Dark Cloud (Version 0.1)

"This Genie is not going to give you three wishes…"

Yikes! Don't surprise me like that! Sheesh, you're going to give this old man a heart attack. We were just surveying this world when you came in…and it really isn't in good shape. You're planning to head on in? Well…let me give you this before you go.

+1000 CP

Oh, before I forget, I should probably also give you what little data we've collected from here so far, shouldn't I? It seems that prior to our arrival, a mystical being called the Dark Genie was conjured forth by a group of humans…except the Genie proceeded to lay waste to the world – leaving behind the barren lands you see around you.

Well, not completely barren. There seem to be very minute pockets of life still around…not to mention all of the dungeons that have sprung up. So at least you won't be entirely alone during your time here. There is also apparently a young man by the name of…Toan, who is looking to restore the world.

Maybe you might consider helping him? Certainly the Genie isn't going to be your friend – and if you help this kid out, he'll be able to restore the world with the power that's been granted to him – even if you can't. Sounds like a pretty sweet deal – unless you're keen on wandering the barren land yourself.

Well, it's probably about time for you to get going, I'll just do some last legwork, you know, necessary documentation and whatnot.

[Making Your Acquaintance]

Before you head on out, I think you should take some preparation measures. Well, I should gather some information about you anyways, just in case you don't make it back. You know…in case another traveller comes looking for you.

Age, 15+1d8 / Your Gender and Appearance remain the same.

Oh, and there is just one more detail that I'll have to account for before I let you wander off. I mean, I have enough here to give people a picture in case I need to send out a search party, but you should probably let me know what it

is that you specialize in. You know, so I don't have to just go by some physical description. Well…which one of these fits you best?

Background	**And What It Actually Entails.**
Wanderer	He who wanders the world…is fit to rebuild the world. Well, that's what we presume anyways. You'll be seeing all the aspects of this world for the first time – so we thought we might as well give you some tools to help fix it up a little. You might not have a clue about the places you're going to visit, but hey, that just means you'll be seeing things through a fresh pair of eyes – maybe leave them with some improvements here and there?
Warrior	Your first memories are of your parents teaching you how to fight with weapons. Well, that's interspersed with a lot of other fond moments, but you remember that first weapon very well…because that was the first time you cut yourself. Well, that's not happening now anymore. You've become an expert with your weapon, and you've set out to find the person who can fix this mess. Because somebody sure needs to!
Moon People	How did you find yourself here? All of your brethren seem to be up on the Moon…and yet you're here wandering about…If you look in a mirror, you'll realize that you definitely are a member of the Moon People. The rabbit ears…the rabbit paws…and the other rabbit features…there is no denying it. Like the rest of your folk, you're pretty handy when it comes to handling tools – and it's always been your dream to build a massive robot. Though with the land in the state it's in, you might be set back a little.
Villager	Well! You'll find that after all the dust settled…you still survived. Isn't that a miracle? You've lived in the village your whole life, and now…well…the village is gone. Save for your house, so that's nice to know. Well, you've got the skills to survive at least – but really, you're going to have to hope that somebody comes along to help you, because this world is pretty desolate…

Well, we should figure out where you'll be headed too, shouldn't we? At least that will give me a place to point towards as your last known location for anybody who needs to find you.

1d8 for location.

Location	Local Attractions
1 – Norune Village	A village in the northern region of the Western Continent, where people live relatively rural lives. The Divine Beast Dran makes his dwelling in a cave nearby, and the village is known for its festivals.
2 – Matataki Village	A village of hunters, due South from Norune. The whole village appears to be surrounded by forest, though most notably, the sage Treant lives in the surrounding woods. There used to be a legendary hunter here which hunted all beasts…
3 – Queens	A seaside town on the Eastern side of the Western Continent, famous for its wide variety of stores – as well as the fact that it used to be the capital of the Western Kingdom. The walls still remain…but there's no one here.
4 – Muska Lacka	A desert village to the West of Matataki, and the sand warriors live here – though not a soul is to be seen. The Sun/Moon Temple nearby is rumored to house a ship capable of flying to the moon.
5 – Yellow Drops	A settlement on the moon itself, where the Moon People have set up their settlement. They have a massive factory here, where construction of the Moon Giant has been underway – though with the appearance of the Genie, there have been some setbacks.
6 – Brownboo Village	Deep inside the Wise Owl Forest, the Moon People have made a village for themselves. These specific Moon People are the descendants of those sealed the Dark Genie before…though whether they still retain that knowledge is something else entirely.
7 – Dark Heaven Castle	How did you end up here?! This place has an ominous name, but also a very tragic history. When the Dark Genie was released, it lifted this castle up from the Eastern Continent and claimed it as his own. In the past however, the Prince of the Eastern Kingdom lived here…and his tragic story appears to be tied to the Genie's appearance…
8 – Free Choice	Well, if you already have a place in mind, just let me know and I'll place you there.

