this for **400 CP** to receive a more robust selection about all of your purchased magics, all stored in a special 'Brace of the Bound' that cannot have additional books added or removed.

Diadem of Focused Intent [200 CP]
Allows hyper focus on one particular line of thought or action as long as it's sufficiently narrow.

Eternal Golden Braid [200 CP]
Also known as Ropey. Sentient length of rope. Entirely prehensile. Doesn't have much in the way of senses, only sight, sound and touch, limited in range. Extremely loyal and cuddly.

Everflask [200 CP]
This allows the creation, ex nihilo, of any non-magical drink that has existed in Aerb's history. The rule that defines what is or is not a drink is somewhat strict, allowing only for those liquids which have been produced for the purpose of consumption, and consumed for the purposes of pleasure, sustenance, or health. Output is limited to a quart per day.

Flickerblade [200 CP]
A sword with a thin basket of metal around the handle, like a rapier but with a sharp edge. Can blink in and out of existence with a thought. When the blade materializes, any material in its way is instantly removed from existence.

The Fourfold Flask [200 CP]
Four shot glasses linked to twenty extradimensional tanks. A liquid poured into one can be poured out of any other. Can store up to twenty liquids. Small messages can be passed through by inserting rolled papers.

Gardeners Plate [200 CP]

Armor that has twelve small holes at various points around it, from which vines can be projected while worn, though they only work for a few minutes before retreating. The vines are fully prehensile and under the control of the wearer.

Hologram Necklace [200 CP]
A necklace that is paired with a simple metal ring. When activated a hologram of the head of the person appears within the ring, with the wearer being able to see, hear and speak through the hologram as though they were there regardless of distance.

Immobility Plate [200 CP]
A suit of elegant full plate with a heavily stylized anvil on the front. Stops the wearer in place with a thought, then allows them to resume motion with another thought. Contains inertial dampers to prevent injury to the wearer. When immobile, becomes much harder to affect with kinetic weapons/forces. Immobility is not absolute; sufficient force can still move it, but it takes a lot.

Joint Striker [200 CP]
A ring that allows you to designate up to five willing people near you and when you hold a bow at full draw, can see from and fire from their position.

Marzipan Urn [200 CP]
A ceramic container filled with small cubbies where marzipan fairies grow. Each may be consumed for healing, but serious injuries will require more than one. Doesn't restore lost blood. Doesn't regrow missing bones.

Needler [200 CP]
A throwing dagger with a blade of crystal, whenever a blade is thrown, a new copy will appear in the user's hand. Twisting the handle causes the copies to blow up. Any of the copies will disappear if they are more than a hundred feet from the user.

Oberlin's Mannequin [200 CP]
A mannequin with clockwork contraptions at the joints, made with great workmanship. When touched in its chest glowing blue goop emerges from it, changing color and adding features as to turn the mannequin into a seemingly perfect replica of a nude humanoid with fully realistic internal anatomy.

Obsidian Doorknob [200 CP]
Obsidian doorknob that allows the user to open a door into a pitch black extradimensional space, protecting from eavesdroppers.

Orb of Three Spirits [200 CP]
A small orb, carried about the person. At a thought, three sea-foam green orbs appear above you, each of which can be fired off in a straight line, carving through any solid or liquid in your path with no resistance. Each orb, once used, will take one week to recharge.

Pair of Compass Maps [200 CP]
Allows two users to think map data at each other, while also enhancing their power to think in terms of maps. Takes the form of a large pocket watch almost too big for a

pocket which shows a map that can be pinched and pulled through smartphone-like touch controls. No range limit as long as you're on the same plane.

Pipe Dream [200 CP]
Once a week, when filled with tobacco and lit, this pipe can send out a magical cone that causes anybody within it's range to fall into a deep sleep it's almost impossible to wake from for 12 hours.

Quick-Hut Tattoo [200 CP]
You have a tattoo somewhere on your body that allows you to summon a permanent cobblestone house with a thatched roof. It's small and simple but protected from the elements and this version has no design flaws like the one more common in story. Recharges over the course of a year.

Repeating Crossbow [200 CP]
A crossbow that can reload itself and generate limitless ammunition.

Resupply [200 CP]
A regenerating supply of basic materials for one craft or magic. For Ink Magic this might mean a set of common inks, for Bone Magic a steady stock of mundane bones. This could also be purchased for a specific resource such as a slow but steady supply of Void Crystals. The supply regenerates slowly but reliably, providing only the foundational resources needed to practice and sustain the craft. Nothing rare or overly extraordinary is included.
This item may instead be purchased for **400 CP** to provide a more robust collection. In addition to basics, the cache generates a rotating stock of rare or unusual components tied to the craft, for Bone Magic, for example, bones from magical beasts with unique properties.
This item may be purchased multiple times for different crafts or magics, with additional purchases discounted.

Rilke's Strap [200 CP]
An embroidered bandolier that has a fairly significant amount of extradimensional space inside it, and whose pockets responded to a thought, pushing up whatever is needed. There some limits on size, you can't store things much bigger than a can of coke.

Ring of the Dragon's Mouth [200 CP]
A blue ring that grants a lightning breath weapon, usable once per day.

Ring of the Focused Mind [200 CP]
A pink ring that stores excess mental energy. When your mental reserves are full, the ring fills and can later be used as extra mental stamina.

Ring of Moving Winter [200 CP]
A white ring that creates up to two gnome sized ice golems and allows you to cool objects with a touch.

Ringmail of Three Wishes [200 CP]
You have three wishes each day. These wishes can only be used in order to undo the

effects of an attack launched, and only just after the attack has struck. For the purposes of this power, “attack” requires both intent to harm and some measure of success.

Ring of Partial Incorporeality [200 CP]
Allows the wearer to make a single part of themselves incorporeal, so long as that part is contiguous and does not create two non-contiguous stretches of corporeal matter (ex. it can make a hole of incorporeality in someone's palm, but not one which is wide enough that both fingers and wrist were corporeal with nothing connecting them).

Safehouse [200 CP]
You have a safehouse in any location on Aerb, with it's form depending on where it's placed. It has around 8 bedrooms, a kitchen, dining room etc along with a large basement with a soul generator. Has some very basic wards around the house such as sound and is technically owned by somebody else so it can't be tracked back to you with all it's bills etc. paid for the next 10 years.

Safehouse Contacts [200 CP]
You have a book that has a list of contacts, at least one in each major city, along with most minor cities and many far flung places. These local contacts are all able to broker anonymous real estate deals for homes and rooms to rent. You'll need to pay and they'll give reasonable rates but mostly they'll keep this business totally anonymous, not giving up this information to any polity, criminal group or other entity giving you access to secure safe houses wherever you find yourself.

Sensorial Circlet [200 CP]
Allows the user to see what everyone on their team sees, and compensates for the sensory overload.

Shadow's Cloak [200 CP]
A pseudo-sentient cloak, which will twist and flutter in an imagined wind unless instructed otherwise. Has a wide variety of weak powers, including extradimensional interior pockets, resistance to tearing and ripping, and the ability to defensively react to threats.

Sleep Debt Ring [200 CP]
A ring that allows the wearer to transfer off their need for sleep to another person, good for up to 1000 hours per person. Each wearer has their own 1000 hour limit and the ring resets after a year allowing a person to use the ring again. Transfer to another voluntary person takes an extended physical contact of 15 seconds.

