A Throne of Glass v1

By: Lord Statera

Welcome to the Land of Erilea! A land of Magic, of Fae, of Mystery, or at least it used to be. For ten years now the King of Adarlan has conquered and ruled the lands of Erilea with an iron fist. Mysteriously as soon as his brutal conquest of the continent began Magic failed across it. Fae became trapped in their animal forms, all magicians lost the ability to access their power, driving some mad and in the confusion the King put any ex-magic wielder to death. Schools of magical learning were sacked, and any person, man, woman, or child who was suspected of magic was swiftly put to death, while those helpful citizens who informed the government were given hefty rewards.

To the West of Adarlan across the mountains the Western Wastes are all that remain of the once powerful Witch Kingdom ruled by its Immortal Queen Rhiannon Crochan. The land there cursed upon her death to never bear fruit under the care of the Ironteeth Witches that killed her and destroyed her kingdom 500 years ago. However, magic is not dead, it continues to flourish in the world outside of Erilea.

In the Southern Continent the Healers of the Torre Cessme continue their work to magically heal all patients and ailments who come to them under the protection of the Great Khagan and his Khaganate who unified their continent centuries ago. Across the North Sea the navy of the Kingdom of Wendlyn continues to battle the navy of the Kingdom of Adarlan, the Crown Prince of Wendlyn a blockade runner and skilled admiral. Nestled past the mountains to the East of Wendlyn lies the Immortal Country of Dorannelle, home of the Immortal Fae ruled by Queen

Maeve, a dark queen who has lived long beyond the expectations of even her nigh – immortal race.

In the dawn of time Maeve and her two sisters Mab, and Mora ruled over all the Fae that lived in Erilea, Wendlyn, Dorianelle, and far Asterion, but their peace came to an end when the world was found by the three Valg Kings who waged a war of conquest upon it. These Kings came from a land of Darkness, bringing with them legions of monsters to despoil, and conquer the new world they found. Through the power of 3 sister queens of the Fae, and the extraordinarily powerful fire of the bastard born Fae Brannon, the two eldest brothers were banished from the world never to return, leaving only the youngest brother Erawan to sneak of into the darkness of the mountains of Erilea and lick his wounds.

Over a two millennia passed before Erawan returned, only to be beaten back by Elena, Fae daughter of Brannon, and her mortal husband Gavin Havilliard. Their victory and the sealing of Erawan lead to the foundation of the Kingdom of Adarlan that now conquers the world and peace from the Valg for over a millennia once more.

But now all the threads of the Dawn War so long ago, and Erawan's War over a thousand years past are once more weaving into the tapestry of the final conflict. The Gods twisting fate so that they may finally leave this realm that they were unwittingly bound to so long ago….

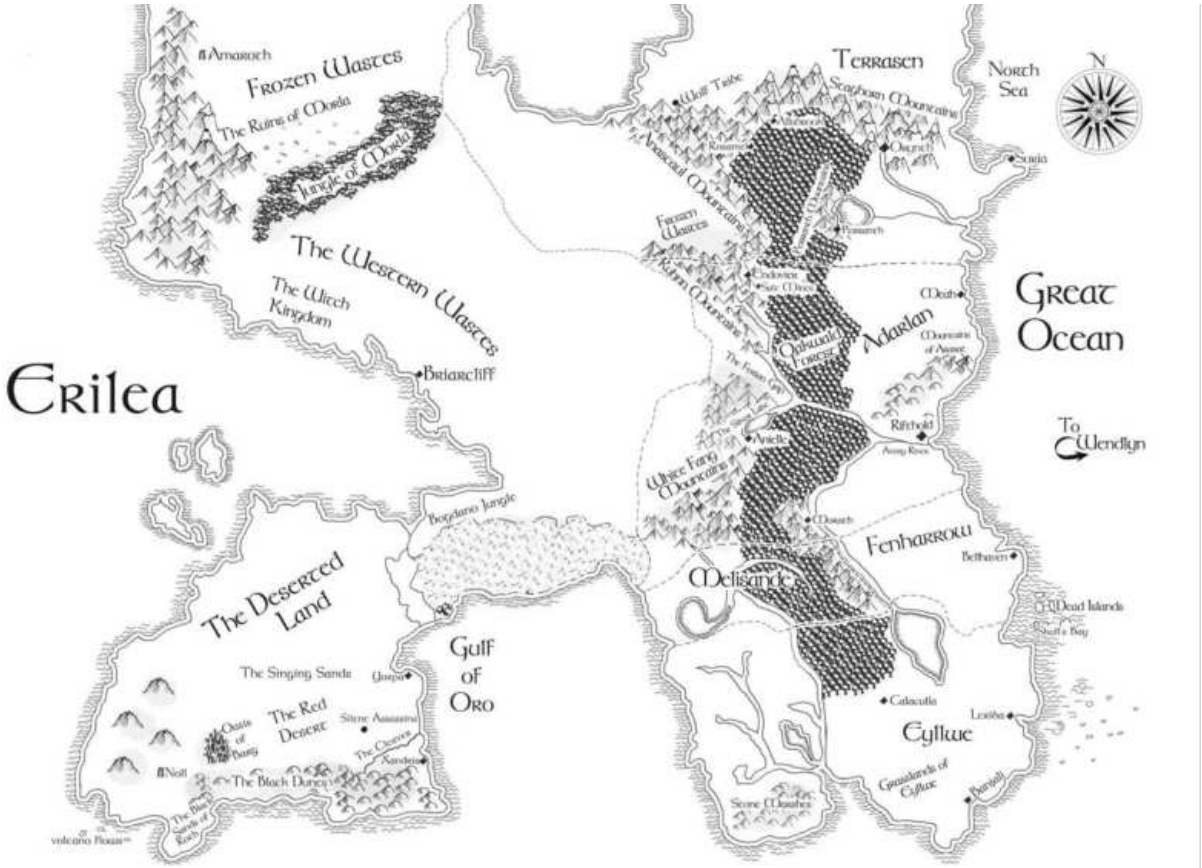
You arrive in this world as the Crown Prince Dorian Haviliard, and his best friend and Captain of the Royal Guard Choal Westfall release Celaena Sardothien from slavery in the salt mines of Endovier. They hope that the woman once known as Adarlan's Assassin will be able to win the contest to be chosen as King's

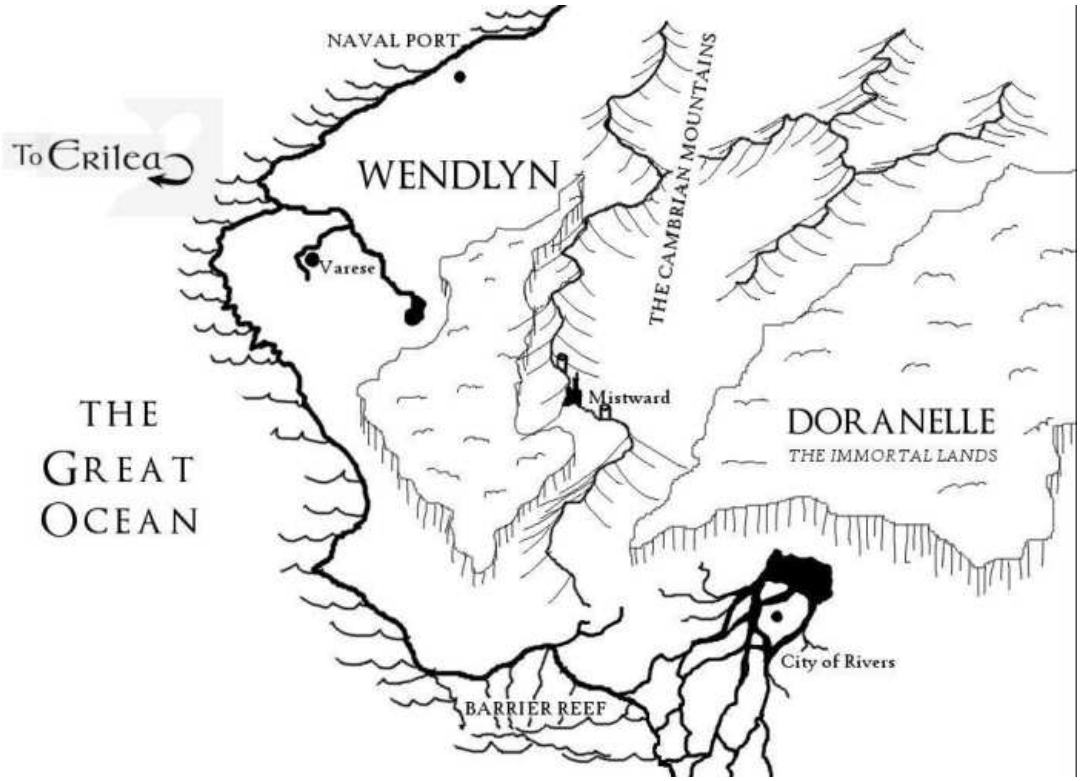
Champion as the pick of the Crown Prince. This win awarding the Prince more influence to curb some of the excesses of his father's court. You will stay in the world for 10 years, or long after the story should canonically be finished in around 2 to 3 years time.

