Quest for Glory: So, You Want To Be A Hero?

v.1.1 Jumpchain by Acheld



Comes a hero from the east, Free the man within the beast,
Bring the child out of the band, Drive the curser from the land.

Thus says the prophecy of the Hero of Spielburg. Will that hero be you? Perhaps. In any case, you're about to spend ten years in the world of Gloriana.

The barony of Spielburg is a small one in an isolated valley containing many secrets. It consists of the castle of Baron von Spielburg, and a single town of note. This valley, among many other wonders, contains the home of the Archmage Erasmus, the hut of villainous Sorceress Baba Yaga, and a glade of peace and wonder blessed by the legendary Magi, Erana. Centaurs work aside humans to till the fields, fending off goblins and sometimes worse. A dark and extensive forest runs throughout, containing countless secrets.

The barony has been in decline for a long time. Brigands from the south raid caravans, and both of the baron's children have been missing for years following a curse from Baba Yaga; both are either dead or grown adults by now. It is a sad state of affairs indeed.

You arrive in the valley just as winter is ending; the mountain passes are snowed in for at least the next month, but nothing else is stopping you from leaving. Whether you become the savior of this little corner of the world is really up to you.

Background

Pick any one of the below backgrounds for free. Your gender is what it was previously. Age is chosen freely from a range given by each background.



Fighter: The **Fighter** is the most popular of the adventurer vocations. Simple and straightforward, he views the world as an opportunity to test his strength and courage against the universe. A fighter is one who, when faced with a foe, takes arms against a sea of troubles, and by opposing, ends them. He is the artist whose body is his palette. Exercise is his daily bread. The fighter relishes every battle with any foe, for though he is beaten and blackened and bruised and blemished beyond all recognition, he knows that he is the better for it all.

You have spent years training your blade after taking part in the Famous Adventurer's Correspondence Course. You have come to the Valley of Spielburg, which you have heard is in need of a hero… AGE: Pick 18-25



Magic User: Master of mystery, propounder of power, intimate of intuition, the **Magic User** is the intellectual among adventurers. The Magic User must master his mind to mold the mysteries of the ages. Through the use and control of the magical spell, the Magic User can selectively alter the fabric of the universe and create things out of whole cloth. Spells are usually learned by reading specially created scrolls that brand the spells upon the brain.

You have spent years as the apprentice of a small-time wizard, and have finally set off to make your own way. You have come to the Valley of Spielburg, where much magic is afoot. You have even heard the archmage Erasmus lives here… AGE: Pick 20-35



Thief: Sultan of Stealth, Chief of Chicanery, Potentate of Plunder, the **Thief** is the master of many skills. From subterfuge to housebreaking, Thieves live by their wits. Since the Thief cannot fight as effectively as the Fighter, or cast spells as the Magic User, he seems to be the weakest of adventurers. However, he is also the most powerful of adventurers, for he can get away with murder.

You have spent years as a small-time pickpocket, crook or fence. Your reasons are your own. The local scene in your town was getting a bit… crowded. Perhaps you've decided to turn a new leaf, or perhaps you are seeking richer pastures; either way, you find yourself in the Valley of Spielburg, on a cold, early spring morning. AGE: Pick 18-30



Drop-In: No memories of this world, nothing to aid you, but as a **Drop-In** there is nothing to hold you back. You find yourself at the entrance to the Valley of Spielburg, an avalanche having closed the pass behind you. There seems to be a sign up ahead; "Wanted: Hero…"

AGE: Pick 18+

Fighter Perks

Armored Hero - (100 CP; free for Fighter)

You have extensive training in the use of armor and a shield; the weight of armor still slows you down, but you're as agile in it as it is possible to be. Chainmail on you is as leather armor on another, and leather you barely notice at all. You bring your shield to bear with incredible reflexes.

Swordcraft - (200 CP per rank; 2 ranks; discounted for Fighter)

You know your way around a weapon. Thrust, slash, parry, ***kill***. This aids with any melee weapon, but is most effective for a sword (a hero's weapon!).

