Torchlight Jump

Trouble is brewing in the small mining community of Torchlight. The Ember, the primary product coming out of the mine, is blighted, causing madness and insanity in those that are affected by it, and the town is calling out for help.

In the coming years following the end of this incident, it will have great, long-reaching effects as one of the heroes involved in the solving of the incident goes missing to experiment on the source of the Ember Blight that struck the town's product.

But, for now, trouble is brewing, and whether you take up the mantle and help solve it, or simply avoid the area and give a wide berth to the areas ravaged by that which comes from it in the coming years, and let those more, or perhaps less, qualified handle it, is up to you.

Backgrounds and Location

Wanderer(Drop-In)[Free]

The standard, no history in this world, no friends or family aside from what you bring with you, etc.

NPC[50]

You have a history in this world, if a bit of a meager one; you're a, "non-player character," either a merchant, selling goods, or an alchemist or enchanter, selling services. To reflect this, NPCs have two Perk tracks, but they only get the Perks of one Free/Discounted. The other is full price.

Adventurer[100]

You're a new adventurer in this setting, known, not by name or deed, but by your luck and willingness to do things that the more well-known adventurers don't have time for. Given time, and the right deeds to do, you might just make a name for yourself here.

Veteran[200]

An established adventurer, you're the kind of person that people seek out to do the things that they need done and can't do themselves. You already have a good name established, so the things that the younger adventurers do come more easily to you; in addition to your own Perks, you get a Discount on Keeping Your Earnings and Interactive Environs from the Adventurer's Perks.

Roll 1d8 for Location:

1: Torchlight

Ground zero for the coming incident. You start out in the town square next to a tall, square monolith acting as a large, stone sconce in the middle of town.

2: Orden Mines

You got a bit of a headstart on the rest of the people who took on this task, progressing into the mines themselves. You're a fair way through the mines, and you know just enough to know that, below lies a vast Necropolis. What fun.

3: Estherian Enclave

The Enclave is the ancient home of the Estherians, human-like humanoids with tanned skin, white hair, bright eyes, pointed ears, and a long tradition of magic that they recently started teaching to humans.

4: Zeryphesh

A desert town inhabited by the Zeraphi, a race little is known about aside from the fact that they are embroiled in a civil war with the Ezrohir, a people that were once Zeraphi, but split from then after permanently interring their minds into Ember-powered mechanical armor.

5: Imperial Camp

A camp on the edge of an ancient Dwarven battleground called the Sundered Battlefield, from back when the Dwarves weren't extinct and existed as more than corrupted Ember-fueled undead.

6: Minehead

A small town that sits above a place called the Broken Mines, at the bottom of which lies The Clockworks, where the seal between this world and The Netherim is stationed. This place will, in time, become a target for a misguided hero seeking to destroy The Clockworks and release The Netherim.

7: The Mapworks

Wait... How did you get here? This place is supposed to be post-game only! Well, in any case, in this place, a merchant named Compass sells enchanted maps that open temporary dungeons full of money, enemies, and rare treasure. I guess that, at this point, I should just be glad you didn't somehow roll New Game Plus.

8: Free Choice
What, were you expecting New Game Plus as an option? Too bad. Take your free choice and like it.

Wanderer
Wanderlust[100; Free: Wanderer]
Always having a roof over your head is not something you can take for granted when you wander around, town to town, region to region. Well, now, it's not like people will always turn their noses up at a stranger, hospitality is alive and well, in this world. From here on out, whenever it comes time to bed down for the night, you'll always find a decent, or at least half-decent, place to bed down. Even if it's just a bowl of soup, a loosely-packed block of clean straw, and a blanket, with a lantern for light, in the back corner of a horse stable, you'll be warm, fed, and able to rest well whenever you have no other place to do so.