Somners Armor [200 CP]
Negates non-magical projectile strikes such as arrows and bullets, turning them into bats, mice and other vermin which do their best to kill the attacker. Limited to 100 attacks negated per month.

Space Plate [200 CP]
Airtight, watertight, pressurized, and with two days' air supply. It's impact resistant, but spreads out the force of impact into something that the body can handle better, like

regular armor. Good for deep sea diving and hostile environments. The helm is completely transparent, allowing full field of view.

The Down and Out [200 CP]
A flying Entad passenger ship. It's somewhat chandelier shaped with a flat top and a glass bottom. It has a piloting room with controls that can move it in any direction or leave it floating in place and can move up to 20 kilometers an hour, never needing any refueling. It is mostly comprised of a viewing deck with a small cabin space with two small rooms that could be used as cramped accommodation or storage.

Tiny House [200 CP]
A house the size of a coat button. With a command word and hand signal it will grow into it's full size, which still isn't very big. Inspired by a tiny house Juniper saw on TV, it has a small tank with hot water, a small stove, a fridge, a shower, a toilet and a bed, not much else. The amenities of the Tiny House recharge over time, though you'll have to stock the fridge yourself.

Tongue Ring of Elsyon [200 CP]
A tongue ring drawn from a larger entad set. When input into the tongue allows the wearer to understand all spoken languages and have their spoken words come out in any language they will themselves to speak.

Urquhart Stone [200 CP]
When given the notes, correspondence, memoranda, and other writing of a person, the Stone is able to bring a simulacrum to life, one of some limited intelligence which can answer questions. The simulacrum looks like Earth's Loch Ness Monster.

Worldline Amulet [200 CP]
An amulet that allows you to bring up a mental map of the world and see the Worldline of any person you have physical material of (hair, blood etc) including yourself. Allowing you to see an unbroken line of everywhere they have gone. Most kinds of teleports 'break' the line and start it again.

A Cyprus Waits [400 CP]
A book taken from an iteration of The Infinite Library detailing a potential future without you in it. Written either by a companion or somebody important as something of a journal, it details some key information about the next ten years from the perspective of somebody that lived though a potential future. This is explicitly not wholly your future, but at 300 pages in length it will have at least a few actionable pieces of information.

Age Reverse Serum [400 CP]
A single vial of age reverse serum. This will perfectly reverse the aging of whoever ingests it, influencing body mind and soul to revert them back to a healthy sixteen year old body. This is primarily a positive effect though some abilities may be lost depending case by case.

Amulet of Five Spirits [400 CP]

A golden amulet showing five curled animals. It allows you to transform into one of its five stored animals. Gear is dropped except for the amulet. Animals can be replaced by touching a mundane animal for a few minutes.

Amulet of Ker-thars Grasp [400 CP]
An amulet with silver notwork on it that allows you to exert five pounds of telekinetic force with no limit on how small the area of effect can be with the limit that you have to be able to sense the location.

Bottle of Manifold Space [400 CP]
Appears as a large, five gallon glass jug. When a person touches the spout, they're shrunk down and fall inside it, roughly two miles down. The interior space of the bottle appears to be roughly a mile and a half across. A set of wards provide support to the interior ecosystem, ensuring the movement of water through the bottle, and regulating atmosphere and temperature. Exiting the bottle would usually require either some appropriate magic, or leaving through the spout, but as you have purchased this it has a minor upgrade in that it can be left with an act of will.

Caer Laga [400 CP]
A very heavily warded fortress hidden away in a hard to reach location of your choice. If you choose one of the exclusion zones in this world it will also have wards against whatever the effects are within the zone within reason. This fortress is also a minor entad, self repairing/cleaning and with magically functioning water and power with 'modern' facilities such as toilets and showers, powered stove, cooled fridge etc. It's not very large with only a dozen beds.

Elemental Plate [400 CP]
Armor that can shift between twenty seven forms. Each form provides elemental immunity and sometimes additional effects. Forms include acid, base, blood, bone, chitin, clay, earth, electricity, fire, flesh, glass, gold, ice, iron, lava, light, magnetism, mist, rust, salt, sand, shadow, smoke, steam, stone, water, and wood. It has no helm.

Erstwhile Manor [400 CP]
A large manor estate just on the outskirts of a major city of your choice with much more land than should be reasonable this close to a metropolitan center. Comes with a standard suite of wards across the property and has dozens of rooms within the manor. It is also a minor entad, self repairing/cleaning and with magically functioning water and power with 'modern' facilities such as toilets and showers, powered stoves, cooled fridges etc.

Hyperbolic Time Chamber [400 CP]
You have a time chamber that can speed up the contents up to a rate of one day every one minute outside relative time. It's a small nondescript thing, twenty feet by twenty feet with white walls, a white ceiling and hardwood floors. Oxygen is cycled and temperature is regulated but you'll need to provide your own food and water along with waste elimination. It takes five minutes to cycle up to it's full speed and ten to cycle back down. You get 10 years added to the structure at the start of every jump.
This can either be a stand alone structure anywhere in the jump, added as part of another building you own or included as a room inside your warehouse. The

accelerated time effect is influenced by the internal space of the room, you can't get around it with extradimensional spaces/expanding the internal space.
Remember that most jumps assume the 'worst' option between relative time and subjective time.

You may instead purchase this for **600 CP**, if so the time chamber space is increased to 80mx80mx10m and it is fitted with a few extra convenience entads such as an entad toilet for waste elimination and an entad water system including a shower.

Imagineers vestment [400 CP]
Can create illusions of sight and sound as long as it's within a 10m cube centred on yourself. Requires practice.

Inkscape Armor [400 CP]
Skintight armor that can retract or cover at will. Wardproof, and makes anything it covers wardproof as well. When covering the face, it provides air supply.

Messiah's Shotgun [400 CP]
A gilded shotgun that greatly increases the amount and spread of shot. Allies are unaffected and will never be hit.

Miraculous [400 CP]
Pudding like goop with a bright red colour that can feed 150 people 3 square meals a day, as nutritious as regular food is and suited to the varied diets of any of the mortal species. Served from one of six large serving bowls that can be seperated from each other, it has the taste and texture of whatever the eater expects/is thinking about when eating.

Mirrored Blade [400 CP]
A blade that can be summoned to hand with a thought and disappears into extradimensional space when not in use. The blade itself is made of a slice of stilled time and capable of cutting through nearly anything.

Perfidity Pistol [400 CP]
A pistol whose rounds rot away at flesh, with accents of rotted flesh where you would otherwise expect to find wood or ivory. It also had a fairly powerful antimemetic effect: for the first minute that it is drawn, no one would know or acknowledge that it was out, even if someone got shot with it.

Probability Blade [400 CP]
It's a gray blur of metal when held, but when the user tries to cut something with it, or parry a blade, it becomes whatever sword is best suited to the occasion.

Prosperous Rod [400 CP]
One of the legendary meta-entads, the Prosperous Rod is capable of conclusively identifying any entad it touches, with information about the entad transmitted to the wielder. This information includes the inheritance rules, precise function and limits, special conditions, command words, activation requirements, species or gender

requirements, links to other planes, links to other entads, and so on. Will work on any magic item in future jumps.