[Perks =PERK00=]

To prepare you for the journey ahead…take a look and see what would suit you best. Your specialty perks are discounted, with the 100 CP perk free.

=Wanderer=

World Assessment 100

If you're going to go about this task of rebuilding the world from ground up, you're going to need a bit of training first. Look, I don't care what degree you had before you came here, but you're going to need a bit of practice before you start assembling the world again.

After we're done here, you're going to know instinctively how to assemble buildings from what materials you have on hand. Well, that and you'll know how much space everything will take - but that part should come naturally.

Atlamization 200

In an act of desperation, The Fairy King stored the various fragments of the world into the crystals called Atlamillia. Though the process preserved the land, it also fragmented it, as the Atlamillia were scattered haphazardly, guarded by devilish beasts.

You'll probably have to venture inside dungeons to gather these - but in the meantime, I'm also going to teach you how to store other things into Atlamillia. Be careful, while you can store inanimate objects indefinitely, living beings don't fare very well if they remain inside for a long period of time.

Limited Zone 400

Who created the dungeons? Was it the Fairy King who did it to protect the Atlamillia? Or was it the Dark Genie who did it to seal away the Atlamillia? No one quite knows for certain - but the dungeons exhibit very bizarre phenomena, most notably in the form of Limited Zones, areas where those who enter are subject to peculiar rules. And we're not joking when we said peculiar.

None of the rules seem to be made to harm people, just makes life rather difficult. For instance, a zone demarcated as a no weapon zone prevents

one from drawing their weapon. Zones don't seem to overlap - and you can only have 3 zones active at once, either with you as the center point, or in small pockets close to you. The zones will maintain themselves for quite some time as long as you remain within the area, but fade quickly once you leave.

No Weapons	Can't draw a weapon, but doesn't prevent one from fighting with a weapon - you're also affected by this.
No Spells	Prevents vocal spell casting...or rather, everybody seems to be silenced - you're also affected by this.
Get Thirsty	Everybody gets thirsty substantially quicker.
Get Hungry	Everybody gets hungry substantially quicker.
No Items	For some odd reason, nobody seems to be able to use any items.
Mediation	You're not sure how to explain this one, but the rabbit is talking to you, and so is the kitty. It seems that this zone can facilitate communications, if only for a short time.

I'd be careful, because while you can create "rules" - it doesn't mean people necessarily will follow them, and those who are stronger than you will definitely overrule you. What did you expect? When the world reverts to a primitive state, it's the rule of the strongest!

Georama 600

The world lies barren, stripped of life - but that's something you can rectify. Well, the physical landscape anyways - recreating life might take a bit more effort. Though it takes conscious effort to do so, you can rearrange physical objects, landmarks, and features within an area - by moving them about and rotating them.

Intended for use in infrastructure arrangement, with this you could move small objects and construct-able objects likes houses individual trees around. Please don't try to stack buildings with this, the inhabitants won't like it when physics takes over and their house collapses.

=Warrior=

Ragtag Band 100

Your companions might be from all over the place, but you've all gathered here for a common goal - saving the world. Oh...wait, that was your goal right? Erh...well nevermind that, the important thing is that all of you are

synchronized! Whenever you're engaged in a fight, you can freely swap places with your companions nearby - allowing them to continue the attack uninterrupted.

Tornado Spin 200

How is a person supposed to spin a weapon so fast that it actually blows smoke away? Seriously, that requires a ridiculous level of spinning. I don't know how hard you had to practice to learn this, but you can indeed spin your weapon so hard that a light gale will pick up and push out in one direction.