Constant Companion[200; Discount: Wanderer]
You are good at training companions, be they pets, automatons, or brothers-in-arms. You're about twice as good at teaching them new techniques, new uses for old techniques, and just in general making them better through teaching. In fact, it's possible to teach them things that might normally be outside their usual pay-grade for learning; you could teach a ferret to carry a backpack full of loot, count money, sell items, and even, "read," a list well enough to run to town from the wilderness and do your shopping.

Wasteland's Teachings[400; Discount: Wanderer]
When you live on the road, you often only have one shot at learning something new before the chance is gone forever. You found that out having to become capable of finding the necessities of life in even the most dangerous climates with nary a problem. You also have an inherent understanding of the hunting trails of the environment, for both avoiding them, and for setting up on them. You also learn about twice as quickly as you normally would and, if you combine this with Constant Companion, you can easily understand how others see things and, by working solely with them, to the exclusion of others, allowing them to temporarily make use of your enhanced learning speed and efficiency.

NPC
Alchemical Infusion[100; Free: NPC]

You know the secret to using Ember energy to fuse multiple objects into a single, new object. You can easily fuse three basic potions into one of a slightly higher quality, create a socket in a piece of equipment that lacks one using the item and a pair of bits of Ember, and such things as that. This is an especially useful skill considering the small mountain of stuff you likely won't be able to use that you'll end up with every single time you walk out of town to do any decent amount of adventuring.

Absolutely Enchanting[200; Discount: NPC]
You're able to, in a controlled fashion, add Ember energy to an item, enchanting it with an additional effect. You are not limited in the type of effect you can add, but at first you will have little control over what kind of effect you can add, but with practice, this will become easier.

Ember Mechanisms[400; Discount: NPC]
Magic isn't the only thing that Ember can power, and you know this, better than most, actually. You're capable of making machinery that is powered using shards of Ember. These machines range in size and effectiveness from immobile sentry turrets, to tiny, single-use spider-mines, and even powered armor fueled by Ember. If you devote a decent chunk of time and capital into it, you could even build an Embercraft, if you want, or devise a method of making an existing engine run off of Ember instead.

-or-

Instant Appraisal[100; Free: NPC]
You have a very keen sense of the worth of things. When buying things, you know, not just what something is worth, but what it's worth to the person you're dealing with, letting you know the absolute most they'll give you for it, or the absolute least they'll take for it. This also allows you to get an exact figure of the market price of the object in question on sight.

Master Barter[200; Discount: NPC]
You have a knack for haggling and barter, able to get deals that no one else could. Whenever you buy something, the prices you get are as much as fifty percent better than they would be for others; you regularly buy things for as little as two-thirds of their usual asking price, and sell things for prices fifty percent higher than they would normally fetch.

Exotic Market[400; Discount: NPC]
There's always someone looking for whatever it is you have, and always

someone that has what it is you're looking for, you just have to find them. And as long as it's native, this is inherent; everyone you're trying to buy from that has a reason to have the thing you're looking for, "just so happens," to have it. You can also convince people to buy whatever it is you're selling, even if said thing is sold to them at a bit of a mark-down for reasons of illegality. But, then, sometimes you neex something specific- specific to a world several worlds back, that is. You're covered; as long as you have the right contacts, you can find someone that has what you're looking for. They won't know what it is or where it comes from most of the time, and may not even know what it does, or what it's worth. But, because you want it, and they have it, they'll likely charge much, much more than it's actually worth, potentially so much more that it makes more sense, and be more interesting, to just steal it from them in the form of a grand heist than to just buy it.

Adventurer

Lucky Find[100; Free: Adventurer]

You're good at finding more than anyone else. Hell, even on a cursory examination you regularly come up with almost half-again as much loot as everyone else. You're lauded for being a loot hound and brought along to open chests, just because you're seen as a good luck charm. For an undiscounted +200 points extra, any boss, high-level chest, or powerful elite enemy will do what is most commonly known as, "loot pinata-ing," or, "loot fountaining," figuratively, if not literally, exploding with enough loot that it will keep pouring forth for a full second or two afterwards.