Reflection Blade [400 CP]
A beautiful blade etched with miniature battle scenes. It mirrors any wound on anyone it has cut, creating a second wound on the opposite side. This applies even when someone else inflicted the original wound.

Rosemallows Bracelet [400 CP]
A simple bracelet that can create a single clone at a time of the wearer (cannot pass around for somebody else to make a clone). The clone emerges naked and an exact physical copy of the wearer though it doesn't have access to any of the wearers magics. The clone lasts 12 hours, at the end if the clone is in direct physical contact with the wearer they will merge, otherwise they will evaporate.

Sable [400 CP]
A vantablack glove, capable of putting things (of up to a certain volume) into a limitless extradimensional space after ten seconds of contact and a thought (the thought can come any time after the initial ten seconds of contact, so long as contact is maintained). Objects stored within the glove must be "whole" objects and will exit if they split. There is no breathable air. Decay and other processes continue to happen. Anyone who wants to can easily exit the glove with a minimum amount of exerted will.

Temporal Plate [400 CP]
Allows manipulation of time to give the wearer more time to perform actions. In physics terms, behaves as though time were accelerated for the wearer. Doesn't allow for more powerful punches or greater kinetic energy (does allow for faster wards and better aimed pistols).

The Underline [400 CP]
A flying ship based on the Colonial Schooner The Sultana. Looks every part the sailing ship bar it's four propellers that provide reactionless thrust transmitted directly to the hull. This thrust is used in conjunction with sails to travel through the air at around 40 miles an hour non stop. Comes with storage space, cabins, a captains quarters and a small mess. Operates best with at least 6 dedicated crew and can comfortably house up to thirty people on board and uncomfortably house a few more.

Wandering Inn [400 CP]
A living, mobile tavern entad remarkably similar to the taverns of the Publican Exclusion Zone. Walks on retractable wooden legs, follows simple commands, and serves as a slow-moving three-story base. The ground floor holds a large dining room and kitchen, with storage and five bedrooms above. Self repairing, generates cooked meals and ale and is unfailingly loyal with intelligence and personality quite similar to a smart dog. It follows your instructions and provides food, warmth, and safe shelter wherever it roams.

Amoureux Penitentiary [600 CP]
Sentient autonomous prison. Ten stories high, built with a surprising amount of dark blue glass, with brass ribbing. Its wall has overlapping metal scales, not in a set pattern,

but with curves, coils, and flourishes. Can create and use dirt golems to prevent prisoners from escaping, and has a number of additional defenses for that purpose along with in built wards. Dirt golems can also do a huge variety of other tasks such as gardening, cooking, cleaning etc. but cannot go far from the building. Loyal to you and those you designate, it could function as a home or other facility but it would prefer if it was keeping prisoners in some way.

Amulet of Nondetection [600 CP]
Amulet that protects from divination magics of all kinds, including entads, and detection from any means, including sight and sound and more exotic methods and effects like footprints. The effect also protects the amulet itself, and only stops short of redaction.

Armateur Entad [600 CP]
A stylized shield that creates an Armateur once a month. Armatures are like magical robots without all that much intelligence. They look like suits of Armor but with limbs and torsos slender enough that they couldn't hold a person. Each has a long thin sword this is part of their construction. Armatures follow Azimovs three laws of robotics, though at the start of each jump you can define what they interpret as 'human' in relation to those laws defining this as slimly as a bloodline or members of a group. They make excellent guards and soldiers but poor laborers unless they are given constant precise instruction on every step of a task.

Armoring Rifle [600 CP]
A sleek metal rifle, when fired at somebody it coats them in Shimmerplate Armor. Shimmerplate armor is supernaturally tough, light comfortable, similar to armor that could be purchased for the Superlative Entad item though just a bit better. The armor created for this can be roughly of your design on style, colour etc. with all armors created fitting this style (though this shouldn't effect ability in any way, unless you make the style worse/not covering enough).
When holding the rifle you also have a supernatural sense of all armors created by the rifle and can revoke this armor at will, making it disapear into smoke. Can be fired at somebody once every day.

Atheneum [600 CP]
You are the Dean (or whatever other title you want to give yourself) of a new Atheneum that studies up to three different magics. You own the land and have purpose built facilities and new staff paid out in advance for the next ten years. 'Staff' includes rather a lot of ancillary staff considering the school is large enough to host thousands of students.

Backpack of Earthly Delights [600 CP]
Backpack that allows the retrieval of mundane items from Earth with a thought. Only items which actually existed on Earth can be requested. Only items that do not contain the Name of the Beast can be requested. Some items are restricted or cannot be summoned with the backpack, these will instead produce a note on yellow legal paper. You can pull books, snacks and other 'fun' things but doesn't really give out things with utility or high value like electronics, weapons or diamonds. In this and future jumps items are drawn from a 'generic' modern day Earth. Things must be able to fit within the backpack to be taken.

Chez Jumper [600 CP]
A modest two story manor with half a dozen rooms that expands on its own. Every few days a new room grows somewhere on the house, complete with furnishings and any required halls or stairs. New rooms vary in style and purpose and never repeat.
A small control room lets you influence how the manor expands. If set to grow outward, it produces a new room every few days. If set to grow extradimensionally, growth slows to one new room per week. You also have limited influence over room themes. Offering the house objects or materials nudges its next rooms toward similar styles or purposes, though results are never certain.
All rooms remain filled with clean breathable air and all furnishings are made from safe materials. Navigability is not guaranteed.
The house repairs and cleans itself, and if a room is completely destroyed it will prioritize growing a different room in its place.
This item can be merged exceptionally well with other purchased properties or vehicles, granting them it's abilities.

Demiplane [600 CP]
A wide standing circular metal portal (think Stargate) that can be connected to a newly created demiplane. Currently the demiplane is roughly 100 miles across but it will continue to grow. The demiplane is well made with a day/night cycle, weather, and is covered in forests, plains and a large lake and river system any many other small things that will allow this world to exist in perpetuity.

Exclusion Ticket [600 CP]
Once per jump, you may invoke this ticket to create an exclusion zone on a degenerate magic, item, aspect of physics or otherwise potentially world ending threat, containing it to the Exclusion Zone created for it. The key proviso is that this needs to be used to maintain the status quo in some way. In a modern world you couldn't use this on 'Electricity' as that would fundamentally alter the world in a way that effects everybody, but you could use it on 'Nuclear Bombs'.

Hotel Delzora [600 CP]
An infinite hotel. From the outside it is three stories tall with an opulent facade, inside there is a large lobby stretched up into the sky until the view is obscured by the air. There are theoretically infinite rooms in this hotel, there are elevators and stairs, with each floor going out in two different directions infinitely and the floors going on infinitely high. Rooms are magically refreshed every day at 3pm, tidying themselves up, replacing consumables and repairing any damage with a few magical restrictions in place to prevent the worst abuses of these abilities (no taking anything out of the hotel, for example). Each room is not much bigger than a bedroom, with a double bed, bathroom and not much else.
The lobby has a front desk with a wall of keys that can be moved to get any door key (though it's manual and can take awhile if the key is 'far away' and there are four elevators that have an input to punch in an arbitrary floor number. Elevators are reset to the ground floor at the start of each jump if somebody inputs an arbitrarily large floor that will take ten thousand years to reach.