Backfloor Spelunking 400

Considering how much dungeon diving you're going to have to do, it's best to get some practice in while you can right? Well...maybe not, maybe dungeon diving just isn't your thing - but let me tell you, inside each dungeon there are these special back rooms, where the real prizes await.

Once you get used to finding them, you'll start to find "backrooms" everywhere you go. For the most part, finding a backroom of a place probably won't net you much - like a bathroom's backroom probably just has a hot tub. But in some places, say a bank perhaps, the backroom may have more treasure for you to find!

Wolf Mode 600

You're a warrior, and yet people are saying you're as docile as a lamb? Can't seem to speak up when others are talking to you? Sick of people telling you that you need to stand up for yourself? No worries!

We'll teach you all about mustering that inner beast inside you...and letting it loose on people. Just ignore the comments from people that you seem to be glowing red...or that they're afraid you're going to slaughter them.

Your strength increases substantially during this period as does your speed - and people generally become more hesitant to approach you under any circumstance. Thankfully, you can switch back and forth, but don't do it too often...or it may become uncontrollable...

=Moon People=

Basic Moon Technology 100

It seems that every member of the Moon Race has some technological expertise. Well, it certainly doesn't seem to have anything to do with the peculiar fact that they are lunar rabbits, but as a member of the Moon Race you seem to have a natural handle on unfamiliar pieces of technology - enough to protect you from dangerous...accidental reactions anyways.

Weapon Absorption 200

Were the Moon People the ones who developed weapons as they exist in the world today? Perhaps, with their technological expertise, they tampered with such things - but we may well never know.

Your weapons modified with this will adapt the concept of "experience", allowing them to grow as more enemies are defeated with them. As more enemies are defeated, you can absorb other weapons into the base template - improving the qualities of the original weapon.

Moon Giant 400

There have been many plans and many projects to put together the crown jewel of the Moon People, a towering colossus, designed to represent the peak of Moon People engineering. Is it bad that you've already learned how to pilot it? Even though it hasn't necessarily been built?

Controlling the automaton is actually far simpler than you'd expect, as it mimics your movements flawlessly - and this skill can be applied to any large machine. To control it however, you'd actually have to maintain a physical connection to it - somehow. We'll leave that problem to you.

Weapon Synthesis 600

By now, you've probably come to realize that the weapons in this world are quite peculiar. We're not talking about the Slingshot that speaks to you by the way, the Fairy King had a hand in that one. How does one crystallize a weapon?

We're honestly not quite sure, though the magic seems to be consistent with the Atlamillia's properties. The crystals are surely a handy way to store the weapons - but you can also use them to merge into other inanimate objects, passing down a single property of the crystallized weapon as it were.

=Villager=

Spring of Life 100

The whole world might be barren, but the crucial element of life: water, still remains. Perhaps it's because of your nature as a survivor, or maybe it's something with the Atlamillia, but the effects of thirst don't seem to affect you as much as normal people. Maybe that's because you can conjure small bodies of water at will - but take not to strain yourself, you're not like that guy with the Atlamillia that can drop small lakes around freely.

Fisherman's Eye 200

With all the fuss about people going to save the world, nobody seems to realize how important fishing is. I mean, all these warriors still need food at the end of the day right? That pond with no fish in it? Yeah, you can see fish in it, even fish that aren't supposed to be there. As long as there is a body of water, you'll fish up something when you cast a rod into it. Just...don't be surprised at what you might dredge up.

Reserve Supplies 400

How is the mayor dragging out all these supplies? Where are the shops getting their stockpiles from? You're not quite sure, but even you've got a backup supplies store of materials. You'll find a warehouse of some sort in any world you go, which will slowly build up with supplies based on how long you've been present in the area.

The Survivor 600

Frankly, you're not quite sure how you managed to survive the catastrophe. But you woke up to find yourself with your companions after the dust settled. Were you really just that resilient? Or just that lucky? Regardless, you'll find that as perhaps the only survivor, your mentality and your body have adapted somewhat.

You can go for days without nourishment - and really, who's left to watch you eat? As well, the voices inside your head have become clearer somewhat - well...if you don't have many people to talk to, I suppose it's only an eventuality that this would happen. Thankfully, the voices are friendly, and keen to point out things you might have overlooked.