Keeping Your Earnings[200; Discount: Adventurer, Veteran]

You have good enough of a name for people to be willing to ask you to go and do things for them, and even go so far as to pay you for doing them. In actual money, even! These may be, "side quests," that you might not have done otherwise, or may even be "story quests," things that you were going to do anyway, but that you can get paid for, because they follow along with the agenda of the person hiring you.

Interactive Environs[400; Discount: Adventurer, Veteran]

Sometimes the world can just be so... Flat. Uninteresting. Boring. Or so people keep telling you. But, somehow, you always manage to find things in the weirdest places. Pile of gold coins, "hidden," under a pile of boards? Couldn't see them until you moved the boards. Sword inside a waist-high clay candle pagoda? It fit long enough for you to pull it out, but you couldn't get it back in; you tried. Scroll somehow wedged inside of an undamaged sundial? There wasn't even a

hollow inside for it. And you don't even want to get started on all the weird happenings around the world. You've found angry sprites carrying keys bigger than them for treasure chests hidden elsewhere; glowing, purple, translucent warbeasts that collapsed into a swirling purple vortex leading to a, "challenge area," when defeated; you've even managed to find, "put object, 'a,' into nearby receptacle, 'b,'" style, "puzzles," that cause gold and treasure to come shooting out of the ground when solved.

Veteran

Been There, Done That[100; Free: Veteran]

You've been fighting for so long that you've picked up on the underlying constants of the flow of battle, making fighting a much easier prospect. In addition, if you sit down to figure out a battle-plan to take out an enemy, or group thereof, nine times out of ten your gut instinct for combat will be as good or better than any plan or tactic that you might have otherwise come up with.

Stalwart Loyalty[200; Discount: Veteran]

You have an incredible amount of loyalty for your friends and comrades, and this loyalty makes you immune to any kind of mind control that would otherwise change the way you act, and highly resistant to corruption of any kind, including the madness caused by Ember Blight. In addition, this loyalty on your part inspires the same level of loyalty in the company you keep, though only a resistance to mind control instead of outright immunity.

Fortunate Fame[400; Discount: Veteran]

You're an easily recognizable one; wherever you go, as long as you're not making an attempt to hide your identity, people just seem to know you and your deeds. This makes it so much easier to make a name for yourself, good or bad. And, hey, the better known you are, the more leeway they'll give you, and, most importantly, the more money and stuff they'll be willing to give you for a job well done, the more slack they'll cut you when trading, and the easier it is to throw your weight around if you're willing. In addition, if you buy a class with this, whenever you reach certain specific, "thresholds," for how well known you are, you'll get a skill point, though not stat points, as though you'd leveled up.

Classes & Skills

Class Skills[400; Free/Discount: Adventurer and Veteran]

You gain a, "skill tree," as defined by the classes of adventurer from the stories of the events surrounding the town of Torchlight. If you are a Veteran, you get one of Alchemist, Destroyer, or Vanquisher for Free, or a Discount on one from among Berzerker, Embermage, Engineer, or Outlander. Adventurers get the opposite: One for Free from among the Berzerker, Embermage, Engineer, or Outlander or a Discount on one of the Alchemist, Destroyer, or Vanquisher. See the Notes section below for resources that list the skills available to each of these classes.

Other-Worldly[400; Discount: Wanderer]

You don't have an established set of skills from here. No, your own skills are enough to last you, especially now. Any skill, power, or ability you have can now, in a limited fashion, be made better; like the other classes listed above, each of your skills that can be made better through training can now be made better regardless of the training you do. You could spend enough time to level up just punching people in the face, and put the point from that level up into spellcasting. Or practice with a bow long enough to level up, and put that skill point into a dragon form's fire breath. Or, whatever really. All of your skills can be increased in this way fifteen times each, and gain a small bonus every five full points you put into them. See Notes, below, for more information

Elixirs of Power[400]

Every so often, whenever you'd find a potion in the wild, when looting treasure chests or smashing pots or whatever, you instead find a different kind of potion. About one in every two-hundred potions will, when you drink it, give you a skill point, though not stat points, as though you had leveled up. For an undiscounted extra 200 points, while sixty percent of those potions will still only give you one skill point, twenty-five percent will grant you two, and the remaining fifteen percent will give you three. You can't replicate these potions using normal means.