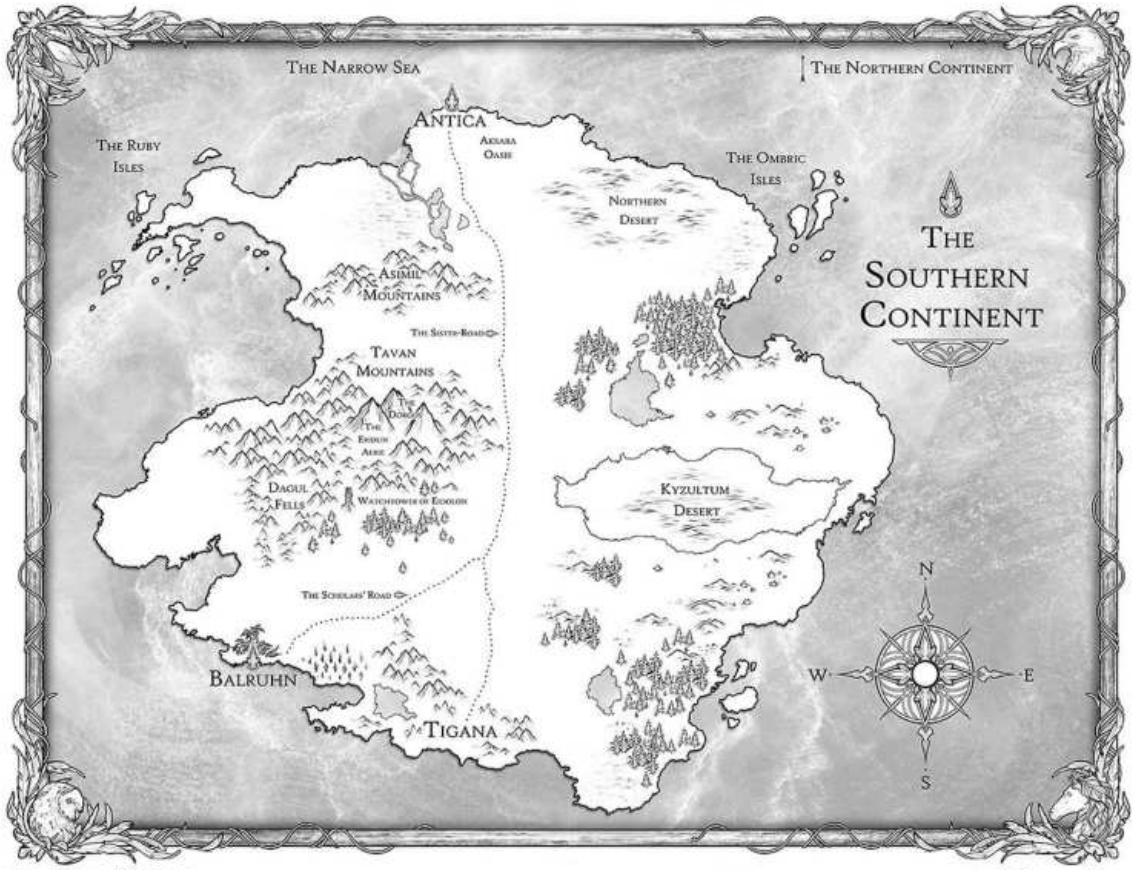
You are awarded **1000 CP** to fortify yourself before you begin your journey.

As we begin you may select your age for humans, or apparent age for longer lived beings, along with your sex. You may select **19 ± up to 5** years of age. You may also choose to be either gender. In this land magic seems to have been an equalizing force, so there is equivalence between genders, and no discrimination for having same-sex lovers.

The World-







TOWER OF DAWN. S.J.MAAS

MAP © CHARLIE BOWATER

Note: These maps are not in proportion. Wendlyn is about as large as Terrasen.

The Southern Continent is talked about as larger than the known areas of Erilea.

Doranelle is not fully shown in the map, and the continent it is on continues enormously containing many other lands, kingdoms, empires, and the remnants of the once great Fae Kingdom of Asterion far past the edge of the map.

Locations:

You may pay 100 cp to choose your location or roll 1d8 to have it chosen.

1. **Rifthold:** You start in the capital of the Adarlanian empire. This is a city fattened on the riches of conquered kingdoms, with a dark underbelly to match. The centerpoint of this city is the castle of kings, not just a normal stone castle, but a massive glass castle built around and over it, extending hundreds of feet into the air.

2. **Morath:** You start in the main city of the holdings of Duke Perrington. This is a castle in the mountains. It is dangerous and downtrodden place as this is where Erawan, the Valg King possessing Perrington breeds his monsters in the caverns under the mountains.

3. **Endovierr:** You start a kilometer outside of the salt mines worked by the slaves of the Adarlanian Empire. If you're lucky you'll see the party of the crown prince as he leaves with Celaena Sardothein. From here it's up to you where you go, I just hope you avoid getting the attention of the guards who may wonder what you're doing so close to the prison.

4. **Anielle:** You start in the lakeside city of Anielle. The people of the Silver Lake have guarded these lands from the encroachment of the wild men from the mountains for centuries. The lord of these lands is a hard-bitten bastard of a man, without much kindness or care for his people at all. However, he respects strength and honour so you might be able to make a good impression if given the chance.

5. **Orynth:** The old capital of the once great kingdom of Terrasen. The one place that might have been able to curb the excesses of Adarlan, if the entire royal family bar the youngest heir hadn't been killed in their sleep. Lord Darrow rules here, the lover of the last king of Terrasen. He is a canny, hard man, but he has ties to the rebels working against Adarlan.

6. **Varese:** The capital of the land of Wendlyn, the royal line of the Ashryvers rules here under the watchful gaze of the dark queen of the Fae Maeve. It is a wonderful city, safe, full of happy people ruled by a caring, and capable royal line. You'll be safe here from essentially all of the threats that exist in this world so long as you keep your head down.

7. **The City of the Rivers:** Made of stone and nestled between many rivers. From here Maeve rules all of the Fae and Dorannelle. This is a city full of magic and wonder, but not one that is particularly welcoming to non-Fae. Humans and Demi-Fae may enter, temporarily, but if they want to stay they must prove that they are worthy enough to remain.

8. **Antica:** The capital city of the Khaganate, essentially a Mongolian Empire that didn't have their royal line weaken over time. This is a peaceful and vibrant city protected by the might of the Great Khagan's armies. This land is one of religious equality, artistry, philosophy, and learning. It is home to the Torre Cesme the greatest center of healing outside of the lands of the Fae, with a library that been collecting information for millennia. This is a peaceful city where all people are held to the rule of law, whether they be poor, rich, noble, or even royalty, furthered even more by the outlawing of slavery about a century ago.

9. **Your Choice:** You may choose any location in this land to appear in. Any of the 8 listed above or any other in existence in the world. Maybe you want to start far to the North beyond even Terrasen where the mighty Wolf Tribe are rumoured to live. You could even start in the Glass Dunes to the South East of Dorannelle, where the last of the Dragons and their riders clashed centuries ago, scaring the land before dying out.

Origins:

What kind of being are you, and what kind of skill do you possess? When selecting your origins for this jump you may choose one origin, and one perk-line to gain discounts with. All options of 100cp that are discounted become free, all others are half price.

Drop-In: Well, no one knows who you are, which is probably a good thing. You have been trained in the underworld of one of several large cities with a

sufficiently sized underworld. Maybe a courtesan, potentially an assassin, either way the dark streets and dangerous underworlds of world are as familiar to you as the back of your hand.

~~Pirate~~ *cough* Privateer: You are one of the remnants of the Mycenian people, a once proud noble house of sailors working for the royal line of Terrasen until they abandoned them centuries ago in their time of need. You have had to deal with the racism due to your ancestry your entire life, but now you are an adult and ready to carve your mark into the seas.

Elirean Aristocracy: You are part of the aristocracy of some nation of Elirea, you are related to a royal bloodline or you are from a powerful noble house in its own right. You have been raised in privilege and depending on your lineage have either flourished or suffered as Adarlan conquered the continent. It is your choice whether you decide to live your life extolling the worst or the best attributes of the aristocracy.

Khaganate Power: You are a figure of power in the Khaganate, whether one of the royal children of the Great Khagan, or a renowned healer at Torre Cesme you find yourself being a figure of importance and influence. As a prince or princess you must contend with dealing with issue of inheritance among the Khaganate, whereas as a healer you must deal with having less direct power than one of royal blood. The Khaganate in this world, are essentially the Mongols, who have continued to thrive with powerful and charismatic leaders for centuries.