[Companions =COMP00=]

Well, if you're going to be wandering a desolate world, you might as well have your friends along with you right? And hey, who knows, you might even find companions from the world here – though how you'll bring them along with you is your problem to solve!

The Other Survivors 50/300 CP

You can import others into the world from among your companions. For each person imported, they'll gain a free background and 300 CP to spend. Each companion takes 50 CP to import, but you can import 8 at once with 300 CP. Unfortunately, with supplies as low as they are, your companions won't be able to take any items.

[Items =ITEM00=]

The world might be left barren, but I've still got some tools and supplies to outfit you before you get going on your journey. Just give me a moment and well…if you can afford these, feel free to take what you need.

Gold Bullion 50

This simple gold bullion seems to be worth quite a sum, as any merchants you find will be more than willing to trade you for either fifty thousand gilda, the local currency, or a large sum of supplies an adventurer could find use for.

Changing Potion 100

The white milky liquid inside this bottle bubbles in a volatile fashion whenever you shake it. This bizarre potion twists and warps animals...and leaves them both humanoid and vaguely sapient. You're not quite sure you want to try this on anything that's already sapient...Probably won't have a good result.

Weapon Attachments 100

An assortment of strange gems and upgrade tools for weapons. Each one has a slightly different effect - and some seem to add traits onto your weapons.

Attachment	Effect
Fire	Imbues your weapon with a strong flame, which can serve both as a light, and burns your enemies.
Holy	Imbues your weapon with a holy light, which can serve as a light, and repels the undead.
Ice	Imbues your weapon with a chilling frost, strong enough to slow down your foes.
Thunder	Imbues your weapon with a crackling aura of lightning, paralyzing the foes it strikes.
Wind	Imbues your weapon with a consistent gust of wind, it makes parrying blows a cinch too!
Metal Breaker	The sharpness of your weapon increases, enough such that you can slice through metal easier.
Stone Breaker	The hardness of your weapon increases, allowing you to smash open rocks easier – and with less damage to your weapon as well!

Mage Slayer	You weapon is more specialized towards hunting down Magi, and for each magi felled by your weapon, your magical energies recover a slight bit.
Beast Buster	There are beasts everywhere, but that just means more fodder for your weapon to sweep through. You also seem to regenerate a tiny bit of health for each beast you kill.
Dragon Slayer	The hide of dragons is tough! But with this, your weapon seems adapted to specifically counter their natural resistances. It also increases your resistance to their attacks by a slight margin.

Powder Preparation Kit 200

A strange rucksack of materials and components used to prepare all sorts of different powders. Resurrection powders of note only seem to work when you take a critical wound, and will only stabilize you. Repair powders however, seem to work on everything.

Gourd of Fairy Spring Water 200

A constantly refilling gourd of spring water, which really doesn't seem to have much use, but at least you'll never be thirsty again! Or well, if you're constantly thirsty, maybe you should just fix this to your mouth. If you try to use it to create water bodies, you'll find that the process is exhaustively long - as the water takes a bit of time to refill. No, holding it upside down won't make it refill any faster.

Package of Strange Seeds 200

It's a package of seeds - but...from the labels on the bags, you can tell that these seeds aren't normal. For one thing, the picture of nuts is attached to explosions. The cherries have a stopped clock picture, the apples have a toxic skull, and the peaches look like they're...slimy. Yeah...these plants probably aren't going to be edible.

Blank Amulet 200

This series of blank charms seems rather useless at first - and if you don't inscribe anything on it, it is useless. But if you inscribe a status condition on them, they will prevent the status condition a couple times before failing. Anybody that you stick this amulet on will carry the effect, but the amulet can only handle a single status at a time.

Hunter's Earring 200

This strange earring...well it's best if you try it on and see for yourself. Those trees that you've seen all your life? Yeah, if you wear these earrings, you'll be able to talk to them. Most of them can actually hold a conversation too - which is...rather horrifying, especially if you were a lumberjack or something similar.

Mardan Garayan Fishbowl 200

...It's a talking fish in a fishbowl. Literally. You're just looking at a fish that basically yells at you whenever you approach a trap of any sort. Thankfully, it yells so loud that everybody nearby will be stunned...but wait, is that really a good thing? If you could find it a bigger tank to swim around in, I'm sure making it happy will have benefits. I mean, it might even teach you how it determines whether traps are present!