Passive Skills[600]

You gain an extra set of twelve skills, all passives, that increase things you normally might need to rely on items for, like amount of gold and magical loot found, increased movement speed, increased damage, even increased health and mana. Each one requires at least one skill point be put into it to even function, and its increases are relatively small, like what you might find on equivalent level equipment, but each can have up to twenty-five skill points put into it. Like the other skills, every five points you put in, it gains a bonus, always a further increase to something related to it. The bonuses for Magic Damage, for example, further increase damage, and

increase casting speed. For an extra, undiscounted +300 points, whenever you would gain a skill point from leveling up or, with Fame is Fortune, from increased fame, you gain an extra skill point, for a total of two.

Pets & Companions

Actual Pet[100; Free: Wanderer, Adventurer]

You get a basic animal as a pet, or, for an undiscounted +100, a powerful magical beast as a guard animal, chosen from among the lists presented in Notes, below. This pet comes pre-taught to be able to carry a load of items, and can carry them back to town, sell them, buy items you need, and bring the items and leftover money back to you. It can also learn up to four spells, from scrolls, that it will cast in your defense. For an undiscounted +100 CP extra, you can instead import a non-humanoid Companion or existing pet into this role. They keep their usual suite of skills and abilities, and their usual level of intelligence, and gain anything listed above that they need to fill in gaps in their knowledge to make up the difference.

Bodyguard[200]

You receive an intelligent humanoid bodyguard from the linked lists in Notes, below. If you'd rather have a known Companion, you can import them in into this slot, either as their own race, or as one of the races on the list. Each one gets a class for free, 300 CP to spend, and can take a further 300 CP of Drawbacks from among Dry County, Loot Repellant, Monster Magnet, Wealth of Debt, and Blighted. For every +50 CP you pay, you can import another Companion, or you can import a full team, minus the slot that your Actual Pet/Guard Animal takes up, if you have one, for a total investment of 400 CP.

Enchanter[400; Discount: NPC]

You get a Ponya Enchanter, a half-pint red panda person wearing thick leather overalls and gloves, a shirt, and a pair of goggles that look like a pair of jeweler's loupes attached together. They're a master enchanter, capable of adding four enchantments, and/or four sockets, onto an item. Where normally an enchanter's enchantments are, with the exception of the addition of sockets to an item, fairly random, this one has control over the type of enchantment they use, with the only random element being the magnitude of the enchantment, within a reasonable range.

Gear

Cash[50; Free: NPC]

You receive 5,000 gold, a decent supply for the beginning of your journey. NPCs, however, for Free, get 25,000 gold, a result of having spent a long portion of their life buying and selling things from others, for profit.

Equipment[100; Free: Adventurer, Veteran]

You get a full set of basic equipment, consisting of a full set of armor: A hat/helmet, gloves/gauntlets, cape or mantle/pauldrons, shirt/armor, pants/leg armor, boots/greaves, belt, and a basic weapon based on class.

Magic Equipment[200; Discount: Veteran]

You receive a pair of magic rings, one that increases your armor slightly, both physical and elemental, and one that increases your health regeneration slightly, along with a necklace that increases each of your four stats slightly and boosts all damage by a small amount. If you bought a pet, they receive similar pet tags and collar to your rings and amulet. You also receive a magical weapon, to replace your basic one, that deals a small amount of elemental damage of your choice(ice, electric, fire, poison, or extra physical damage over time).