Isle of Poran [600 CP]

A small island state or other out of the way section of the world now legally belongs to you. It has steel magic housing and infrastructure for up to three thousand citizens, though this purchase doesn't come with any citizens. This also comes with enough supplies that a group could move in and not suffer any shortages and live comfortably for at least a year without needing to import or create anything. Your small city can also have some specialty infrastructure set up such as a small fleet of transport ships or a couple of specialised factories, nothing that would cost more than a few millions obols. Any of your other purchased structures can be here even if they mention a location requirement.

Item Set [600 CP]
You may select any item from this document that is priced 400 CP or less to receive multiple copies of it as a set. If this is a 400 CP item, you receive three copies, a 200 CP item you receive six copies in total and if the item is 100 CP you receive twelve copies. These items work together if appropriate such as Sending Slates all being able to communicate with each other.

Jade Elk [600 CP]
A small jade statue of an Elk. It can make up to 500 Elk a day. They are fully real flesh and blood creatures. Can make an additional 500 each day regardless of the state of previously created elk.

Kuum Doona [600 CP]
Select one Item to be the base 'form' of this, this can be another purchased item or some other form such as a house. You may permanently merge purchased Items from this document into one item roughly to your design. This merging grants a somewhat expanded use depending on your design and the base form. For example, if you merge Ancestors Amulet with base form Wandering Inn, the being within Ancestors Amulet could sense through and control the building.
If you have the Perk Meta Entad you may instead consume this item to upgrade your ability to be on par with Bethals.

Long Stairs [600 CP]
You have your own version of The Long Stairs. This takes the form of a large door that you may use to enter this dimension. The Long Stairs are an infinite series of arbitrarily generated room with each room usually having a monster or some other kind of challenge inside, rooms can be the size of a cupboard or up to the size of the biggest aircraft hangars. This is a stripped down version of The Long Stairs, there is no other world at the other end and no landings just random rooms with random challenges and occasionally random loot including things like valuables and Entads with rooms getting more dangerous and having greater rewards the 'deeper' you go. At the start of each jump or every ten years you'll get a large book full of hundreds of arbitrary rules for you and anybody else to follow while within The Long Stairs, this is things like 'kill any white mice you see within five minutes' or 'buy something from any vendor you come across', as long as these rules are followed the challenge level of the rooms should stay at something you can handle...

One and a Half Billion Obols [600 CP]

A huge amount of money, approximately the amount that the richest princess of Anglecyn could access if she liquidated all of her assets. This can come in any 'liquid' material form you wish such as precious metals or an established currency but cannot come in the form of investments/lands etc.

Onions Armor [600 CP]
A well made and extremely durable set of heavy armor in whatever style you want. It has three green gems on it's chest plate. If a person were to die while wearing this armor, one of the gems would dull and they would be brought back to life totally unharmed and refreshed. When the last gem dulls the armor will collapse into itself. At the start of each jump the gems are refreshed.

Onions Sword [600 CP]
A sword with a handle covered in many faceted gems. It can become and also copy the magic abilities of any sword within 200 meters. The wielder must select swords in range somewhat randomly but once one has been copied they will be able to recognise it's magical signature to use it again. Copies also give some knowledge to the wielder on exactly the magical effects of the sword.

Rod of Blank [600 CP]
When selecting this item choose it to represent one of your purchased magics. A thick rod of about two feet with an evocative design that depends on the chosen magic. Once per month, you may touch it to the head of a person to grant them access to the chosen magic. They will then have the capacity to use this magic, though training will still be required. People granted this magic this way will be able to use the magic in other worlds and outside of it's exclusion zone if it is excluded.

Teleportation Key [600 CP]
Allows the user to teleport himself at the cost of a flash of pain, plus another four people, and all the equipment they carry on them, up to 200 lbs each (plus any amount of objects carried in extradimensional space). "People" is defined rigidly, and does not include non-anima, sentient entads, or the locus. People in extradimensional/warped space still count against the limit. Cooldown between uses is two hours. When held the user can view something of a mental map that displays a line of everywhere they have been in green and a number of orange touchstones. User can teleport to anywhere on their line or to any of the touchstones. Any purchased properties act as a psudotouchstone just for you, allowing you to teleport there if you haven't been there before.

The Egress [600 CP]
A ship whose exterior is modeled after the "Cloud Gate" sculpture in Chicago but is as large as a sailing ship. Moves with little regard for physics, and at extreme speed well in excess of 1000 miles an hour, without disturbing the people who fly in it. Works by selecting a destination with it's controls which are not much more than a map and letting the ship do it's thing. Inside is surprisingly cozy, with wood paneling, drapes, rugs and the like and you feel none of the movement regardless of speed.

The Weatherlight [600 CP]

An Entad ship somewhat like a submarine that transports Astralnauts to the Astral Plane. The ship cannot move itself while on the material plane beyond a minor hover, but while within the Astral Plane the ship can be piloted around using a number of unique devices to navigate the space. This method of transport can be used to move to different places on the Prime Material Plane or with long journeys to travel to other Planes of existence within local cosmology.
As an Entad version of Uthers ship it is supernaturally sealed and provides constant clean fresh air and water and maintains a safe neutral temperature. Fairly cramped with bunks for 12 people, a mess, navigation/piloting room, bathroom a small storage area and a multi-purpose conference room.
This can travel to the Astral plane from anywhere even though the Astral Plane is excluded and will be able to access similar planes of existence in future jumps with this ship.

Time Chamber Society [600 CP]
A group of around three thousand people of a species from this document costed 0 CP or less all around 20 years of age. They have all been raised in a time chamber or something similar, being taught by tutors and raised to be a society of roughly your design. The majority of them have civil training in different professions but a small section, roughly 5% can be trained in military skills and another 5% are trained in high level governance both based on aptitude.
This group has been raised with whatever reasonable beliefs you decide were instilled in them but they are not supernaturally loyal to you by any means, if you treat this society poorly or act against them they can and will turn on you. This also doesn't come with any infrastructure.

Vorpal Blade [600 CP]
A lesser version of the Vorpal Blade. It's an incredibly sharp and indestructible sword whose magic can break through wards and other magic defences. Once every ten years you can bring it's full power to bear upon a struck target, annihilating it so completely that you will even destroy memories and records of the thing.

Companions

Companions cannot purchase more companions.

Companion Import/Creation [50 CP]
With each purchase of this you may import or create a new companion to meet. They receive 600 CP to be spent on this document and may select an origin for discounts. You may spend CP to grant this companion extra CP at a 1:2 ratio, eg. Paying 100 CP will grant them 200 CP.

Canon Companion [50]
You are guaranteed to meet a selected canon character and circumstances will align to give them an initially favorable impression of you. At the end of this jump they can join you on your journey if you would both like, even if they died.

Kharass [400 CP]
During this jump you will meet 7 companions. You won't know who they are until you meet them and increase their loyalty to you in some way, which will prompt a pop up in your vision. You will continue to get pop ups informing you as their loyalty increases, which is somewhat supernaturally enforced in them, however this can be broken if you abuse it.
When they get to level 10 and then level 20 loyalty, they will gain a 'companion passive', a supernatural ability that improves themselves or both of you.
If you would like this in jumpchain numbers then then companion passives can be tracked as gains in CP. Freshly met companions would have 400 CP, with the level 10 passive granting 200 CP and the level 20 granting 400 CP and each companion getting an origin for the purpose of discounts. You may 'save' CP from their starting CP or level 10 passive to have them start weaker but have a greater potential companion passive.
If you have the Game Layer or Knack, you will also have a Companion Quest for each companion, that when completed will grant them an additional 400 CP
These companions can all join you at the end of this jump as Companions.