Witch (100 cp): Millennia ago during the Dawn War the invading Valg saw that the Fae might be better host bodies than the humans they had been using. In an effort to make this transition easier the Valg captured Fae and bred with them, the hybrid progeny became known as Witches, long lived and broken into 2 great

lineages that have been at war since their creation. The Crochans who took after their Fae heritage, and the Ironteeth who took after their Valg heritage.

Demi-Fae (100cp): You are the child of Mortal and a passing Fae, you may have inherited some or even all of the magic from your Fae parent but you are not sure at this point. You are stuck between two worlds, the Mortal, and the Immortal, and you will not know until you are about 25 to 26 when you will 'settle' and the full magnitude of your Fae heritage will be revealed to you.

Fae (100cp): One of the immortal folk, the Fae, you are superhuman in every aspect, along with the ability to take on the form of an animal and a proclivity for magic. As a Fae you look similar to a human in body albeit with pointed ears and elongated canines. More in tune with your instincts than a human, it is up to you to decide how animalistic you truly are.

General (No Discount):

Magic (100cp, Free to Fae): You have gained access to the powers of magic, as shown in this world. Magic, will be described in detail in the notes, under What is Magic?.

Through this perk, you gain access to a well of magic that would be considered a bit above average for a human magic wielder. It would allow a water based mage to control a pond's worth of water, or a fire wielder to burn several normal human opponents to death in quick succession without exhausting themselves to the point of burnout, though they would be very tired. The list of magic's you can choose from with this perk is in the notes section, under Types of Magic.

Magical Freedom (Free in Jump, 100cp to keep): This perk gives you immunity to widespread magic restrictions that have been artificially put into place. A spell has been cast which turns off magic across a continent? You're able to use your magic without any effects, a blight has been spread across the land that weakens all magic? You are unaffected. This does not make you immune to deliberate traps set for you, and should someone make a trap that targets you in particular, this perk will not help you. This perk does not prevent Iron from blocking your magic from this world.

World Walker (200): You have the skills and the sight of a World Walker, what this allows you to do is naturally see the weak points in the world where natural and temporary Wyrdgates appear, allowing you to travel to other worlds and realities within this multi-verse. While natural Wyrdgates are not controllable, from further studying you have gained the knowledge of the Wyrdmarks necessary to artificially open temporary gates where you are able to control the destination (excluding prior jumps until post-spark). This skill also come with the knowledge necessary in Wyrdmarks to see into other realities in order to choose where to aim your Wyrdgates.

Shadowfire (400): You have gained access to a twisted and dark sort of magic, cause by a powerful fire magic bloodline being corrupted by Valg shadow and darkness. What this means is you get access to a large well of magic that gives you the ability to destroy about a third of a large castle in a blast that would also require you to burn out completely. It would take all of your magic, and would reduce you to a pile of ash. The magic you have is called Shadowfire, darkness in the form of fire that causes immense pain on contact but does not spread like normal fire. Shadowfire does not create heat but is as destructive as potent fire, and is able to burn everything, from wood to rock to metal. This ability is one that while not of

the greatest magnitude in this world, is extraordinarily deadly to those who might face it, even capable of consuming and destroying beings of darkness like the Valg.

Drop-In:

Underworld Etiquette (100cp): You have a knack for fitting in to the dark places in the world. You know how to act and react around the criminal underworld in such a way that they know that you are one of their own. You are innately gifted with an instinct for where a criminal element would be in any city or town you enter as well as the best way to make contact with them and gain their favour.

Cunning as a fox (200cp): You are a cunning and clever schemer, you are able to plot with others and are gifted at hiding your intentions, to the point that you would never be accused of being part of a plot. You could be the favoured courtesan of the King of Assassins, and under his nose plot his death with his enemies that he is actively watching for any potential double-cross. You could then kill him in his sleep, and be found beside the bloody corpse and have exactly zero suspicion fall on you.

Elite Training (400cp): You have been trained by the best of the best the world over in one of two areas, as a Courtesan, a high-class prostitute for the richest of peoples. Or you have been trained as an Assassin, to the level that you are comparable in skill to the King of Assassins himself Arobynn Hamel.

As a Courtesan you have been made stunningly attractive, to the point that even someone who isn't a fan of your 'type' would call you a 9/10. You have been masterfully trained in how to bring pleasure to and seduce both men and women. You have been educated in the etiquette of high society found all throughout this world, as well as how to scheme, manipulate, and converse intelligently with the

highest of nobility. You are the type of courtesan that would have had a bidding war for the right to take your virginity at 17, and the winner would have paid a king's ransom for that right.

As an Assassin, you have been trained to the level where you could fight on par with Arobynn Hamel, the King of Assassins, making you more skilled than all but the greatest and oldest of Fae fighters, with the physical conditioning to match. You are a master of fighting unarmed, and armed with any weapon that could be found in a medieval setting such as this. You know how to remain stealthy, and how to present yourself as a threat. You also have an intimate knowledge of poisons. You have the necessary skills to independently plan and carry out assassination on the most heavily guarded subjects, including those that may have some minor magical protections, although this perk does not give you any skill with magic in and of itself.

You may buy this perk a second time, for 200cp, to get the other set of skills.

Shape-shifter (600cp): You are one of the few people alive in the world to claim decent from the bloodline of a shapeshifter, and you are not just an ordinary shape-shifter but a powerful one. This bloodline smells of Fae, Valg, and something unknown to those with senses acute enough to smell it. As a shapeshifter you will deal with mistrust from most people that find out what you are, due to your kinds history of being assassins, and spy's. As a powerful shapeshifter you may freely change your shape into any living shape that you have a vague knowledge of, the magical energy cost of shifting being a onetime cost per shift. The degree of energy necessary to shift your shape is minute so long as remain close to your current size, with the further you move relative to the shifters current size through growing or shrinking costing more energy. The main risk for shapeshifting is that

if you spend too much time living in other forms you may forget what your original form is, and may be unable to shift back to your original form.

Shape-shifters have many innate gifts with their magic, including the ability to edit their forms as they see fit. Such as generating supernatural spider silk on their scales in their reptilian forms after they have seen the material in questions, or simply editing their human form to change as they wish. They are even able to turn into other humanoid races such as Fae and gain the physical benefits inherent to that form, except for immortality. Shifters gain the innate instincts necessary to use their new forms, able to read the wind if they turned into a bird, or understand and track scents if they turned into a wolf. Shifters heal at supernatural speed slightly beyond even Fae. With some practice shifters may also learn how to shift their mind to protect it from attacks from other people, able to make a copy mind over their true mind that they can shift to give off the thoughts they desire, this mind will also shield the hidden mind below from mental attacks giving the shifter time to react.

Shape-shifters do have some limitations on their magic, they are unable to turn into inanimate objects, do not keep their clothes or items within a non-space as they shift, and they require some understanding of an animal or organic substance before shifting into it, although this bar is very low. Seeing a life size mural of a Sea Dragon would be all it took for a shifter of your calibre to turn into one. If you saw a wyvern in the distance you could transform into one, and as soon as you see the spider-silk integrated into its wings clearly enough for you to understand what it was you could integrate it into your form. Wounds also carry over between forms, at a proportional size and placement on the body.

A shifter of your power would be able to shift between leopard form, a wyvern form large enough to easily carry a cow in each taloned foot, and a sea dragon

large and strong enough to knock out the keels of galleons with a single swipe of tail or claws. You would have enough power to shift rapidly between these forms while fighting an opposing army all day.

~~Pirate~~ *cough* Privateer:

Seaman (100cp): You have the skills necessary to competently and efficiently operate in any position on a sail powered ship. From navigation, to rigging, to anything else you have the skill to function and flourish in the role.

Legacy of the Mycenian's (200cp): You are one of the carriers of the ancient Mycenian bloodline, finding that you have a natural knack for a luck regarding anything to do with the sea, this no guarantee of success but you are more likely to see good winds, and clear skies. You also have an unnatural affinity and kinship with sea dragons and similar creatures quickly able to form bonds of companionship and trust that most others would never have a chance of establishing. Given a bit of time you could go from meeting a sea dragon to having a steadfast companion willing to fight with you during a naval conflict in almost no time at all.

The World in your Palm (400cp): You have been gifted a potent power, a magical map that lies on your hands covering them from the wrist to the tips of your fingers. This magical map can show the entire world, and can zoom in to any point of interest on land or at sea. This map shows you many things and updates in real-time, it shows you the locations of treasures, enemies, allies, and ships. It is the perfect tool for any pirate or privateer to find objects or people of interest.

The one limitation of this map is that it may be obfuscated by wards around a location, and therefore only be able to give you a rough location of where

something is rather than an exact second to second knowledge. Similarly potent forms of magic for the purpose of concealing things can have some effect on the map, but it will always be able to give you at a least a general location to move towards. In this jump the tattoos are always visible, in future worlds you can choose to have them visible or undetectable at will.