Moon Orb 300

The core of the proposed Moon Giant project, it radiates a significant amount of energy, and appears to harvest energy from the light of the moon. Expose to sufficient light - and it'll charge up like a battery, enough to power large automatons for a substantially long amount of time. Well, you could also use it as a night light...but is that a really good way to use it?

Treasure Chest Picks 300

It's a pick that can be used to open any treasure chest that is more appropriately called a skeleton key...but judging by the genie symbol on the handle of the pick, there's something awful that this pick is used for too. When you use it to open a chest, you can seal the chest afterwards to create a mimic in its place. Seriously, you'd be a terrible person if you used this in such a fashion!

[Drawbacks =WARN00=]

Was a barren world not bad enough for you? Would you like even more calamities to befall upon the land? The Dark Genie will be glad to help you with that…and well, if you're that masochistic, I might as well help you out a little too. I can only give you up to 600 CP though, so be wary of that.

Silence is Golden +100 CP

You can open your mouth, but no words will come out. No, no, there's nothing wrong with your vocal cords, it's just that here in this world…you can't communicate. Verbal and mental communication of all forms has been completely sealed off, and any mental links you have – well they've been temporarily severed.

Other people may try to talk to you, but you'll never be able to respond, even though they don't seem to realize your communication issues. Hope you know sign language.

Belligerence +100 CP

Is it just something about you that you're not aware of? Or is it the people here? For some reason, every other member of the same sex seems to have it against you. They're all insistent on upstaging you – and the weirdest part? Regardless of the outcome, all of your efforts seem to be accredited to them. Better get used to working for somebody else.

Lockstep +100 CP

What's wrong with your feet? It's like you just started learning how to walk! The Genie has cursed you such that you can only ever walk in a single direction – and can't change direction unless you stop. In a bizarre twist – you've also lost the ability to move any faster than a standard walk and your abilities to move in any other fashion have been sealed. Seriously, what's with this Genie?

Broken Weapons +200 CP

There is definitely something magical in this world – as the weapons clearly show, but unfortunately, for all of the magic found in the weapons, there seems to be nothing that prevents them from breaking. What's worse – when weapons do break, they vanish entirely – and all of your weapons are similarly

affected, so I would watch it…because all of your weapons just became ridiculously fragile.

Eternal Thirst +200 CP

How many litres of water did you just drink? No matter how much water you drink, you're constantly on the brink of dehydration, and it seems to only get worse with the passing of time. You could have an IV drip of water hooked up to you, and still you need more water.

Go for too long without water, and all of your abilities will instantly dry up along with your energy as dehydration seizes you in its grip.

Ice Queen +200 CP

The people of Queens have an old folk tale, well…more of a local legend, regarding an ancient queen from the past. According to legend, this queen killed herself when she was left at the altar by her lover. Her vengeful spirit was never laid to rest, and her lover escaped into the night. How much of this is true? We're not quite sure to be honest – but there is definitely something after you.

She stalks your every move, undying, unyielding and unwilling to believe that you are not her betrothed. Seriously, how did you end up getting stalked by a woman who slings around blizzards like she's throwing daggers at you? She doesn't seem to want to kill you directly…but everything else in this world will take advantage of your lingering pursuer.

Last Man Standing +300 CP

Waking up, you'll find that you are…well, for better or for worse, completely alone in this world. It's a nice day out, though you can't seem to remember what happened yesterday…or well…any time before that. Your memories and your powers are essentially sealed away, and your physical form has seemingly regressed to the one you began with.

Enjoy your time with your best friend the Dark Genie! Don't mind his antics; it's just that the only way he knows how to show you his love is well…a bit murderous. He means well!

Smart Genie +300 CP

Normally you might think the Dark Genie would be content to go off and do…well, whatever it is a Genie would do. Ha! He's not that stupid. He might not be able to kill you outright from the moment you enter the world, but the Genie has his fair share of tricks up his sleeve.

You and him are going to play a game of tug of war. He has all of your powers to begin with, and as you harm him, you'll slowly get some back. How are you going to beat him? Well you're the one who decided to play with the Genie! You figure it out!