Locus [400 CP Free with Druidic Magic]



Scenarios

You may only select one of the following scenarios. Scenarios alter the jump and all have their own positives and negatives.

Scenario One: The Good Ending (must take a modified version of the Drawback Worth The Candle for no points)

The world of Aerb will be changed, inspired by you instead of Juniper. You will find things you have designed or come across in your life everywhere you go and will encounter people, quests and events that seem designed to test you and push you to your limits. Should you succeed in all your battles and achieve a hugely difficult goal that is personal to you, then you may opt to be locked out of your chain, forever in this local multiverse. You will however be granted godly powers of practical omnipotence allowing you to do whatever you want here for the rest of eternity. There is no way to Spark or otherwise leave here if you take this option.

Scenario Two: Thresholder

You can take only one perk or item in this world. Another Thresholder will arrive either before or after you and will be somewhat matched to your power level. You will be drawn to each other and be opposed. Once one of you is decisively defeated (doesn't have to be killed) a portal will open up for both of you. If you take this portal this jump will end but the scenario will continue, with you only able to take one perk or item from each jump and having to combat another Thresholder in each world you go to. If you don't take the portal another Thresholder will arrive every 5 or so years.

Scenario Three: Isekai Experience – First Jump only, must not have history in the world

You are Isekai'd into this world, finding yourself in your starting location. You do not get your full CP stipend, the amount you get is indicated in the below options.
You must choose one of the following options for this scenario:

1. Multiplayer: You are joined by seven companions you know from your previous life. You must each have a different origin and each receive 600 CP to spend on perks and items. You are all placed in different locations within the world (must roll randomly and cannot gain the extra CP for doing so) and you will stumble upon each other over the first few years.
2. Tutorial: You receive your origin and only 500 CP to select perks and items. Should you die during this jump you will instead start it over from the beginning. There is no limit on the amount of times this will happen. You may not take any drawbacks but you can roll for your starting location to gain points. You may purchase companions but they will not remember your previous attempts at this jump.
3. Character Select: Build eight different builds, each with a different origin with 500 CP each, you may not select the same perks or items between builds and you will each have a different starting location though you will all stumble across

each other within the first five years. You are joined by eight copies of yourself each with a different build, roll 1d8 to find out which one you are. At the end of this jump you will all go onto your own chains. You may not take any drawbacks but you may gain extra CP by rolling for starting location, rerolling duplicate locations.

Drawbacks

You may take as many drawbacks as you think you can handle.

The Juniper of it all [+0 CP]
Juniper will not be Dream Skewered into Aerb and The DM will somewhat keep his hand off of the wheel of this world for now, meaning you're not going to have dozens of world ending plots all bubbling over at once. Maybe The DM is planning to bring Juniper to this world in another 500 years or this is an alt universe?

Exclude that Exclusion Please [+0 CP]
Alter this jump slightly, so one or more of your purchased Excluded magics was never excluded in this world or it was only partially excluded, cutting off it's degenerate aspects instead of removing it from the world.

The Lost King, Found? [+0 CP]
If you would like, you may instead insert into this world 500 years prior, to the same time period Arthur was inserted into. The world is a lot less connected and at a more medieval technology level. Can be taken with The Juniper of it all to instead of Arthur not Dream Skewered into the world.

Supplement [+0 CP]
You can use this document to supplement another jump, merging these two settings in any way you would like. CP budgets may only be spent on their individual documents and cannot be shared between the two.

Dream Skewered [+0 CP]
You may be inserted into a canon character of your choice, either taking them over or merging your memories.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Red Eyes [+100 CP]
You have a quality about you such as the red eyes of a non-anima that is hard to hide and is a significant physical sign of belonging to a dangerous group. At minimun you'll have to explain it away wherever you go.

Walter Meme [+100 CP]
You've been infected with the Walter Meme. This version is a fast acting alternate strain influencing any books or written text within ten meters of you almost instantly altering any text to the word Walter. It's a relatively benign strain in that after a few days of distance from you the text will revert.
You may instead take this for +400, in which case the effect is permanent and spreads from infected text to infected text. If this spreads enough people will take notice and know that you were the origin of this dangerous meme with many deciding it's worth killing you in an attempt to stop the meme.

Paper Bag [+100 CP]

A Paper bag being placed over your head completely incapacitates you rendering you unable to move, act or think. Only this cheap because it's so unlikely to happen.

Level Up! [+200 CP]
Whether you have a system or not, you're driven to do combat and addicted to victories.

Risen Lands [+200 CP]
You'll start this jump bound in a plane flying above the Risen Land Exclusion Zone. In moments you are going to be dropped into the zone full of the undead. The plane is full of other people, criminals being punished by the Kingdom of Anglecynn that will all be dropped along with you... Quite a large number of them have hard eyes and bright pink hair.
Extremely dangerous but costed fairly low because once you escape the drawback will be over. If you select this drawback with some way to make escaping trivially easy, you'll instead be cursed to somehow be drawn into a different Exclusion Zone every few months with increasingly contrived reasons.

Soul Fucked [+200 CP]
At some point during your time here, you and your allies will be stuck in an isolated area with at least one of them being altered in such a way that they are secretly working against you. It could be a soul mage, an Entad or a creature but there will be no easy way to tell and it will be protracted, at least a month where nobody knows who they can trust. If you have no allies or care about people so little you could kill indiscriminately to get yourself out of the situation then you will be the one to have your will subverted, acting against your goals for at least a month and being much worse off at the end of the whole endeavor.

Excluded [+400]
You have been Excluded. All of your out-of-jump perks, items, and companions are bound within an Exclusion Zone of roughly 20 square kilometers centered on your starting location. You can leave the zone, but you cannot take any of these things with you, and companions are unable to leave at all.
For an additional +200 CP, you are also bound to the zone and cannot leave it yourself.

For an additional +200 CP, nothing from outside this jump is permitted at all. Your perks, items, and companions do not manifest in any form, not even within an exclusion zone.

If this is your first jump, you may take this drawback for free points. However, if you also take the +200 option to bar yourself to the zone, you are still stuck there.

OOC Exclusion [+400]
You begin this jump stuck within an exclusion zone for a year. This can either be one of the exclusions in jump such as The Risen Lands Exclusion Zone or an Exclusion Zone based on another property or idea. This has to be at least as dangerous as The Risen Lands, you can't pick anything like The Illusion Magic Exclusion Zone or anywhere you would have an easy time. Some example Out of Context Exclusions are in the notes.

Immunity to Sneak Attacks [+400 CP]

Every enemy encounter you have will find your enemies - often inexplicably - having defenses against your most powerful tactics. If you have perfect invisibility, they'll have even more perfect counters to invisibility, if you are a Revision Mage they will have a unique Bloodline Magic quirk that makes them immune and if you have an Entad of overwhelming dragon breath they will have an Entad of Anti-overwhelming dragon breath. Enemies won't have defenses against absolutely everything, but 9/10 times you will be unable to use your most powerful abilities in a fight.