The King of the Pirates (600cp): You have the skills necessary to be the King of the Pirates, a cunning mind and the force of personality to not just keep your own crew in order but to keep an entire fleet of ruffians in line with your will. You have become a master of everything to do with sailing ships and naval combat between people and vessels. A master with a cutlass in hand, you are death to anyone above the waves.

More than this however you have a force of personality, and knack for getting people to come out of hiding and work for you. If you are Mycenian you could go around the world and within a few months through message and action collect your shattered people from all of the corners of the globe into a massive armada to fight on your behalf.

Beyond your skills with people, and ships, you have a natural sense for how valuable something is, and how far you can push a person when you barter or dicker before they turn away from the table. With the promise of a semi-mythical Mycenian armada coming to the aid of kingdoms in need, you could get recognized as an official King of the islands you rule by several other monarchs, as well as getting the legal authority to act as a privateer on their behalf.

Erilean Aristocracy:

Captain of the Guard (100cp): You are a captain of the Royal Guard in the Kings Castle of Adarlan, or at least you have the skills to be. You are at the physical peak

of your species potential, strong, quick, and energetic. You are immensely skilled with swords, and other similar medieval tools of warfare, along with an understanding of etiquette needed for your position. You posses some basic skill on how to police and area and proceed with basic investigations of murders.

Will of Stone (200cp): You have immense willpower, able to push yourself through pain, trauma, and even possession beyond any normal person. Where others would crumble you endure, not always with grace, but endure none the less. You have the willpower to resist possession from beings far stronger than you are, with a bit of effort you may even use some of this willpower to start crushing your possessor out of your body. You would be able to resist mental manipulations, and torture from centuries old masters of the arts, to the point of never giving in despite the pain. You could be mutilated to the edge of death, and healed back to full health only to have the cycle repeated again and again for months without giving in. This willpower gives you a resistance trauma's long-term effects, you would be far more resistant to ptsd and similar ailments than almost all other people.

Wyrd Knowledge (400cp): Wyrdmarks are the oldest and greatest power in existence. Not truly magic, this ancient runic language underlies all of reality, there seems to be almost no limits on what they can achieve, so long as you know the proper marks. They are a neutral and potent power, able to achieve great good, and great evil. Wyrdmarks allow their wielders, to summon and speak to the spirits of the dead, see into and travel between worlds/dimensions, create wards, summon or banish monsters from other dimensions, heal, and even more. Wyrdmarks are usually cast by writing them on a surface and then activating them with fresh blood from a living being. You however have a fluency both verbal and written with wyrdmarks on the level Nehemia Ytger, able to cast the marks using nothing but their names and some of your stamina. You possess an encyclopedic knowledge of

these marks and are so fluent in them that you can actively use them in combat. Able to cast by simply tracing the marks in the air or speaking their names, along with a bit of willpower. With some practice you can even learn how to use magic or other powers you possess, if you possess any, to power the activation of the marks instead of your blood or stamina. Wyrdmarks have been shown to potentially be able to resurrect the dead, although that sort of behaviour draws the attention of greater beings who do not appreciate their lessers messing with the natural order of things.

Mala's heritage- Raw Magic (600cp): You have some of the Haviliard bloodline running in your veins, maybe a distant cousin, maybe a bastard born, maybe a direct descendent. Regardless, for you the bloodline has come roaring to its full power in your veins. You have gained an immense gift for Raw Magic, the most versatile form of magic in this world, with a potency expected for the descendent of a one of the most powerful Fae to ever exist, and an enfleshed Goddess who descended from heaven, you gain a well of magic that is bottomless. While you are limited in the amount of magic you can channel at a time, you will never truly run out of magic. Your capacity for magic is immense, able to destroy a large castle or fortress with no preparation, causing you only mild exhaustion. With a few days of preparation, you could bring a castle crumbling to the ground with no apparent drain to yourself. Raw magic is considered to be the best form of magic due to its versatility, able to take on any elemental form of magic naturally, those with Raw magic can learn to have their magic copy any other magical gift it gets exposed to. Allowing raw magic wielder to learn how to use even the more esoteric forms of magic such as shape-shifting, and teleportation if they simply have a chance to let their magic read the shape and flow of other magics. Skillful users of Raw magic have also been able to learn how to steal parts of others esoteric powers, ripping it

away from an individual and integrating it into their own power. Because of its mutability Raw magic allows greater flexibility with some magic's, such as by allowing those who shapeshift using this power to seamlessly have their clothes and carried items integrate into the shift, and re-emerge undamaged whenever the shift is completed.

Users of Raw magics also have several potent forms of magic that only they can use, they are able to directly and consciously increase their physical speed, and strength proportional to how much magical energy they use. They are also able to form invisible hands of force, these hands give the wielder the full feedback of a normal hand apart from pain. A Raw magic wielder may generate as many of these hands at a time as they want, of any size they wish, and the hands have been shown to be as strong as the magic fed into them, able to do things like tighten so much that they near instantly sever the limbs and head of monstrous creatures like Ilken that are greatly resistant to magic.

Khaganate Power:

Skills of the Plains and Sky (100cp): You are a true child of the Southern Continent, your knowledge and skill runs deep. Having the training to fight alongside and on par with the most elite of the Khagan's horse based cavalry the Darghan Calvary. You are master horseback rider, able to tame and ride the fiercest horses, you are a masterful archer and spear fighter from horseback as well.

Instead of this you may choose to be equally skilled as one of the Rukhim of the Khaganate. The riders of the great birds the Ruk, you have conquered your fear of heights and are able to forge deep lifelong bonds with animals you ride.

You may buy this perk twice, the second time undiscounted for 100cp to gain both skills.

Neith's Arrow (200cp): The archer so skilled that her legendary skill with a bow and arrow spread to other continents before she even managed to physically arrive there. Able to innately read the currents of the wind around her, she was able to make a pinpoint perfect bullseye across a courtyard as she was falling, after the castle she was standing on had been destroyed. This reading the wind extends beyond archery and she was always able to read the wind and how it flowed. Beyond the wind-reading her skill with archery was amazing, to the point where centuries old master Fae warriors considered her to be on par or better than them. You have now gained her skill with bow, arrow, and reading wind currents.

Rule of the Just (400cp): You have the skills to be an amazing ruler, like the first Great Khagan and those that follow you are the golden example of what a people would desire in a ruler. Not only are you a masterful leader and tactician, able to conquer a continent with numerically inferior armies, you're especially skilled in quick movements, directing fast armies of riders things like Ruks and horses is child's play for you. As a ruler you have the talent and knowledge to rule wisely and justly, forging your country into something with religious equality, and laws that holds all people equally under its power from the greatest prince to the poorest pauper. You are able to forge your kingdom into a shining beacon of advancement, where education, art, and healing is extolled, without weakening your history of martial might. You also have a knack for figuring out just the right inheritance methods to make sure that the child who truly deserves it inherits your empire, not simply the oldest.

Touched by Silba – Healing Magic (600cp): Touched by the goddess Silba, you have gained a well of potent healing magic within you, along with the skills to use

it. Silba's touch infuses your healing magic with a golden glow and potency that even Raw magic can't copy. Your magic is unnaturally potent at purging beings that possess people, able to treat even the greatest of them as just another parasite to be fought, able to purge anything from ghosts, to Valg demons, and beyond. In fact it is especially potent at purging beings of darkness and shadow. Beyond this potency your reserves are deep enough that while exhausting you would be able to heal grievous battlefield wounds from dawn till dusk and still have a bit of power left over. In fact, you have enough magic that if you ever learned how, you could turn your gift of healing and life into a skill for Un-Making, able to break the gates of the world and fashion Wyrdkeys that allow beings to travel between different realities and gain immense power over reality. While the knowledge of Un-Making is beyond you as of yet, you are still an immense repository of healing knowledge both magical and non-magical, of herbs, physical therapy, and surgery, easily on par for the greatest healers in the world. Specifically with enough skill and knowledge that you could be the Healer on High, the leader of the Torre Cesme, the greatest healing institute outside of the greatest of the Fae. For you wasting sicknesses, massive infections, cancer, shattered spines, and destructive brain injuries are things that you can heal perfectly and permanently. So long as you arrive before the bearer of the wounds dies and have a few days to put everything in its proper place you can heal everything. Just don't forget to teach the patient the physical therapy they will need to recover.

Witch:

Witch Physiology (Free for Witch Origin, 200cp for others): Witches come in two varieties, Ironteeth who take more after their demonic Valg heritage, and Crochan who follow more in the mold of their Fae heritage. When you buy this perk you must choose which of the two varieties you are.