[Scenario =SCEN00=]

The Demon Shaft

Were you expecting to wake up somewhere nice and warm? Well…guess plans have changed somewhat, because you find yourself waking up on the floor of a coliseum ring. There's no doubt in your mind that this coliseum took a substantial amount of effort to make, as the painted glass ceiling looks absolutely flawless. Judging from the proximity of the moon outside, you are *very* high up in the air.

There is…one problem however. Your body feels strange – like it has been drained of energy. Was it just a side effect of your awakening? You can't tell for sure.

Your lethargy is alarming for sure, but every cell in your body seems to be flaring up in alarm – as though something was coming. With every moment that passes, the instinct only gets stronger, urging you with the thought that you should not be here. Thankfully, you might be lethargic and weak, but your senses are still there, and you'll notice a large set of doors not far away. If there was ever a time to move, it would be now.

Well? Think you have enough strength in you to leave?

The Demon Shaft – No Refuge

Perhaps you don't feel like running after all. Well, you can't be blamed for that, the lethargy really is quite enervating after all. Unfortunately, as a consequence of that, you happen to be present as the Master of the Coliseum makes his entrance. Quite a fancy one at that – as the entire glass ceiling shatters, and even as the blade-like shards of glass hurtle towards you, you see a black silhouette fall from the sky.

This is the Black Knight Pendragon, and though you might not know it now, you've awoken at the very top of the Demon Shaft, a tower with ties to a forgotten kingdom. The Black Knight…is not fond of visitors. How many years has it been since one came last? Well, certainly, he's not about to give you an answer.

For one thing, his blades are drawn, and no attempts to communicate with him will go through. You can still try to run, or you can stay and attempt to fight it out. Within the sanctuary of the ancient city, Pendragon benefits from multiple boons. This is his territory, and he'll make sure that you're aware of it. A magic seal will form over the coliseum as it enters its defensive configuration – sealing your abilities away.

With the protection of the coliseum, the Black Knight is unique in that he constantly absorbs all types of attacks save for one. This bizarre absorption barrier seems to alternate roughly every second – and if it wasn't enough, he's also shirked the need to move about by foot: he'll simply teleport to anywhere he wants within the coliseum.

Take care not to destroy the coliseum…because while the original builders are long gone, the evils that lie within these ancient ruins have yet to rest. Though Black Knight has lost all semblance of individuality, there is still something driving his body – urging him to drive intruders back. You…also wouldn't want to plummet all the way down to the bottom…not with your abilities sealed as they are.

Should you stay to fight the Black Knight, it is best if you can resolve the fight quickly. One lucky shot with the right conceptual attack may be all that you need. But know this – killing the guardian of the world may save you now, but you will also have saved the countless demons and monstrosities held in check by the Black Knight's seal. You'll have to decide – is this your mess to take care of, or will you flee and set the demons loose?

Wait…it isn't much of a choice really! Because if you remember that you're up in the stratosphere, and the demons are all back on terra firma…unless you can sprint down one hundred floors in a second, the demons will have spread out long before you reach the ground floor.

The Demon Shaft – 99 Floors to the Surface

Running away however, is probably the best idea. If you ran before the Black Knight could appear, you will have time to descend several floors before the

Black Knight begins his pursuit of you. The walls within this section of the tower are awash in holy light – and though it might be tempting to leap out of the tower now, your abilities still haven't returned.

Thankfully though, one of your companions did make it this far up – and they're more aware of the situation than you are. The Black Knight is pursuing you to drive you out of the Shaft, and your companion is here to ensure that the both of you get out in one piece.

You could turn and fight the Black Knight now if you wanted. As he has only sent a simulacrum after you, his strength is substantially weaker than before, and his absorption barrier only switches once a minute, rather than each second. Remembering how high up in the air you are, you'll probably want to be careful about destroying the floors – as the tower will crumble should you do so. Considering it has been standing for a good several centuries, it's a wonder it hasn't collapsed yet.

If at any point from here you defeat the Black Knight, he will return to his resting chambers, and the rest of your progress down the tower is undisturbed.

Still, perhaps it is best that you keep running still – and besides, it isn't just the Black Knight that is out to harass you – there are plenty of monsters swarming in the Shaft as well.