The Outer Reaches [+400 CP]
You have been found to be very interesting by the Schlossvolk and they will alter the world around you altering the world with something like reality altering powers so things are retroactively there. It's not always going to be threats, different Schlossvolk will be interested in involving you in their themes and schemes.

The Beast [+600 CP]
Any knowledge you have of The Beast is removed from your mind and you are guaranteed to say the name of The Best during your time here, summoning him to you. Regardless of how powerful you are

Oh The Places You'll Go [+600 CP]
There are 64 different planes of existence including the Elemental Planes, Infinite Library, The Hells and many more. You must visit all of them, and stay there for at least 24 hours during this jump.

The Hells [+600 CP]
Your arrival has been noted by the hells and they will devote resources to sending devils and demons to deal with you. This will usually be by possessions but there will also be the occasional emergence. Demons will come right for you, using their insane combat skills to try and kill you directly but devils will work around you, sabotaging a toying with you.

Worth The Candle [+1000 CP]
You have the attention of the Dungeon Master and will suffer under his degenerate cycles. The world will shift around you, with constant quests and escalating threats. These will usually be the kinds of things you will have to deal with and as soon as one threat it put down another will probably rise that very same day. It's going to be ten years of non-stop ball to the wall drama and carnage all designed specifically to push your buttons.

Decisions
You have three choices ...

Go to next Jump
Continue onto the next Jump.

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log
V1.0 Jump Release

Notes

On Notes: I really like notes in Jumpchain documents, extra clarifying information, bits of lore of the jump authors fan lore is all stuff I like. There is a bunch of lore for this world including two excellent 'splat books' about the world of Aerb and the Exclusion Zones and there is also a servicable amount of information on the WTC Wiki, specifically about the Game Layer and Skills. A lot of this information I'm not going to include in the notes. Something like Blood Magic is written about really well in both the story and these supplementary sources. Some of the other magics or things that I don't there is easy supplementary information that can be found will be included here.

Skills, Skill Level and Leveling:
In story, a level 20 skill is considered to be something of a 'graduate degree' level of learning on that skill, another metric used is level 20 being something like 12 years of experience. Progression is supernatural, with information/muscle memory/etc being implanted into the brain. Level 40 in a skill is considered a 'post doc' amount of learning in that skill.
There are four perks that grant skills and enhanced learning speed. Lower level systems have less Skills, less systems and a slower learning speed increase. If for some reason you have multiple systems from this doc, you may roll the lower system into the higher costed system when it comes to learning speed. Just purchasing a magic grants you an increased learning speed for that magic compared to how fast you would learn other things.

Tier	Time to reach level 20 in one skill	Speed vs normal
Purchased Magic	**4 years**	**3×**
100	**6 months**	**24×**
200	**3 months**	**48×**

Tier	Time to reach level 20 in one skill	Speed vs normal
400	**14 days**	**313x**
600	**2 days**	**2,160×**

Degree of Reasonableness: This feels like a very meta Jumpchain perk, as a lot of skills/abilities (especially ones that involve some creativity on the part of the reader) involves some pondering if what you are considering is reasonable. This perk is intended to slightly nudge that scale just a little so whatever you're considering is a little more reasonable. For example, most Skills you can select from various perks should be considered to have come from the full list of 257 skills, however there obviously isn't a full list out there so this goes to interpretation of the reader somewhat of what could be on the list. Skills like... I don't know 'Space Ship Construction' would still be right out, that is absolutely not on the list, but something only somewhat unlikely like... 'Ninjustsu' could very well be there if you have the Degree of Reasonableness perk.

Custom Skill: The intention is that the skills you have access to just by purchasing Game Layer upgrades or a similar perk only allow you to choose from one of the 257 Skills available in world, there isn't a full list so it's really up to the jump reader to pick things that could reasonably be on the list. Custom Skill allows you to make a Skill that wouldn't be on that list.

Magic in other worlds: Purchased magic is intended to work in future worlds in some way. Some are easier to think about than others, bone magic makes sense in other worlds, Lenticular Magic does not. You should try to think about the magic in a way that alters how it functions but the end result is the same. For the Lenticular example, you have no projection layer to interact with so instead you magically release particulate phlogiston into the upper atmosphere or something like that.
You can of course learn magic but not purchase it, access to this magic would depend on the being sending you on your chain and the physics of the worlds you go to. I would assume magic that you get in a jump wouldn't work in most other worlds without some kind of fiat.
Incidentally the way I view this is like in Thresholder, different universes have different classes of physics, maybe a world will have the 'right' kind maybe it won't, purchasing a magic ensures you can use your magic regardless.

Kharass: In jump chain terms, the companion passive for level 10 is something like a 200CP perk and the one for level 20 is something like a 400 perk. Completing the companion quest would be something like a 400/600 perk.

Kuum Doona: What does purchasing this item grant? An example would be purchasing Time Chamber along with Hotel Delzora, if you merged these the normal way then the Time Chamber would simply be a room within the hotel, probably on the ground floor. If you also purchased Kuum Doona and merged them instead you would be able to apply the time chamber effect to different rooms in the hotel, not granting 'extra' time, but as a room would be a smaller space you would only be using up that spaces size equivalent use.

Another example would be purchasing Chez Jumper and Weatherlight. On standard merge you would just be applying Chez Jumpers ability to the Weatherlight ship (Still very cool) but with Kuum Doona you could instead have a large house with Weatherlights Astral Plane Navigation and protection abilities. Beyond this you are also able to merge in things that otherwise would not be mergeable, using the above example you could also include an item like Elemental Plate to allow the house to survive in any of the elemental planes and maybe also Immobility Plate for greatly increased durability when still.

Combo Virtues: The amount of skill you get for each constituent skill in a combo perk is 20.
In general, I'm not crazy about perks that you 'build yourself' within a guideline, however I really liked the idea of Combos and Clusters that were referred to in the story and I wanted to include them somehow. Overlaps of magic that were hinted at and also that popped up in later non-combo virtues were really interesting to me as well. You do not learn combo skills faster unless you also have one of the Game Layer systems or another perk like that where you have selected these skills as part of that system.
The Combo Virtues that you purchase wouldn't otherwise be up for acquisition in the world like something like the Bladebound Combo Virtue, they are essentially Combo Virtues that the DM has made just for you and are not part of the normal 'system'.
The skills you select in combo virtues are intended to only be skills that could be on the list of 257 skills so this somewhat relies on the jump makers reasonableness.

Combo Examples
Crafting Examples:

- **Woodworking + Architecture + Masonry**: Structures you create are at least three times more durable than they otherwise should be, while often possessing warped internal geometry such as rooms larger within, impossible storage spaces, or load-bearing arrangements that seem to ignore ordinary constraints.
- **Gunsmithing + Smithing + Engineering:** Can make very high quality guns when making them for a specific person.
- **Cooking + Alchemy + Horticulture:** Grow food and cook it into specially prepared meals that grant semi magical effects, usually healing.