All witches are immortal, and have a clear secondary eyelid that they may close to fly at high speeds, allowing them to see with the eyelid only slightly blurring their vision. All witches are able to craft magical items with the most potent of their items taking something from them and diminishing the witch permanently. All witches as they grow to be several centuries old gain the ability to see beyond themselves. Locations near and far, the past, the present, and the future are able to be potentially pried apart by a dedicated witch. Witches use mirrors as a focus for this ability. All witches are supernaturally strong and fast with senses of sight, smell, and hearing on par with animals, they also heal supernaturally quickly. They in general can be considered to be about on par with Fae.

Ironteeth witches have natural razor sharp iron teeth and claws that can be extended to cover their teeth and fingernails at will, with their nail coverings several inches long, enough to block swords. These iron teeth and claws are naturally razor sharp along with being supernaturally strong compared to normal iron, closer to the best steel in existence. Ironteeth witches are also able to make use of one type of magic, called the Yielding, it is where the witch gives herself over to the magic and burns herself up from the inside out, exploding in a suicide bomb of extremely potent ripping magic, able to eradicate about 30 nearby people if they were locked in combat, with the range and power expanding with the witch's power. The yielding comes in two varieties, a pitch black power for those cruel witches who embody the Darkness inside them, or a searing white power for those witches who truly try to be good people. Ironteeth come in 3 varieties, the Blueblood Clan who embody the Maiden, the Blackbeak Clan who embody the Matron, and the Yellowlegs Clan with their saffron coloured ankles who embody the Crone.

Crochan witches do not have iron teeth or claws, nor do they have the Yielding. They are naturally able to use magic limited to glamours and healing, though potent none the less. Crochan witches have also been shown to be able to lay curses with their dying breath, powered by their life force if they are strong enough. Normally Crochan Witches can be male or female, while Ironteeth are only female. As you are paying for this with CP you can be any gender for any kind of Witch.

Cackling Crafter (200cp): You are masterful crafter of all of the Witch Crafts, able to make flying brooms from Ironwood or Redwood, craft spaces that are larger on the inside, and mirrors that can help you gaze across vast distances and through wards. You are even able to craft the potent mirrors that can focus and increase magical power that they have been exposed to, mirrors that would normally permanently diminish the witch who made them in their creation. Your greatest gift is that when enchanting or creating magical artifacts you will never be permanently diminished or damaged through the fact of their creation, and the item will be made at its full intended power. While their creation may take chunks out of your lifeforce or magical power, you are now guaranteed to not only never die in their creation but to always regenerate anything taken from you back to your prime, within a few months at most.

Unifier of the Lost (400cp): Whether as the new potential ruler or simply a negotiator you have a masterful skill and luck for bring together warring peoples together into a unified whole and prosperous future. You could bring together peoples like the Crochans and Ironteeth. Where the Ironteeth have been hunting, torturing, and murdering the Crochans for centuries, ever since they destroyed the Crochan kingdom 500 years ago, all in the hopes of a full Crochan genocide. Within a few months you would be able to start getting these groups to work

together and trust each other, genuinely having them work together for the betterment of all. Within a year you would be able to truly bury the hatchet and have these disparate people working in a singular thriving nation with eyes turned towards a brighter future.

Golden Eyes (600cp): You have the Golden Eyes of the Valg Kings, your bloodline is strong and it flows true in you. Your eyes offer a several benefits the first of which is the ability to have all magics of darkness and shadow break upon you like water on rock. No magic of shadow or darkness can touch you unless you specifically allow it. The second of which is that creatures of darkness know and instinctively respect the lineage that these eyes represent, creatures of the shadow and dark, aberrations from beyond the world they look at these eyes and they will immediately treat with you as at worst an equal, while lesser creatures will instinctively know they would obey if you ever ordered. These eyes give you one final gift, which is the gift of seeing in darkness. No matter how dark it might be, you can see in any degree of darkness as if it were the brightest and clearest day.

Demi-Fae:

Demi-Fae Physiology (Free for Demi-Fae Origin, 200cp for others): The half-blooded offspring of Fae and Human, Demi-Fae share in many of their Fae parent's strengths but not all. Not all Demi-Fae share in the supernatural strength, agility, and speed of the Fae. Along with their supernatural speed of healing, and preternatural senses on par with animals. While all Demi-Fae share in some degree of long life the duration varies along with their magical power, and Demi-Fae unlike their Fae parent are not guaranteed access to the power. You also gain the ability to shapeshift into a mortal animal regardless of how much magical power you have, this mortal animal could be any warm-blooded creature from a lion to a human to a hawk. Your abilities as a Demi-Fae depend on the amount of magic

you buy within this jump. Should you only have the General Magic perk you could expect to settle and live for around three centuries, with physical abilities at around 1/2 to 2/3 of a true Fae, and the ability to shapeshift into an animal. If you were to get the Touch of Hellas or any 600 cp magic perk you would have physical abilities and lifespan equivalent to that of a true Fae.

Just as Planned (400 CP): You have a knack for planning and double think, able to think through others actions and outmaneuver beings of cunning and intelligence millennia your senior. This knack allows you to make multi-layered plans, the first layer of which would succeed without interference, the second layer is if your targets or objects succeed in interfering with your first, and so on and so forth. While your plans may not be perfect, with a few days to plan you could strip the King of Assassins of all of his protections and kill him. With a few months to year, you could plan to overthrow the Fae Queen Maeve, who has ruled and controlled that race with an iron fist for millennia. The key bonus this perk provides, is not just your ability to make plans, but your ability to communicate these plans to others. Such that despite their complexity every person will play their part perfectly and as you intended.

The Touch of Hellas (400 CP): You have now gained the power of the greatest Demi-Fae male to have ever existed. You have power over the magic of Will and Death, empowered by the God of violent death Hellas. Your magic appears almost like wind, able to make breezes, tornadoes and great gusts, however beyond solely the wind Hellas' touch has made your magic deadly. It instinctively makes you deadlier in combat, unconsciously guiding you towards opponents' weak points, capitalizing on their mistakes. This magic can also be condensed into hard constructs, shields, blades, whatever you would like, regardless of what you use it for it functions well. However, when used in combat, every attack you make with

this magic does more damage than it should, blades cutting deeper, attacks breaking shields that should have just barely blocked them. This magic is lethal, not of shadow or darkness, but death itself and bears a tinge of that concept with it. With this you have enough magic to fight armies to a standstill, and while you do have less absolute skill with magic than the greatest Fae male in existence, the true lethality of your magic marks you two as equals.

Mala & Brannon's Heritage – The Firebringer (600 CP): You are somehow related the to bloodline descended from the union of Mala, enfleshed Sun Goddess, and Brannon arguably the greatest user of Fire magic the world has ever known. Maybe a bastard born bloodline, or potentially an unknown sibling of Aelin herself, the fact of the matter is that you have an unlimited well of Fire magic to draw from. Not just bottomless, this Fire magic has been touched by the Goddess of the Sun itself, making this Fire more potent against and able to destroy and eradicate demons and beings of shadow, to the point of permanent and true death. Your flame does not just burn but it purifies. This bottomless well allows you to have an unlimited amount of throughput as well without burning up, the only limitation is the time you spend delving to dredge up as much magic as possible. Without effort or preparation, you could bring down castles, with a few days of delving you could eradicate a force of 500 Ilken, nightmarish monsters that were thought to be so resistant to magic as to act as if truly immune. You could blast them to ash after a day of fighting an army of other magic users and only then feel tired. However, with delving for three months you would be able to instantaneously evaporate a massive lake worth of water in a single enourmous blast of Flame. An icy lake that has filled a mountain valley after being dammed for literal centuries, the heat and steam would take the better part of a day to

dissipate. Only after such a feat would you feel truly tired, and even then, you would be able to fight the next day as if fresh.

Fae:

Fae Physiology (Free for Fae Origin, 200cp for others): You are Fae, with supernatural physical abilities, enhanced senses, and quickened healing. You are the greatest natural race to be found on this world. You will live for millennia and are ageless and unweakened by time for so long as you do not fade. With the ability to shapeshift into a single animal (taking all you wear with you), and a natural affinity to magic, your race is strong and feared by many humans around the world for your great strength. You receive the Magic perk for free, as Fae possess a more common, and usually deeper connection to magic than Humans.

The Tongues of the Ageless (200cp): You have a knack and ability for learning languages that will only be improved by the long years of your life. To start with you are not just fluent in the Common Tongue that is used in Adarlan, but all languages found in this world. Including the Ellywe language, the Old Language used by the Fae, the language of the Khaganate, and any other languages in this world, you are fluent as if a native speaker from birth. Moving forward however you find that something about your immortal and magical nature further supports your ability to acquire languages, allowing you to gain basic communication both spoken and written within a day of use, conversational fluency within a week, and true fluency within two weeks. More than simply fluency you find you never forget a language once you have learned, and your skills with languages will be as fresh after a century of disuse or a century of use.

While this does increase your speed of learning languages it does not allow you to learn languages you would not ordinarily be capable of learning. This perk would

not allow you to learn Thu'um, unless you already possessed the needed prerequisites. If you had those prerequisites it would speed up how quickly you learned Thu'um, in line with any other language.