Mine For Fish[200; Discount: Actual Pet]

You get an unbreakable collapsible fishing pole and a small, leather pouch full of fish suitable for feeding to pets. When an animal consumes one of these fish, their body temporarily transforms into a powerful, combat-oriented form, or they gain combat bonuses, based on the type of fish consumed. Contains five Jackal Bass(Jackalbeast), five Largemouth Bass(Mimic), five Tunnel Shark(Molebeast), three Frenzy Fish(Increased movement and attack speed), and three Prismatic Morey(Increased critical hit chance and elemental damage). See Notes, below, for a full list of fish that can be caught.

Drawbacks

If you're really so set on getting that one last thing you want, I guess I can let you make your time here a bit harder. Just keep it to a max of, say, an extra 900 CP, and you're golden, okay?

Dry County[+100]

You just never seem to be able to find enough potions to fill even

the most meager of needs of them. You can still buy them, sure enough, maybe even make them, but to find them in the wild while adventuring, which is where you'd normally be getting nearly 90% of the potions you'd be using, is quite the event. Be ready to have to funnel almost all of your hard-earned cash from adventuring into funding the next foray via liquid health and mana.

Loot Repellant[+100]
But where has all the loot gone?! Seriously, finding even a single item above green rarity is something worthy of a celebration, and nicking a unique is all but unheard of. At least there's still the market where you can, ugh, buy your weapons and armor. Like a plebian.

Monster Magnet[+100]
Okay, why is the entire Sturmbeorn nation bearing down on your head, specifically? At least, that's what it feels like is happening; every time you step out of the gates, you get absolutely mobbed by all manner of wildlife and jerk-ass sentient species. Well, at least you won't be hurting for loot, right? Heh.

Wealth of Debt[+100]
Zero money. Again. Well, it's not like loot doesn't sell for plenty, but still, most of your money was going to come from piles and piles of gold flung out by chests or, occasionally, hidden away inside a pot, or stashed away, of all places, inside a skull. Not anymore, though. Sheesh.

Blighted[+200]
Ember Blight. A curse upon the magical crystals called Ember, that can be spread to those that use blighted Ember to cast their spells, or through prolongued contact with it. The symptoms are madness, corruption, insanity, and, eventually, death. You have a case of Ember Blight, but that's not something that's too uncommon; the cure for it is well known to practitioners of magic in this world, and the three adventurers responsible for the death of the Blighted Dragon Ordrak, who had taken up residence at the bottom of the Ember Mine in Torchlight, and taken to eating Ember, all contracted a case of it while contending with him. Yours, though, is special. Any kind of Ember, any kind of magic, will set off another case of Ember Blight in you, as will exposure to Mana Vents like can be found in the Ossean Wastes, or even especially powerful magic cast on, or in close proximity to, you. Be careful, Jumper.

NG+[+200]
I guess you really had your heart set on that New Game Plus I mentioned, huh? Alright, well, brace yourself. The world is much,

much harder, now, with all encountered enemies starting at a baseline of fifty levels higher than they normally would. If this doesn't seem like enough, for an extra +100 refunded to you, you can increase this by thirty more levels, with enemies starting at eighty levels higher, baseline, and for another +100, a total refund of +400 CP, you can cap it out, with enemies starting at level one hundred, bare minimum. Treasure scales with this, of course, but still, is it worth it? And no, before you ask, I can't push it higher; to do that, you'd have already had to have beaten this at max setting at least once, and since you haven't been here before, well, that's not happening. Maybe later, though.

Ember Troubles[+400]

You're sure? Absolutely sure? Alright, then. You know that thing about how all of your abilities work without needing to use Ember as a power source? Not anymore. If you didn't pay points for them, you have to make them work using Ember, and if you don't do that, you're not using them. For an extra +200, you can't even do that, even if you think you can force, figure, or finagle a way for them to work using Ember. I sincerely hope this is worth it.

Weapons Embargo[+400]

Glutton for punishment, this one. All those weapons? That super-special equipment? Magical and otherwise? Useful enough to warrant using or not? They're staying in the Warehouse. Period. Done. Easy as. But that's not easy at all, is it? No, that's going to be a gigantic pain in your extradimensional butt.