Physical Examples:

- **Dancing + Rifles + Dodge**: weaving through combat with balletic gunplay that seems choreographed.
- **Shields + Thrown Weapons + Athletics**: ricochets, rebounds, and shield-aided throws that land with unreasonable bouncing and inhuman precision.
- **Unarmed + Improvised Weapons + Traps:** Huge increase to situational awareness and ability to use environment as a weapon, some ability to notice and setup small scale 'Rube Goldberg Machine' style traps and attacks mid combat.

Mental Examples:

- **Thievery + Sneak + Lying:** Skills work together elevating each other and doing things like greatly enhancing hearing/touch when trying to crack a safe.
- **Counselling + Comedy + Medicine**: For people around you, laughter really is the best medicine. Any successful Comedy roll also counts as a Counselling or Medicine roll of equal strength.
- **Investigation + Logic + Mathematics:** Sherlock Holmes esc deductions, highlighting and remembering clues and evidence.

Future versions of this document: I have some ideas for other origins, many of which were at least partially written up although I decided not to include them in this document. Things like Schloss and a Shia LaBeouf origin and even weirder, it would be fun to find a way to include them. Beyond that another round of editing, formating and cleanup etc would be good... though we'll see.

OOC Exclusion: There is enough on the world of Aerb that I didn't want to go too crazy adding my own stuff (though I love doing that) but Exclusion Zones are such neat contained zones of adventure that don't have a huge impact of the world at large that I felt comfortable letting people add in whatever the hell they want from this drawback. I think it fits from a storytelling/using another doc as a supplement perspective. Anything added here like a Magic that is excluded in the zone could be learned within the zone but not taken out and definitely wouldn't work in future jumps without some crazy perks/items that are not provided by this jump.

If you are going to make an OOC exclusion, you should make it in the following format and send it through to me, because I would enjoy reading it:

Name:
Code:
Types:
Date:
Spoilers:
Summary:

History:

Features:

Here are a couple of example OOC Exclusions:

Name: The Toymaker's Exclusion Zone
Code: TMEZ
Type: Major
Date: 311 FE
Spoilers: No
Summary:
The TMEZ is ruled by a single elf mage who commands total mastery of Compression Magic. Within its borders, all life has been miniaturized and trapped in self-contained settlements of his design. Every inhabitant lives under his control, often participating in elaborate death games for his amusement.

History:
Compression Magic was a little-used utility art for storage and transport, relatively unpopular due to its similarity in cost to Bulk Teleportation and its greater limitations. Practitioners learned to temporarily reduce the size of objects and small structures without damaging them, allowing vast quantities of material to be condensed for trade or preservation.

As the field matured, researchers within the Second Empire discovered ways to safely compress living creatures, dramatically increasing interest in the discipline. By 280 FE, it was being used for mass population transport and had become the primary method for moving goods. Used in concert with Bulk Teleportation, it allowed vast amounts of material to be teleported at a fraction of the former cost.

In 299 FE, an elf named **Rhune Kethidosyn**, the Empire's foremost expert in Compression Magic, expanded the discipline to new limits. His breakthroughs allowed the permanent reduction of objects and living subjects. The experiment caused the surrounding city and countryside to be Excluded. Rhune was among the first to realize what had occurred and began shrinking the entire population.

Features:
Within the TMEZ, the zone's inhabitants live in constructed settlements arranged according to Rhune's whims. Each district functions as a stage for his ongoing "games," complex trials that pit people against one another for his entertainment.

Any attempts to enter the zone result in immediate compression. Entrants are captured by Rhune and appear to be miniaturized into the same hierarchy of scale as the inhabitants. He has shown no interest in communication or negotiation.

[DM's Notes: The TMEZ is a good place to trap your PCs for a time. Rhune particularly enjoys placing newcomers into "dungeons" of his own design, complete with creatures of varying sizes used as obstacles. This works especially well if you build a physical model of the environment, as that is effectively what Rhune has done - the model the players' figures move through is the same one their characters are trapped within.]

Name: The Arc Raiders Exclusion Zone
Code: AREZ
Type: Major
Date: 470 FE
Spoilers: No
Summary:
The AREZ is inhabited by advanced machines that scour the surface killing humans on sight. Pockets of civilization survive in underground cities, cut off from the rest of Aerb and unable to escape.

History:
The polity of Speranza was considered one of the foremost centers of non-magical learning in all of Aerb, with many major technological advances originating from its scientists. The country had no Atheniums, but operated numerous state-sponsored universities where the government funded and profited from all inventions. These innovations improved the lives of its citizens, giving the average Speranzan access to

advanced public infrastructure such as underground rail networks linking most major cities.

In 465 FE, Speranzan scientists discovered an alternative to radio wave communication: Telluric Induction (TI). This method used ultra-low-frequency currents through the planet's crust to allow near-instant communication between any two points on the Hex. The technology was reliable and easy to replicate, but as use grew, so did a persistent layer of "noise" across all channels. Speranza concealed this from the wider world and adopted TI as their primary national communication network.

By 469 FE, the interference had become so severe that TI was rendered unusable. In 470 FE, a massive metal vessel appeared over Speranza, apparently drawn to Aerb by the unknown long-range signals of TI. Countless mechanical drones descended from the Arc, harvesting resources and exterminating life indiscriminately while operating in perfect coordination.

The exclusion trapped the Arcs within one of the largest Zones on Aerb, cutting off their long-range communication and coordination. Though the immediate threat was contained, the Empire established strict borders around the Zone, forbidding the hundreds of thousands of surviving Speranzans from leaving.

In the modern era, most Speranzans live in underground cities while the Arcs patrol the surface without the clear purpose they once had. The Empire has relaxed border enforcement in recent decades due to the zone's immense size and the apparent inability of Arcs to function beyond it. Many Speranzans have adapted fully to underground life, while others risk expeditions to the surface in search of supplies and lost technology.

Features:
The surface of the AREZ is dominated by twisted metal ruins and scorched terrain. The Arc itself remains suspended in the sky, motionless but faintly active, occasionally releasing drones to the surface. These drones vary in form and function, though the most common patrol the skies endlessly hunting for human movement.

Below ground, numerous small cities have stabilized, their safety largely guaranteed by depth and distance from surface interference. While the surface remains lethal, growing movements within The Empire advocate for reclassification of the zone as a Minor Exclusion to ease trade and travel restrictions.

[Amaryllis' Notes: Whenever there is a discussion for funding any new technology within the Empire of Common Cause, at least one opponent will smugly offer "remember Speranza" as their end-all argument. It remains infuriatingly effective. When I look for signs of DM interference in the technological progress of Aerb, it reframes the AREZ from a tragic accident into a deliberate warning.]

A couple of write ups on how a couple of the not very extrapolated on magics that I thought were could could work:

Abyss Magic

Energy Source

An abyss mage's staff is fed by flashes of energy they call inspiration. These come unpredictably, while walking, watching, or daydreaming, and cannot be stored for long in the body without strain. Most mages carry their staff at all times so they can impress runes and channel inspiration into it before it fades. As skill deepens, mages can hold inspiration for longer periods and eventually generate it within themselves, stockpiling enough to inscribe staffs capable of birthing huge labyrinths.

Learning Requirements

Study and Aptitude. To begin, a student must learn how to recognize true inspiration and how to safely channel it into a physical focus before it dissipates. They are taught basic runic patterns that stabilize the energy once inscribed, but all mages need to create their own runes that hold a personal symbolic weight. It typically takes two years of dedicated training before an apprentice can seed even the smallest functional dungeon.