The Immortal Race (400cp): You are an immortal Fae and as such, you are born of a race that is ageless. You have been adapted through nature and nurture to understand and be capable of withstanding the pressures of an immortal life. You are always able to see a reason to keep on going in life, and have a preternatural ability to bear the loss that pain and time will heap on you as the much more quickly aging beings around you age and die. You will not linger on in grief, you will heal, move on, and be able to continue to interact with the world around you with interest and passion. Should the world change around you, you will be able to change and grow with it, while your life may be immortal you are now well adjusted enough to ensure that it will never be stagnant. More than this however you are guaranteed that no great loss or pain will cause you to Fade against your will, only your choice, made with a clear mind, will allow you to Fade into the Void.

The Greatest Fae Male (600cp): You now possess magic on the level of the Greatest Fae male in existence, a massive well of magic oriented towards: Air, Ice, and Lightning. With this magic, and a few days delving you would have more than the power to fight an army, you could freeze an armada in place. Even with other skilled Fae magic users trying to break your hold, you would be able to hold them in place, and while it would be tiring, the armada would be within your grasp. More however than simply power, this comes with skill, a skill that would spread and increase any other magic you buy in this jump to an equivalent level of skill. Where others after many years of practice would be able to pull the air out of someone's lungs or create powerful gust of wind. You have the skill the rip the

very oxygen out of their blood, use focused air as potent form of telekinesis, or create vacuums by pulling away the air, able to snuff out even the hottest fires. More than that however this level of skill is easy for you to use, not requiring much focus or effort. What others would consider skilled and taxing for a master to use, you can achieve casually with you magic.

Items:

All items should they be destroyed or lost, will be repaired or returned within 24 hrs. All properties will appear in this jump, and post jump will either attach to your Warehouse or be imported into the jump, at your discretion. You may import similar items into one another as you purchase them in this jump.

Drop-In:

Asterion Mare (100 CP): You find yourself in the possession of an Asterion mare, they greatest horse breed in the known world. Possessing slender snouts and high tails, Asterion's are the fastest horses ever found. Worthy of being the prized possession of nobility and royalty. This horse is loyal to you, and will follow your commands with a fluidity and loyalty that would normally only come from a lifetime of training and companionship.

Underground Taverns (200 CP): You now own a series of underground taverns, the sort of place where illicit deals go down and the underground work of assassinations and crime can be hammered out. These taverns will always earn you a healthy profit, with your ownership of them being secret. All of the workers at the tavern will pass off any interesting tidbits they may overhear to you. This series of taverns may be left as a warehouse attachment of a single tavern, or may be imported into a new jump where you will aways have enough of these taverns to meet the needs of the city's more illicit population.

Assassin Order (400 CP): Whether you have overturned Arobynn Hamel, or simply rule as a King of Assassins somewhere else, you now lead your own assassin order. Your order will always be quite skilled for the setting, not at the level of a protagonist but master assassins with many years of practice and experience in all forms of assassination. Your order of assassins will be large enough to give you absolute control of the underworld of a capital of a nation, and influence and power projection among not just your own country, but all of the immediately surrounding countries as well. You may choose if this assassin order appears in future jumps at the start of the jump.

Assassin Castle (600 CP): You are now the proud owner of a beautiful manor house, with classy and glamorous furnishings. This whole manor screams subtle wealth, and high-class taste. More than that however this manor is protected by a great yet ornate fence and a series of traps that would catch unwanted visitors. This house can be a warehouse attachment or imported into future jumps. Whenever it is imported, the manor is upgraded to the very peak of luxury and non-military defensive measures that exist in the setting, and maintains all upgrades going forward.

Privateer:

King's Cutlass (100 CP): You know own a master crafted sword with a pommel in the shape of sea dragon. This sword was forged with magic, and is not only ever sharp with the edge never dulling by time or combat, but has been seemingly touched by the god of the sea. Should it ever be dropped in water the cutlass will float even if it should sink.

Brigantine (200 CP): A beautiful two-masted, and square-rigged ship. This ship is perfect for pirates, quick, durable and able run down any merchant ship you could

wish. This ship can carry about twice as much loot in it's main hold as the space should allow, and somehow no matter how much loot is in there it is never slowed.

Sea-Dragon(400 CP): You have somehow come into contact with and bonded to potentially the last living sea-dragon in the world. None have been seen in centuries. Regardless you now possess the loyalty of a great reptilian beast, able to breath air or water, and specialized in swimming at extreme speed. Your dragon is covered in hard scales that would turn the edge of swords, and the points of arrows. It is large and strong enough to break the keels of galleons with a casual strike of its claws. This Sea-Dragon is loyal to you, and will follow your commands with a fluidity and loyalty that would normally only come from a lifetime of training and companionship.

Tropical Island & Port City (600 CP): You are now the proud leader of a tropical island and port city, the city sitting on the edges of a beautiful bay full of many wonderfully tasty and abundant sea creatures. This island can be kept as a warehouse attachment, which includes the sea up to a mile out from the island, and can be imported into future jumps. The city can survive independently based on solely on the food they grow on the fertile land of the island, along with the bounty of the sea. However should you import the island you will find that it either quickly becomes a hub for sea trade or piracy, which direction it goes is completely at your discretion as the leader. This island upgrades to meet the standards of an average trading port of the setting every time it is imported, and maintains all upgrades going forwards

Elirean Aristocracy:

Noble Attire: You have a full wardrobe of noble attire, everything a noble could need to fit in anywhere from casually walking the streets to the fanciest dinner with

the King himself. You have a couple dozen outfits for every degree formality you could need, with a few more outfits for each degree generated by this wardrobe every year. These outfits are automatically cleaned, pressed, repaired, and taken care of every time you take them off. This wardrobe exists as a door that you can put up against any wall, and once placed you may open the door and enter into the massive closet that contains all of your outfits, automatically sorted by formality level and colour.

Damaris (200 CP): A perfect copy of the ancient magical sword wielded by Gavin Havilliard, the first king of Adarlan. This is a magically enchanted blade, to such an extent that even when magic was turned off across the continent the power in this blade was maintained. Not just indestructible and supernatural sharp this golden sword has a silvery gold handle and a pommel in the shape of an eye. No jewel lays in the socket; it was only an empty ring of gold; this sword allows the bearer to see truth and know lies. This blade is also able to perfectly channel the powers of its bearer.

The Riches of Annielle (400 CP): You now have a warehouse attachment that looks like the treasury of Anielle in size and scope, contained within it are a copy of the riches of Anielle. One of the largest and greatest fiefs of the Kingdom of Adarlan with a history stretching back centuries. What you have here is the sum total of centuries of the Westfall family squirrelling away every last coin they did not absolutely need to use. This is a treasury that could easily bankroll multiple armies that could conquer continents. This treasury replenishes fully at the start of each new jump.

Three Towers of Wyrdstone (600 CP): You now own three massive Wyrdstone clocktowers, that may be imported whenever you wish into a setting or left as a warehouse attachment. These towers act as anchors and magnifiers of

enchantments, allowing spells to effect massively increased areas at no extra cost. If you were to place these towers at 3 different points that blocked off the majority of a continent, they would be able to affect a spell that would affect the entire content, even beyond the strict triangle laid out between them. Should you place them far enough they would even allow a spell to affect the whole world. These are like the towers that the King of Adarlan used to raise a null-magic field over the entire continent and stop magic in its tracks. While these towers are far stronger than granite, they are still destructible, and should even one be destroyed any spells they radiate disappear. When connecting spells between these pillars you must be capable of casting the spell in some way for the pillars to broadcast it. These towers come innately imbued with a spell to turn off magic, but may have further spells attached should you wish. This set of towers can only empower 1 spell at a time, but it is up to you which spell is selected.

Khaganate Power:

Dhargan Horse (100 CP): You now possess a proud Dhargan horse of a magnificent lineage, one that even the Khagan himself would love to ride. While not quite as fast as an Asterion mare, this horse would be stronger and have more stamina than an Asterion. This horse is loyal to you, and will follow your commands with a fluidity and loyalty that would normally only come from a lifetime of training and companionship.

Spear & Arrows (200 CP): You have a wonderful horse spear and a bow with a quiver of 20 arrows. These are made to the greatest capacity of mortal masters, and withstand the rigors of combat with great grace. There are two special aspects of

this set of weapons though, the bowstring never snaps or weakens, you could leave it strung forever and the power of the bow would never be altered. The other magical effect is that the quiver always holds 20 arrows, should you ever draw and fire one arrow another is immediately created to replace it.

Ruk (400 CP): You now possess a great Ruk, the enormous birds that the Rhukim of the Khaganate ride on. These enormous eagle-like golden feathered birds might not be sapient but are very smart and create bonds with their riders that are like family. These massive birds are tough and strong, able to carry of cattle and horses into the sky, or fight Wyverns. This Ruk is loyal to you, and will follow your commands with a fluidity and loyalty that would normally only come from a lifetime of training and companionship.