The Demon Shaft – 80 Floors to the Surface

Just another eighty floors level to go, and yet the seal on your abilities still has not subsided. Perhaps you are still too close to the origination point of the seal. Heavy winds blow within this section of the shaft, as it is widely exposed to the elements. On a positive note, some more of your companions have reached this level. On a negative note…the Black Knight's simulacrum starts to speed up its pursuit of you.

What *is* it after? At this point, even your companions aren't sure anymore. You'll start getting harassed by multiple clones of the Black Knight as he attempts to stall your progress. His actions seem to be contradicting themselves – if he really wants to drive you out, shouldn't he just let you leave in peace…without this harassment?

Even if you wanted to fight him, this is probably not the best place. The winds are strong enough that if you even lose your footing for a moment, you'll slip towards one of the empty voids…and most likely wind up ejected from the

shaft altogether. Well, at this altitude? Good luck surviving – you'll be more worried about freezing than a landing strategy.

If you have even a bit of time to stop and study the murals on the walls – you might come to realize something. This Shaft wasn't built as any sort of monument or accommodation – it was built as a seal. But just what could need a hundred floors of magically reinforced stone and brick to seal away?

Best to keep running.

The Demon Shaft – 60 Floors to the Surface

You'll start to feel a portion of your powers return by the time you hit floor sixty. Well, that leaves you with some guesses as to where the magic seal originated from at least. It is at this point that the Black Knight's simulacrums noticeably weaken. It seems like they might have drawn from the same source of magic as the seal binding you.

He might still be teleporting like a wild maniac, and you will still find yourself swarmed by his many copies, but at least you now have a large portion of your companions to fight alongside, as well as a portion of your own abilities. If you really wanted to, you could probably stand your ground and win now.

The architecture of the shaft at this point however…is a bit hostile with regards to that. A constant thunderstorm runs through the shaft in this area – and you might find the thunderbolts to be more of a hazard than the Black Knight's simulacrum.

From the depictions on the walls – well, it seems like the Dark Genie was not the only demon in this world. If you have the time to stop and study them, you'll notice that masses of people are also depicted – perhaps the folks who built this place.

Well, you certainly have plenty to "thank" them for, if you make it out of here.

The Demon Shaft – 40 Floors to the Surface

Well, from the moment you stepped into this floor you noticed the change. And how could you not? – considering the entire floor is frozen in ice. Maybe the temperature does not disturb you…but the frozen surface of the floor is going to make things quite…particular. For one thing, it seems like the Black Knight is pretty well adjusted to this place – he's even faster than before.

You weren't necessarily expecting that – especially now that he's stopped teleporting. It seems he's moving faster without teleports than he is with teleports. With more time, you might have stopped to contemplate how that was possible – but you've got dozens of Black Knight clones to fend off, and well, the surface here is pretty slippery!

Much of the frost has damaged the murals – but from what you can gather – there was a giant urn involved with the sealing…but this occurred after the demons had laid waste to whatever civilization built this shaft. Perhaps you'll see the end of the story as you reach the bottom…

The Demon Shaft – 20 Floors to the Surface

From freezing cold to blazing fire – or that might just be your senses trying to adjust. It seems like this last stretch of the shaft is relatively normal, without any major peculiarities. The Black Knight has also slowed down, and if you've lasted this run for this long without banishing him – well, at this point, there's not really much reason to do so. The clones have also vanished – perhaps as a result of the simulacrum being so far away from the origination point.

Strangely enough, there aren't any murals here. The floors are devoid of pattern, and you get a strange feeling that somebody was here before you. Exactly who, you're not quite sure…but maybe it has to do with that giant urn? Regardless, you're only a short ways away from the entrance. Might as well push forward on that final stretch!

The Light of Day

As you take your first step out of the shaft, (Hopefully you didn't jump out!) you'll notice that it's a brilliant day out. Well, minus the fact that there are a couple demons flying about in the sky, but besides that things seem relatively calm at the base of the Shaft. You figure it could have been worse. The Black Knight, if you never killed him, will vanish and stop pursuing you.

You'll be free to head out into the world, along with your companions, and though Norune village is quite a ways away – it also happens to be the closest village in vicinity.

When you do reach Norune…there'll be a strange package awaiting you. Well, if you killed the Black Knight up at the very top of the Shaft, there'll also be a horde of demons awaiting you – but that's a present in itself, right? You

probably won't know any better – but based on your decisions, the world will experience some changes.