Learning Curve

- **Novice**: Makes crude staffs over months, producing shallow lairs with weak monsters and meager loot. Collapse is common.
- **Adept**: Produces stable dungeons where chambers make sense, monsters match their environment, and treasure aligns with challenge.
- **Master**: Can sink vast labyrinths miles deep, laden with trial and reward.

Esperism

Energy Source

Esperism draws on Mental Energy (ME), usually not consumed but committed. Each spell or technique anchors a portion of ME into the esperial realm until released. A novice with little control commits too much and risks overload, while a skilled esper can balance dozens of commitments at once. Increased proficiency raises both maximum ME and efficiency.

Learning Requirements

Study and aptitude. To begin, a student must first learn to breach their Inner Door through long meditation. Years of training are required before this can be done at will. Early practice focuses on navigating the personal domain safely, as unpracticed alteration risks confusion, amnesia, or brain damage. Students are drilled in patience, observation, and recognition of symbolic structures unique to their own minds, with many training sessions functioning more like therapy. Most take five years before they can reliably step into their domain and return unharmed.

Learning Curve

- **Novice:** Can enter their own domain at will, sometimes by chance in dreams. Replays memories imperfectly, stabilizes moods only briefly, and may manage a crude construct or two. Easily overwhelmed.
- **Adept:** Walks their domain at will, even in sleep. New memories are recorded without degradation, organized recall improves waking cognition, and moods

can be shifted toward calm or focus. Targeted cataloging greatly increases recall of precise subjects. Constructs take on the roles of librarians, guardians, or advisors. Can access other domains.

- **Master:** Constructs are capable of meaningful conversation and insight, information transferable to some degree with known domains, most master Espers have seeded their local areas for a long distance with mental constructs in all inhabitants.

This was going to be a magic section for the Alternate Juniper origin, I decided against including it because it was a bit too 'non-cannon'. You can use it if you like though: *If you take the perk Other Side Magic you can get a stipend of 600 and discounts on all magics in this section, assume each is costed 400 so you could have three.*

Magic from The Other Side

This section is magic that has the least written about it in lore, drawn either from magic referenced from The Other Side, extrapolated from ideas written by the author and lets face it a few that I created whole cloth. This section can really be considered non-cannon and can be disregarded if you like, if you need to roll for magic this section doesn't need to be included in the roll.

Allomancy

Yes literally the one from Mistborn. There is a reference to it in a throw away line. There are Misting tribes that practice unique bloodline magic, each tribe is able to use a different one of the basic metals and mostly coexist with each other in a corner of the world. Purchasing this makes you this settings equivalent of a mistborn, though all of the higher metal and god metal stuff doesn't exist in this setting.

Binding Magic

This magic allows foreign tissue, organs, or even whole limbs to be seamlessly joined to a body. A grafted part will fuse as though it were natural, integrating blood vessels, nerves, and function within moments. The technique is versatile enough to make a single person a patchwork of parts, or to bind organs grown elsewhere into a living body without rejection.

Coal Magic

Coal mages grow dense black plates from their skin through steady meditation, most often along the shoulders, spine, and neck. These deposits weigh heavily on the body, slowing movement but grounding the mage against impact and strain. While intact, the plates can be focused to shift local weight, lightening loads for transport, fixing objects in place, or dragging enemies into sudden falls.

Breaking a plate unleashes its stored density in a crushing field, pinning foes or cracking the ground. Growth is slow and painful, taking weeks to replenish, and carrying too many risks suffocation or bone damage.

Copper Magic

Copper mages generate charge within their bodies and expel it through copper circuits grafted into their skin. These circuits channel electricity into controlled forms, from sparks and pulses to stored discharges and arcing bolts, depending on how they are arranged.

The practice is dangerous and painful. Misuse can burn out muscle or cook organs. Mastery comes only with long training and precisely grafted circuits. Copper magic is brutal but precise and powerful.

Growing Magic

This magic allows the user to grow fleshy plants that when infused with magic sprout fresh limbs and organs. Their use extends beyond healing into enhancement, as growths are not limited to simple human biology. What grows is limited only by the caster's control, though the results are always living flesh.

Hair Magic

Hair mages record memory and skill into prepared braids, drawing experience out of themselves strand by strand. A braid captures the mage's point of view, carrying not only recollection but trained ability. Once sealed, the skill is lost to the mage until the braid is reattached.

A beginner can braid simple memories - a day's lessons, a song, a trick of the hand - and later replay them or gift them to another. A master can strip themselves of whole disciplines, weaving archives of expertise that outlast their lifetime, or implant braids into others to grant skills instantly without any attached memories. Improperly attached or handled braids can risk mental damage.

Leaf Magic

Leaf mages press and preserve leaves into great books, each page holding a single specimen. The order and arrangement of these leaves shape a continuous magical effect, like composing sentences out of nature's script. Leaf mages spend a lot of time searching for leaves with minute differences and experimenting with this 'leaf language'

Leaf magic can have many different expressions of passive magic. A beginners slowly cultivated book would have a straight forward effect like keeping them oxygenated. A master can arrange more nuanced magical expressions. The variety of possible compositions is enormous, but every effect depends on precision, leaf variety, and care in preservation.

Necrophagy

This magic grants strength through the act of dying and returning. Each time you rise again, you consume that death, drawing its life energy into yourself rather than letting it pass away. The energy fuels you, leaving you more vital and empowered: you heal faster, endure longer, and grow stronger, quicker, and hardier with every return.

To function, each death and restoration must take place within a specially prepared ritual space attuned for necrophagy. Outside such a space, the death is final. Even with the rite in place, every crossing brings greater risk, drawing you closer to permanence, for the magic offers no safeguard against a final end.

Phrenology

Similar to soul magic in use, this magic allows a person's behavior to be predicted from the shape of their skull. It also allows behavior to be altered by magically enhanced bumps or dents in the right places.

Unlike soul magic, which manipulates the unseen essence of a person, phrenology acts through physical structure with more pronounced effects requiring more extreme alteration.

Salt Magic
This magic draws power from dehydration. A salt mage grows stronger the less water they carry, with the most devoted undergoing ritual amputation to reduce themselves to a single arm for casting.

Their gift is the creation of salt, which appears where they will it and then remains fixed in place. Walls, prisons, or palaces of salt can be raised in an instant, but once conjured the salt simply stays.

Slug Magic
This magic allows the body to dissolve into slugs and reform again. Parts of the body may be replaced with slugs to absorb damage, and scattered slugs can later rejoin the whole.

Slug mages sometimes leave individual slugs behind as watchers or listening posts, or heal by replacing lost mass with new slugs raised in vats. Their forms are often swollen and odorous, marked by the living tide that sustains them.

Tapping
This magic steals energy from trees, taking the growth they would have used for themselves. A small metal tap driven into the trunk creates only a trickle, but hundreds or thousands together can drain whole forests.

That stolen energy fuels creation. A tapper can make stone swell into a castle or twist flesh into uncontrolled growths, whatever they touch expanding under their hand.

Untapping
An untapper can unravel spells, wards, entads or other kinds of magic, capturing the energy which both can and needs to be channeled as fuel into mechanical creations that they build.