- With one rank you are adept with any well made melee weapon, as much so as a skilled medieval mercenary, soldier or knight. You will not find difficulty fighting most monsters around Spielburg, though some of the more fearsome ones can still give you trouble.
- With two ranks you are good enough to win tourneys and inspire tales of your martial prowess; this skill is not supernatural, but it is the equivalent of one who has spent a lifetime practicing combined with incredible natural skill. The number of people you'll encounter here even in the same league as you can be counted on one hand with fingers to spare, and there is no wandering monster here you could not dispatch one-on-one.

Mighty - (200 CP per rank; 2 ranks; discounted for Fighter)

You are hale, hearty and strong. Each rank increases the amount of physical damage you are able to take and improves your general health.

- With one rank you are in very good physical condition, able to lift your own body weight off the ground without trouble. You can give great force to your blows, and can perhaps sever limbs with a sharp blade. Wounds heal, and your breath recovers, at twice the normal rate. You are rarely ill.
- With two ranks you are *remarkably* strong, able to lift thrice your body weight with ease, and give your blows a force to them far beyond your well-built appearance. With a strong sword, slicing through torsos is not beyond you. You can replace a week of bedrest for a wound with a single, good night's sleep, and you will never suffer from everyday disease or infection (you are still be vulnerable to magical, or exotic diseases).

Masterful Maintenance - (400 CP; discounted for Fighter)

For whatever reason, your sword, your armor, your shield? They seem to take care of themselves. Dents repair themselves overnight, and your weapons do not dull with use. No need to ever clean your gun again. This will not allow your gear to recover from dramatic breaks or damage (such as if your sword is split in two, or your armor rendered asunder), nor does it recover spent ammo or energy for weapons. The perk works on non-medieval gear as well, but not on large machinery that cannot be easily carried on one's person. Power armor, yes, provided you are wearing it. Spaceship, no.

Slay Sense - (600 CP; discounted for Fighter)

Others may seek diplomacy, or a route of subtlety, or a more arcane solution. You? You know that almost any problem can be solved with the proper application of violence. Upon meditating on a problem that vexes you, you get an intuitive sense of who or what most needs killing to solve the problem, and a rough idea of their location. This does not tell you *how* to kill them. If a problem cannot be solved through violence, which is sadly sometimes the case, you will get a sense of that instead.

Magic User Perks

Magic Spark - (100 CP; free for Magic User)

You have the innate capacity to wield the magics of Gloriana. This does not imply any training or ability, just that you *can* learn. In theory, this is all that is needed to eventually master all the magic spells of Gloriana, but with **only** this perk you are decades away from doing so, at minimum.

Magic Training - (200 CP per rank; 2 ranks; discounted for Magic User; requires Magic Spark)

Magic Spark may give you the inherent ability for magic, but this helps you learn and apply it. Each rank increases the rate at which you pick up new spells and expand your magical power. This may give a small boost to learning other forms of magic from other jumps as well.

- With one rank you start with one spell already known at moderate skill. In the course of this jump, you can learn a number of spells, and apply them to solve particular problems, but will not be throwing around fire bolts in combat for a bit. At the end of ten years, you can easily expect to have mastered all eight of the basic spells (see "Magic Spells" section), and be on track to learning many more.
- With two ranks you start out much more studied. You start with three spells of choice (see "Magic Spells" section), and are well skilled in all three from the start. Within a year, perhaps far less, you will have mastered all eight of the basic spells; at the end of ten years you could be peers with some of the greater wizards of Gloriana.

Clever - (200 CP per rank; 2 ranks; discounted for Magic User)

You are clever, quick and witty. Each rank increases your ability to solve puzzles, to see the truth behind illusions, to outwit foes, and to engage in witty repartee. With one rank you are very clever, able to solve most puzzles given a few minutes to focus on the issue. Riddles likewise pose little challenge, and it is a very small fraction of the populace that has a chance to outsmart you. With two ranks, you're usually the smartest person in the room. Match wits with any of the archmagi around! Erasmus' little games will rarely pose a challenge, and riddles are a joke.