Black Knight Defeated on…	The Demons
Floor 100	Rampant across the world, aggressive to literally anything that moves and is not a demon. Best be careful – as each of these is equivalent to the power of the Dark Genie.
Floor 99-81	Copious amounts of demons, regularly possesses people, and likes to snack on villagers.
Floor 80-61	Quite a sum of demons, possibly enough for the Dark Genie to form a good army out of.
Floor 60-41	There are enough demons in the world that they are generally seen as another type of monster – but they seem to be hiding in dungeons and whatnot.
Floor 40-21	There weren't too many demons that escaped, and those that did were conscripted under the Dark Genie. They might harass you from time to time but it doesn't seem to be anything significantly hazardous.
Floor 20-1	Very few demons roam the world, and sightings mostly consist of monsters that have grown significantly more powerful.
Just Ran (Or Leapt) Out.	No shift in the way the world appears – and demons? Well there's just the Dark Genie.

Oh, and of course, there's the matter of what's inside the box right? Well open it and see!

Black Knight Defeated on…	The Box…
Floor 100	Contains the Chronicle 2 sword, a sword better described as a piece of crystal with two sharp steel plates welded to both sides. Well, as clunky as the description may seem, the sword contains an amazing amount of destructive power. It also has a strange tendency to create Atlamillia from static objects which it cleaves apart. Oh, and at the bottom of the box you'll find a receipt for 300 CP. Maybe use it against the demon hordes?
Floor 99-81	The box bursts open with a loud roar – and you

	find yourself face to face with a quadruped beast. Well, it looks like a black lion…or perhaps a panther, yet it's about the size of a tank, and as bulky as one too. It seems rather keen on following you around, and strangely enough, you can meld your body with it – allowing you to ride it, quite literally. Seriously, who sends presents like this? And what for? Oh, and at the bottom of the box you'll find a receipt for 250 CP
Floor 80-61	The "present" doesn't seem to be any different than what you would have gotten had you banished the Black Knight between floor 99-81, but at the bottom of the box you'll find a receipt for 200 CP
Floor 60-41	It's a full set of jet black armor. Well just from a glance you can tell it resembles the same suit of armor that the Black Knight was wearing. Donning it…well it covers over so much of your body that you really only have a single slit to see through. Not only that, but it also happens to be so bulky that you can't really see well in it. Regardless, it does happen to be extremely durable under any condition and it seems that you can teleport short distances while wearing it. The receipt at the bottom of the box for 150 CP should help somewhat.
Floor 40-21	The "present" doesn't seem to be any different than what you would have gotten had you banished the Black Knight between floor 60-41, but at the bottom of the box you'll find a receipt for 100 CP
Floor 20-1	Huh, there's nothing here except a receipt for 50 CP
Just Ran So Far Away …Or perhaps you jumped out of the Shaft	The box was a dud! There's literally nothing in here! I guess…the demons were the present after all.

[The Georama Lies Complete]

Well...that was certainly interesting. But hopefully with the Genie gone, the world will have time to recover, rebuild, and who knows – maybe in time, you'll return someday to see how everything has turned out! But for now…it's time for you to take your leave again.

Or maybe not? That's a choice we're going to leave to you.

1) There was that Home of Your Own... – Time to go home already? Well, I understand, you probably haven't been back for a while. You'll return home with everything intact. This ends your journey though.

2) There's Still More to Do Here! – There's still a whole world out there that's waiting for you to leave your mark! Keeping all of your abilities intact, you'll stop here and construct the world in your image.

3) Departures to Your Left – The people here might have appreciated your work, but you're also needed elsewhere! It's time for you to move on, taking what you have with you.

Notes

Some of you may note that in the original ending of Dark Cloud, there was a time reversal that sent everybody back to the beginning, while "retconning" the existence of the Dark Genie.

Your 10 years is in absolute time – so your time is not reset. You merely return to your point of origin when you entered this world (Fun fact: they call it Terra), with civilization all around you. You retain your memories, and so does everyone else to some extent.

The Dark Genie that you fight in the drawbacks? He's the real deal, not the fake Dark Genie that shows up in the original story. You might not have realized it, but the Dark Genie in the story is defeated rather easily – because the spirit of the Dark Genie inhabited the body of a rat. Talk about a bad host.