Angry Alchemist[+600]

I don't know what you did, or what he sees in you, but The Alchemist who arrived in Torchlight just plain doesn't trust you. Doesn't like you. Don't stand in front of him while he's throwing spells at his other enemies, because he will, more likely than not, hit you. And if you want to look into the crystal ball? End of the debacle in Torchlight, he's going to become so enthralled with Ordrak's Heart, which still beats despite its owner being well and truly dead, that he's going to try to harness its power, and go on a rampage across the countryside. If deprived of it, he'll find something just as powerful, or moreso, and do much the same thing. And, considering that he's part of the, "team," dealing with Torchlight's problem until it's dealt with, and killing is still, y'know, punishable by death, even if you do claim you can see the future, he's going to be a problem. A big, Ember-fueled-power-armor-clad problem wielding a big, problematic staff with a beating, dragon-sized, seemingly Ember-Blighted heart at the business end.

Thanks For Playing

So, you've spent the last ten years... doing what? Probably not a lot. I kid, of course, I'm sure what you did was fairly important. But, it's time to go, right?

Retirement is Calling:

Husks of people with poisonous, purple-black tentacles coming out of their mouths? Magical crystals that can cause you to sprout crystals from your skin and go insane? After the things you've seen, not just here, but other places, it's time for some well-deserved retirement.

My People Need Me:

You've made a name for yourself here, and it's up to you to make sure that name stays good. And you need to be here to do that.

The Next Adventure:

Screw this place, let's pack up all the stuff we stole, check the notes on what we learned here are dry and secured, and move onto the next one!

Notes

Classes & Skills

Class level goes to 100; Fame, with Fame is Fortune, goes to 33; and you start out at level 1 in both. Not counting the initial skill point you get for your class, you get a total of 131 skill points, and with 5 stat points per class level, 495 stat points. Learning perks do not increase the number of skill points or stat points you receive. With Other-Worldly, these skill points can be applied to any skill, perk, or ability that can get better, stronger, or more efficient with practice.

Torchlight classes have only ten ranks per skill, with both the Destroyer and Vanquisher having thirty, ten per tree, and the Alchemist having thirty-one, ten in two trees and eleven in one, however, these skills are just as strong, but get strong slightly faster as a result of the lower number of levels. Torchlight 2 classes, similarly, have thirty skills, ten per tree, but a total of fifteen skill points possible per skill. In addition, the second game's skills get small bonuses every five levels, such as extra projectiles on multiple-projectile attacks, extra time, though not damage per unit time, for damage over time skills, and the like.

You can have more than one class, if you like, and can afford it, but the Discount listings for the actual classes are XORs, or exclusive-ors. You get one of one type of class for Free -or- a Discount on one from the other type of class. Not both.

Other-Worldly's effect causes your purchased abilities to function similarly to the way that Torchlight 2's skill system is put together, and the small bonuses mentioned in it are of the same level as those found in Torchlight 2.

The only skill resources I could find were skill calculators, and the two best ones were both on a German website. They do, however, have the actual skill calculators, as well as all the skill names, in English. They're listed below.

Torchlight 1 Classes(Alchemist on left, Vanquisher in middle, Destroyer on right):
http://torchlight.ingame.de/torchlight/torchlight-skill-calculator/

Torchlight 2 Classes(Berzerker top-left, Embermage top-right, Engineer bottom-left, Outlander bottom-right):
http://torchlight.ingame.de/torchlight-2/kalkulatoren/torchlight-2-skill-calculator/

Something you'll probably see mentioned in a few sections of the skill calculators is, "execute chance." All this is is the chance that, when wielding two weapons of the same kind - either two melee weapons, two ranged weapons, or two magic weapons - a character will attack with both at the same time, like dual-casting in The Elder Scrolls. Kind of oddly named, if you ask me, unless it means, "chance to execute a two-weapon attack."