Potent Potioneering - (400 CP; discounted for Magic User; requires Magic Spark)

You've learned the art of channeling your magical spark into the creation of potions of Health, Stamina and Mana, and can learn other recipes. You have an intuitive and immediate sense of the magical properties of any components and materials that you find that might be used in some sort of alchemical recipe. This perk boosts alchemical abilities from other settings, and allows your spark to be channeled into those as well.

Spell Sense - (600 CP; discounted for Magic User; requires Magic Spark)

You have an intuitive sense for seeing the underlying patterns magic leaves on the world. First, by spending a few moments to focus on something in front of you, you can always see whether or not something or someone is under an active magical effect. Second, when you meditate upon magic that you are aware of, you learn the general type of the magic, and you gain a sense of the best way to counter it. The more specific the magical problem, the more specific the sense. Meditating on "the curse on this land," might just get you "an inverted countercurse". On the other hand, "the magical lock on this door" might get you "a trigger spell on the hinges where the magic is weakest".

Thief Perks

Lockpicking - (100 CP; free for Thief)

You know your way around a lock. This doesn't guarantee the ability to pick any lock you come across, but with a decent set of lock-picking tools, none of the locks in this podunk town are likely to hold you back for long, and you may be able to make a run at the castle. You'll start with a few lockpicks.

Stealth - (200 CP per rank; 2 ranks; discounted for Thief)

You are a master of not being seen. Too bad you'll never be famous for it, but that would rather defeat the point.

- With one rank, you are skilled at stepping softly and picking out good hiding spots; this is equivalent to the skill of a lifelong burglar. You'll often be able to avoid confrontation, or escape detection.
- With two ranks, your stealth abilities are on par with cheesy movie ninjas; you can flit from shadow to shadow, never making a sound unless you wish it. You needn't fight a monster face to face at all while here, and there will be few enough human foes that you will need to confront directly.

Agile - (200 CP per rank; 2 ranks; discounted for Thief)

You are rapid, spry and dextrous. Each rank of this increases your dodging ability, manual dexterity, and foot speed.

- With one rank, you can clamour up trees easily, balance on ledges and dodge most blows from anyone, or anything, with less than expert skill. Your hands are deft and quick, easily able to conceal or produce a dagger in a moment.
- With two ranks, you are able to weave around a blade, tightrope walk, and scale standard city walls with relative ease. Further, you have the dexterity to be able to use both hands independently and well. This can serve to use a weapon in each hand, or perhaps swing a blade while casting a spell with the other. This does not provide training with weapons, just the ability to coordinate two at once.

One of the Boys - (400 CP; discounted for Thief)

You have a knack for finding an "in" with the wrong crowd. You know how to spot a fence for stolen goods, and have a sense for what shady bar has the entrance to the local thieves' guild, and can easily find where the backroom deals are done. Local gangs, robbers, even a corrupt cartel of businessmen, will be uncharacteristically willing to let you join their band, and no one will think you a plant by the authorities (even if you *are*) unless they see concrete evidence of it. That white supremacist gang? They're oddly willing to let you join in spite of you being black. In addition, in this jump you start knowing the secret thief sign which indicates that you are a member of the thieves' union. It will open doors. Figuratively. Literally is what the lockpicks are for.

Subtle Sense - (600 CP; discounted for Thief)

Forget the boorish blockhead and the obnoxious occultist; you do subtlety with style! When focusing on a problem, you have a preternatural knack for zeroing in on the solution least likely to be connected back to you. You know how to stay off the radar, and any plans you enact that involve *not* being noticed are much more likely to succeed (at least at not being noticed). This applies to everything from fishing for information without the mark noticing, to infiltrating a castle in a maid's uniform.

Drop-In Perks

Storybook Life - (100 CP; free for Drop-In)

You have the option of having a respectable sounding, and at times wry or sarcastic, voice narrate your actions in the active tense. You do not have direct control over what the voice says, and it cannot reveal hidden information or secrets. It may, however, reveal generally known information that you do not personally have, such as names: "You walk into the town of Spielburg on a fine, crisp spring morning. The sheriff, one Schultz Meistersson, sits on a stoop smoking a pipe like mad."