Torre Cesme (600 CP): The Torre is a massive building, and house of healing in the capital of the Khaganate, Antica. You now possess your own copy of the Torre that you may keep as a warehouse attachment or import into new jumps. When imported into new jump the medical knowledge and tools of the Torre upgrades to be cutting edge, and retains upgrades. The Torre is a 12-story cylindrical tower that is wide enough to be called a keep. At its base just below the ground is its library, the greatest repository of healing knowledge found in this world, below that is the network of tunnels called Silba's Womb that contain a section of naturally heated pools perfect for a good soak. If you navigate your way to the deepest point, you would find yourself in an Ancient Fae treasury full of weapons, gold, and artifacts that would have a value that would stagger the Khagan himself.

Witch:

Broomstick (100 CP): You have carved and made a rideable broom of Ironwood for an Ironteeth Witch or Redwood for a Crochan Witch. These brooms use magic

and are able to fly faster than birds, with extraordinary agility. Interestingly broom require no direct application of magic to fly and may fly at their top speed indefinitely. Magic brooms are unable to fly in null-magic zones.

Wyvern (200 CP): You now own, and have the loyalty and companionship of a great Wyvern. Wyverns are dragon like creatures with two back legs and large leathery, membranous wings tipped with a poison slick talon that acts like a set of front limbs. They have a triangular head and long, curved fangs, the talons on their back legs can reach the size of a person's forearm and tails as long as their body is armed with venomous barbs. They have leather hides coming in various colors, from sky blue and night black for stealth or every shade of gray. They have the endurance to fly hundreds of miles in a day and still be ready to fight when they arrive. This Wyvern is loyal to you, and will follow your commands with a fluidity and loyalty that would normally only come from a lifetime of training and companionship.

Crown of Stars (400 CP): You now carry a crown akin to the Crown of Stars of the Witches. While the shape and style of the crown of stars is up to you, it always represents leadership for the ones who bear it. Should you wear this crown you will find that you represent leadership and are considered worthy of following by the race or country you claim to lead. While wearing this crown you find yourself able to bridge divides and improve society, able to guide any society you rule through example and policy to place of equality devoid of racism or discrimination.

Mirrors of Sight & Power (600 CP): You now get a set of Four master crafted mirrors, mirrors of such quality that it would take an ancient witch to make them and they would be permanently diminished for the effort of creating only one. Three of these mirrors drastically increase your sight, one in the present over great distance, one to see into the past, and one to the future. They are potent enough that

human with no talents could use the mirror of the present to get a bird's eye view of anywhere around a planet. A witch would be able to use that same mirror to pierce through shadow, rock, flesh, and more. The mirror of the future is the least clear as the future is in constant motion but it can always at least give you a general sense of what will happen, with things becoming vaguer the further forward you look. The final mirror is a mirror of power, it holds the ability to magnify and focus magic, especially in an offensive sense. If a witch could yield to her magic an eradicate those nearby, by using this mirror the yielding would be focused into a beam of destruction that could shatter castle walls. This mirror could act as the same sort of magnifier and focuser to any magic you want to direct through it.

Demi-Fae:

Sword of Orynth (100 CP): You now possess a copy of the Sword of Orynth, the ancestral blade of Terrasen dynasty. This is a magically enchanted blade, to such an extent that even when magic was turned off across the continent the power in this blade was maintained. This blade is indestructible and supernaturally sharp, it also acts a perfect channel for its bearer's powers.

Shield of Orynth (200 CP): A perfect copy of the Shield of Orynth, a potent shield that has been enchanted to be able to block magic. If you are able to interpose this shield between magic attack and yourself you can block it. However be aware this shield is the size of a normal round shield, and can therefore only block so much magic at a time. It might be more accurate to say that this shield is able to cancel out magic it is attacked with.

Ring of Mala (400 CP): A copy of a simple gold ring, when worn this ring makes its wearer immune to possession. Any possession attempted is rebuffed, and should someone be unwillingly possessed when they put on the ring, the possessing entity

is immediately destroyed and killed. This is an object that can strike fear into the hearts of Valg Kings and Queens.

Oakenwald Forest (600 CP): This is a copy of the Oakenwald Forest, as it was in its prime, that may be attached to your warehouse or imported into new jumps. This is an ancient, magical and wild forest, inhabit by not just normal and magical animals but Faeries, the Little Folk. They are a magic folk that possess magic and are vindictive when offended. They think kindly of children, and will protect them if a child is lost in the forest. Unlike the normal Oakenwald Forest ruled by the King of the Forest a powerful Dryad in the form of a stag with a crown of flames, you are considered the King of this Forest. As the King the Faeries within will obey you, and generally be helpful, they will also support any of your descendants they may come across. Should you decide to import this forest it is so large as to fill 1/3 of a continent the size of North America.

Fae:

Ancient Weapons (100 CP): A collection of ancient Fae weapons, artfully made and magically imbued, the slow march of time will never have no effect on these blades, never dull their edges, nor would the harsh rigours of combat. They could sit untouched for millennia and be in as perfect shape as the day they were first made. These blades and their edges never need to be maintained, the magic of their creators making them ever sharp. You gain a collection of 5 different melee weapons in any combination or style you desire.

Goldryn (200 CP): A have a perfect copy of Goldryn,a large golden hilted sword, the pommel is a ruby the size of an egg. The blade of this sword has spectral flames that lick along it and it is a perfect channel for your powers. The sword is

indestructible and supernaturally sharp, however where it shines is in channeling fire magic, giving you more control that you would normally have.

Loyal Armada (400 CP): You can now summon a loyal armada of Fae crewed ships. You have about 40 battleships ships, massive and crewed by Fae that have had centuries of experience navigating every type of sea and sharpened through fighting the worst scum of the oceans. Every Fae in this fleet has some magic, with captains being strong enough to casually sink boats with their magic. This armada can be summoned once every 5 years. Once they have been summoned they can either stay as followers and be unsummonable for the rest of the jump, or will only remain for around a week before vanishing.

Castle (600 CP): You now own a massive fortress, great enough to be the seat of power of a continent spanning empire. You can have this castle be formed of any normal material from glass, to stone, to great trees, regardless it is equally as durable. This castle is made of strong fortifications, has innate protections to protect it from long range magic, naturally replenishing supplies, and will be garrisoned by enough NPC followers to ensure that it's grounds and walls are both protected and taken care of, you may chose the races of these followers upon purchas; Demi-Fae, Fae, or Human. You will find the defenses and followers of this castle upgrade in each new jump you import it into, to the peak defenses & staff you could find in the residence of a head of state. If not imported this castle and its staff can be a warehouse attachment.

Companions:

Import – 50/200 CP: Everyone in this world has lots of companions and allies. Each purchase of this for 50 CP allows you to import a companion, who will have 800 CP and all other choices, including taking drawbacks. For 200 CP you can import 8 companions under the same conditions.

Companion Marker- 50/200 CP: Each purchase of this option gives a single unique Wyrdmark that can only be used once. It can be used to offer companionship to a single character of your choice. If they accept and take the mark they will become a companion when you end your time here. For 200 CP you get 8 marks.

Drawbacks:

No Drawback Limits

Extended Stay (0 CP): You may choose to extend your stay here, each time you choose this option you may stay for another 10 years.

Early Start (100/200 CP, Must be Fae/Demi-Fae/Witch to take): You have an early start in this world, sometime in the deep past. You will stay in this world from the moment you start until the time you would normally end this jump, potentially keeping you in this world for millennia. Should you choose some form of Fae you are guaranteed to no fade during this jump.

For **100 CP** you start right before the War with Erawan fought by Gavin Haviliard and his wife Elena Galathynius, around 1000 years ago. While Erawan is the weakest of the Valg Kings he is also the cruelest and the most cunning.

For **200 CP** you start before the War with the Valg fought by Brannon Galthynius, Maeve, Mab, and Mora, around 3000 years ago. You start after Maeve has already inserted herself as the third of the ruling Fae sisters. Be careful, as in this time not only is Erawan one of the leaders of the Valg, but his more powerful brothers Orcus and Mantyx are there as well.

Physically Frail (100 CP): Unfortunately, you are quite physically frail, as a Fae or Witch you would be only around the level of a fit human, and as a human you would never be able to be stronger than an individual fresh from prison who had survived on half rations for a year. You would be weak, slow, and seemingly starved. Best of luck surviving like this in the battles to come.

Blunt Instrument (100 CP): You have lost all of your capacity for subtlety and planning. To you, for the duration of this jump, the only possibilities are hit it or hit it harder. In world with puppet masters in the background pulling the strings,

people like you would be easily lead around by any average con-artist able to say the right things. If you're not careful you could easily be lead into striking out against your friends and acting directly against your best interests.