Having a Class, even the Other-Worldly, "Class," grants you understanding of Ember Magic for the purposes of using the classes' abilities. This is to represent the fact that most of the people in the world of Torchlight can use Ember Magic.

Elixirs of Power

"Normal means," refers to putting magic into water with weird ingredients in it, and, as stated, you can't make more in that way. If you have more... underhanded methods, methods that seem like, or are, cheating, at your disposal, though, things like a hacked alchemiter or the cheat mode Not Enough Items interface from Minecraft, you can use those to create more in the same way you could other items.

Passive Skills

Passive Skills is based off of a mod that gives skills that passively increase Health(overall health and regeneration); Mana(overall magical energy and mana regeneration); Strength(stat; physical damage and critical hit chance); Dexterity(stat; ranged damage, dodge chance, and decreased fumble chance); Focus(stat; magical damage and execute chance); Vitality(stat; health, block chance, and armor effectiveness); Speed(mostly movement, but also attack and casting); Luck(amount of gold and magic, rare, unique, and legendary equipment found); Defense(armor, resistances, and block chance); Physical(physical damage, critical damage, and attack speed); Magical(magic damage, casting speed, and execute chance); Damage(all damage, cast speed, and attack speed).

While this is a long list, and the bonuses do get fairly high, a well kitted out character is no better or worse off than someone using decent to good, if properly-leveled, equipment with this mod turned off. It's not even counted as a cheat mod, so considering that you have to pay more points to get the extra skill point that would make it somewhat usable, either +300 for a second one at each level, or 200-400 for elixirs to give you more, I don't see it being imbalanced, or even Jump-breaking; it's not necessary, and you'd have to build your entire Jump around it to even get some nominal level of use out of it. It's only really incredibly useful to someone that doesn't use heavily-enchanted, or over-engineered, weapons, and instead sticks to basic ones. Or to people that just want to be overpowered, and they're boring anyway, so I don't cater to them.

Pets & Companions

The actual pets available are the Alpaca, Badger, Bulldog, Cat, Chakawary, Ferret, Hawk, Owl, Panda, Panther, Papillon, Stag, and Wolf. These should be fairly obvious and not need any extra explanation.

The guard animals and bodyguards include almost any of the basic enemies from the game, with things that are feasibly intelligent, like Goblins, Ratlins, Trolls, and Tu'tara, being Bodyguards, while basic enemies like Elementals, Gels, Spiders, and Zombies, count as guard animals(or guard, "animals," as the case may be). Things excluded from this list are the Bittersprite, Phase Beast, Unique and Champion enemies, mini-bosses, and bosses.

See the lists below for most of the available options; the monster lists themselves are incomplete, however. For a more complete list, check the individual locations on the lists of locations for any other

monsters that appear there.

Pets(Torchlight):
http://torchlight.wikia.com/wiki/Pets_(T1)

Pets(Torchlight 2):
http://torchlight.wikia.com/wiki/Pets_(T2)

Monsters(Torchlight):
http://torchlight.wikia.com/wiki/Category:Monsters_(T1)
http://torchlight.wikia.com/wiki/List_of_dungeons_(T1)

Monsters(Torchlight II):
http://torchlight.wikia.com/wiki/Category:Monsters_(T2)
http://torchlight.wikia.com/wiki/Category:Locations_(T2)

Mining For Fish

Links to lists of fish:
http://torchlight.wikia.com/wiki/Fish_(T1)
http://torchlight.wikia.com/wiki/Fish_(T2)

The times are strange; in-game time passes at a very fast rate, and I couldn't find a good source listing how long each in-game, "day," lasts. Use your best judgement, as the majority of fishes' boosts are two, five, ten, and twenty minutes in length. The fish that list their changes as being permanent are, so care should be taken to either devise some form of method for changing your Companions back into their original forms, or that they don't eat them in the first place. That is, unless you don't mind your waifu potentially permanently being turned into an angry, hungry treasure chest, or a spider the size of a large dog.

A given creature can only be affected by a single fish at a time.