You can toggle between second person and third person narration. The voice is at normal speaking volume emanating from a bit above your head. It can be toggled to be heard only by you, or by you and anyone around you (anyone that would normally hear the voice), or turned off completely. It can speak in any language or accent you are capable of understanding, and is always heard as soothing by you.

Pun Pacification - (200 CP per rank; 2 ranks; discounted for Drop-In)

Gloriana is a place where puns contain power. With this perk, you gain the ability to wield some of that power to your own ends.

- One rank gains you the ability to give pause to others with a particularly bad joke, gaining you enough time to finish a quick spell or make a getaway.
- Two ranks can disable those of weak mental fortitude, leaving them unable to take proactive action other than groaning for several minutes. They can still defend themselves if attacked directly, and those made of stronger stuff may be able to throw off the effects.

This ability will not work more than once on the same foe. Be warned that power does not imply respect, and never has that been more clear than here.

Masterful Marksman - (200 CP per rank; 2 ranks; discounted for Drop-In)

For whatever odd reason, heroes in Gloriana rarely make use of the classic bow and arrow. No idea why; it's a perfectly serviceable weapon choice! With this perk, you become skilled in the use and maintenance of bows: crossbows, compact shortbows, english longbows. Anything that shoots arrows. Includes fletching skill commensurate with your archery skill.

- With one rank you are adept with any well made bow, as much so as a skilled medieval mercenary, soldier or peasant archer. If you can stay at range, you will not find difficulty taking down most monsters around Spielburg, though some of the more fearsome ones can still give you trouble. Nighttime might be challenging unless you have exceptional night-vision.
- With two ranks, you're no Legolas, but you could make Robin Hood work for his victory, at least. You can *definitely* do that apple-on-the-head trick, and can shoot rapidly, as a reflex. Point blank shots, long shots, you can even pull off a double-shot every once in awhile! In this jump, unless you get careless, you likely won't need to use a melee weapon at all.

Narrative Necessity - (400 CP; discounted for Drop-In)

The protagonist has a tough job to do, sure, but people don't give enough credit to the behind the scenes work that goes into their success. That carefully placed vine they use to swing across the river? The remarkably intact sword by the remnants of the skeleton in the catacombs? The ridiculous frequency with which they get the last copy of a book, the last room in an inn, or the last magical doodad the shopkeeper carries?

With this perk, some of that behind the scenes set-up can benefit you as well. A few times a day, you will benefit from a convenient coincidence, such as those described above. No single one of these should be particularly remarkable or unlikely, but the frequency with which they occur will be. Other examples include: finding a crucifix on a desk when being chased through a house by a vampire, meeting a produce merchant on the road just when you're getting hungry, or striking up a conversation in a bar with a stranger who just happens to know a bit about the evil you are investigating.

[See Notes for further comments]

Dashing Diplomacy - (600 CP; discounted for Drop-In)

Stealing? Slashing? Spell-slinging? How utterly inelegant. The greatest heroes don't need to resort to such crude methods at all… though the threat of them never hurts. This perk gives you the skill and intuition to be a peerless diplomat, able to get an opening with the most odious of ogres, sign a contract with the most cantankerous of creatures, and mediate for the most murderous monsters. When you approach an intelligent creature carefully, if there is a chance for a peaceful discourse or exchange you will be able to find it. The more familiar you are with the creature, the more successful the exchange.

Note that this is not a magical ability; it gives you the skill and instincts, but you must follow through, and this requires that you be *diplomatic.* If you insult a creature to its face, this perk will not prevent it from putting a claw through yours. Sometimes this will require (at least shows of) humility, contrition, or sympathy. If such displays are beyond you, Jumper, then this perk may be less useful.



General Perks

Throwing - (100 CP)

The ability to throw a dagger, spell or stone true. You can hit a man-sized target consistently from forty feet, a bullseye from twenty, and from ten… an actual *eye*.

Who Needs A Dentist? - (100 CP)

One of the most important qualities of a hero is their image. With this, that just become a whole lot easier to manage. You may or may not be the most handsome or beautiful in the room, but you're always photogenic. Your teeth are without obvious flaws or stains, and you never need brush or floss again. Your hair is well kept, unless you wish it otherwise, and your skin is free from smudges of dirt and obvious blemishes.