Only Human (200 CP): You are only human, and are not able to take any of the perks or items from the Fae, Demi-Fae, or Witch lines.

This World is Enough (200 CP): All of your out of jump perks and powers are turned off during this jump.

This World has Enough (200 CP): Your access to your warehouse is removed for this jump, and you are unable to use any items from out of jump.

No Magic (400 CP): You are a common person of common birth; you do not have any magic. Should you buy any magic perks you would not be able to access your magic for the duration of the jump, nor would a Witch be able to Yield or access their magic.

Broken Back (400 CP): Your spine has been shattered, and while it has healed, it has healed poorly while being corrupted by the darkness of the Valg. For the duration of the jump you will be unable to walk or move on your own without using a wheelchair. The only way for you to move of your own volition during this jump would be to find a person with potent healing magics and convince them to use their magic to support you. Only then would you be able to move from the waist down, and only while their magic lasts.

Swore a Blood Oath to Maeve (400 CP): You swore a blood oath to the supposed Queen of the Fae, Maeve. As the secondary in a blood oath you must obey every verbal order Maeve gives you, although if you're clever you may be able to reinterpret the orders, and the compulsion does weaken with distance. Unfortunately, by taking this drawback, Maeve will never break this bond with you

and you will never be able to break this bond yourself. You will be bound to Maeve for this entire jump, unless she dies, or you are able to find your destined mate. In which case the formation of the mating bond can break you free of this blood oath.

Possessed by a Valg (400/600 CP): When you start in this world, you start possessed by a Valg. A demonic entity of shadow, darkness, and cold. Unlike others you do not need a wyrdstone item to hold the Valg and it simply exists within you. For the average person the Valg would quickly take control of their body and slowly eat away at their memories, soul, and sense of self. Those with extraordinary wills have shown the ability to resist Valg for longer, and certain magical powers may be able to purge the Valg from your body.

For **600 CP** you are not just possessed by a normal Valg but by a Valg Prince, demons far stronger than a normal Valg, and of a stature as to be under the direct command of the Valg Kings themselves.

Hunted by Maeve (600 CP): When you arrive in this world Maeve is made aware of who you are, and instilled with a need to destroy you so that you will not interfere with her plans. She is a Valg Queen with millennia of experience using her powers, a cunning mind, and is in direct control of Doranelle the greatest and most powerful polity in the world. She will not hesitate to muster any and all of her forces to ensure that you are put down for good.

Hunted by Erawan (600 CP): When you arrive in this world Erawan is made aware of you are, and made to understand that he must destroy you for his plans to succeed. He is a Valg King with millennia of experience using his powers, an army of Valg monsters and monstrosities, and a horrific knack for interbreeding Valg

and making all new monsters to hunt you down. He will muster all of his cunning, forces, and power in the effort of hunting you down.

Ending

Ten years have passed, all drawbacks stop effecting you, and you need to figure what you will do next. Your three choices are below.

Go Home: This world of intrigue and romance has exhausted you. Your chain ends here and you go back to your original world, while keeping everything you gained along the way from jumping.

Stay Here: The bonds you've made here have convinced you stay. Your chain ends here, and you stay in this world with every you have gained from jumping like the option above.

Keep Going: While the bonds you made here were strong, they were not enough to stop you from continuing on to further adventures. You continue on to your next jump with everything you have, and this world joins the others that remain frozen in your wake.

Notes:

Various Physiology Perks:

As you are buying these and don't need to follow any laws of genetics you may take more than one physiology perk. You will simply be treated as a hybrid of the two races, through which the powers of both bloodlines ran true. Simply gaining all powers of all races combined.

Supernatural Physical Abilities: The physical abilities that come from the various physiology perks, would put you at flat out superhuman levels of ability, akin to Captain America in the MCU. On top of that however you would have massively superhuman healing speed, along the lines of broken bones healing in a day or two, and senses at the peak of animals. Scent like a bloodhound, hearing of an owl, eyes like and eagle, and so on. Based on physicality alone you could fight a dozen armored soldiers in nothing but the clothes on your back and come out without a significant wound. While superhuman, remember that enough 6 year olds working together could overcome an adult, and even though you are strong, enough humans working together could end you through attrition. Also remember that no matter how strong you may be, there exist Valg and other creatures that are several times stronger and faster than even Fae.

Ironteeth Witches and Magic:

Ironteeth witches are not naturally able to use magic, except for their yielding. In this jump, if you buy the ability to access magic through a perk it will be able to be wielded by an Ironteeth witch. Their natural iron claws and teeth will have no effect on their own magic, but may be used to inhibit the magic of others in this world if they are extended.

Witch Immortality: Witches have been shown to be 'immortal' in that they live for millennia, it is suggested that like Valg Witches are truly ageless. However witches age oddly, with the Blueblood's always appearing as a maiden in their late teens to young twenties, the Blackbeak's as a Matron in her mid to late 30s, while the Yellowlegs seem to visibly age more quickly to look like a wizened old crone. Crochan Witches seem to appear to age similarly but on a basis of personal choice, able to shift from maiden to matron, matron to crone as they feel appropriate but are unable to regress.

Witches have also been shown, in the case of Rhiannon Crochan, to be able to live for multiple millennia without any sign of aging or tiring, only dying to physical violence.

Jumpers who buy this perk are free to fanwank the immortality of witches to be either a lifespan of several millennia with no visible aging, or true agelessness as they wish.

Fae & Demi-Fae Physiology: Fae get supernatural physical abilities as described but their 'Immortality' is more vaguely defined. Fae have been shown to live for centuries if not a couple millennia, but for undefined reasons they may start to Fade and have their magic and life weaken. It is implied that Fading may occur in elderly Fae who suffer a great loss, or simply feel comfortable moving on and dying. Powerful Fae have been seen to live for 2000+ years without question, and Maeve a Valg Queen who ruled for 3000+ (although maybe more like 5000+) years was considered extraordinarily long lived, but not anything truly impossible. It is unclear, why this happens but while Fae are called immortal, and do remain physically unaging until Fading, functionally most Fae do not live more than 3000 years.

What is Magic?

It is a supernatural gift found naturally in some humans and many Fae. In this world magic is unable to affect Pure Iron, anything else including Iron alloys such as steel, can be affect by magic with no issue. Magic in this universe can be conceptualized as a well in an individual's soul that fills with power, with focus a person can bring up magic to use it. Through practice an individual learns how to 'tunnel' down into their magic over time, with a greater amount of time relating to a greater amount of magic that they can use in a single moment. Tunneling for truly great feats, has been demonstrated to take anywhere from a day to weeks.

Magic also carries the risk of consuming you if you tunnel too far into yourself, losing your grasp on the world around you.

The other risk of magic is Burning Out, which is when an individual tries to use more magic in a single use than they have prepared through tunneling, or by simply using up their entire reserve of magic and going on to burn up their body for fuel.

All users of magic are able to form their power into a physical shield around their body, with differing magic's having a greater or lesser aptitude for shielding yourself or others. Shielding will block physical attacks, and will stop opposing magic's from affecting anything past the boundary of the shield so long as it stays intact. Magic's such as teleporting are only able to generate personal shielding, while magic's like Healing are only able to shield others with great effort. Elemental magic's on the other hand turn themselves to shielding themselves and others, efficiently and potently, while Shape-shifters are unable to generate shields at all.

One of the realities of magic is that takes a lot of energy from its users, causing those who wield magic to eat enormous amounts of food and to never gain an unpleasing amount of fat through the power burning up calories. Using a lot of magic, especially if you get to the edge of burning out, can also cause great exhaustion that can only be solved through a deep restorative sleep which can open magic wielders up to threats to themselves when they sleep.

Magic power in this world is not a muscle, it does not grow with training, its growth finalizing in a practitioner's mid-twenties, the same time when a Fae or Demi-Fae would 'settle' in their power and heritage.

Magic in this world is also able to effect people in interesting ways, and is generally elemental in nature. Air magic users can not just move the air, but create vacuums, rip the air from people's lungs, and with centuries of practice and great natural talent could potentially learn to rip oxygen out of someone's blood. Fire magic and Water magic in addition to their basic elemental abilities can be used to heal. Water is good at soothing and regenerating in addition to true water control, this healing aspect extend through all forms of water, be it liquid, gaseous, or ice. Fire is good for purifying, and especially good at killing beings of darkness like Valg, it also allows the practitioner to put out fires, and control the heat that comes of fires such that a fire could be cold to the touch until the magic wielder desires differently.

<u>Types of Magic:</u>

Magic can be found in its fairly standard elemental forms: Air, Earth, Water, Fire, Ice, Lightning, Plant.

As well as more esoteric forms: Healing Magic, Teleportation (combat range distances, and only allows a few uses a day).

It also includes Black Wind of Death, Shapeshifting, and Raw Magic, which can only be bought through their specific perks, where a greater description of their abilities will be shown.