Companion Import - (100 CP for first one; 50 CP per companion after that)

Bring along a friend for the ride. Each imported companion gets one background, along with 200 CP to spend. Companions may optionally choose to skip the "history" part of any background if they wish, receiving the skills without the memories of time in this world.

You may give any imported companion an *additional* 200 CP to spend by spending 50 CP yourself (only once per companion). Companions may *not* select drawbacks. They *do* receive the free items associated with their background, and may spend no more than 100 CP on items.



New Companions





Zara Shashina & Damiano (300 CP; requires 1 rank of Magic Training OR 1 rank of Clever)

"Power is the essence of magic, that which the wizard shapes and is shaped by."

Zara is half-faery folk, half-human, and 100% wizard. She is a powerful caster, significantly exceeding your ability in Gloriana's magic at the beginning of the jump, and is a deft hand at potion making and alchemy. She is willing to aid in your quest here with advice and magic whether you pay CP or not, but the purchase will tweak her *just enough* so that she is willing to close up her magic shop and accompany you on your quest, and to future jumps, as a companion should you wish it. Note that in this case she is more than capable of being your magic teacher in the world of Gloriana.

This is not mind control, and she'll only accompany you provided you continue to treat her with kindness and respect, and commit no perversions against nature or decency. Damiano is her familiar (pictured center), and will stay by her side as a package deal.





Brauggi (300 CP; requires 1 Rank of Swordcraft OR 1 Rank of Mighty)

"Brauggi I be, to boast of my boldness: Strong as the storm that sends forth the snow."

Brauggi is a frost-giant, far from his northern home. Standing 10 feet tall, his extreme resistance to magic and skill with his mystical axe is terrifying. Additionally, he has some skill with the northern magics of ice and wind. He came here in search of food for his stores, and normally would head home after getting it, leaving a glowing gem as payment. A CP purchase, along with the required skills, is enough to convince him to lend his might to your cause as a companion. He is a fighter, through and through. Do not expect subtlety, and many will be alarmed by his presence. If you do not provide him with opportunities to use his skills, he will grow weary with you.





Fox Friend (100 CP; discounted with Narrative Necessity)

With this purchase, you will very early on stumble upon the talking fox of Spielburg woods. Not only that, but he sees something… special, in you, and elects to come with you. Now, the fox doesn't have any special powers beyond the capacity for speech, but he does know a lot about these woods, and what's going on in them. He'll be able to act as a guide for you, telling you what areas to avoid, and who to seek out, though he remains ignorant on the greatest mysteries of the prophecy.

After the jump is over, the fox is willing to join you, either as a companion (in which case he is treated under the companion rules), or as just a hanger-on. In the latter case, he cannot be imported as a companion in future jumps (and thus cannot gain abilities view CP), and is unaging, but not otherwise immortal. Note that while wily and wise, he does not have any knowledge of other jumps.





Dryad of the Woods (300 CP; see text)

The Dryad of Spielburg forest would normally never consider leaving her woods; this purchase makes it possible. In addition, there are several things that must be done before she will join you as a companion. First, the evil must be cleansed from her wood (this is synonymous with the completion of the Heroic Prophecy). Second, you must aid her in finding another Dryad to take her place; this quest would take around a year for a normal hero, you may be able to shorten it with any number of out-of-world powers. Third, and most crucially, you must have a place of natural power for her to reside. This will be most likely be something along the lines of a primeval or magical garden, or woods, that is attached to your warehouse.

The Dryad's powers are numerous; in return for the opportunity for adventure, she can cause plant life within a few acres to grow and thrive at an astounding rate, can transform others into animals and plants, even against their will (a powerful or strong-willed target could resist), and knows much of nature's secret magic that she might share with you.

Items

Unless otherwise noted, any gear purchased here will be restored to new in your warehouse at the end of each jump, unless you voluntarily part with it.



Basic Gear (free for all): A set of trail rations, good for a week. One water canteen. One sturdy pack. One basic grooming kit. One basic first aid kit. One course and sturdy blanket.

Heroing Outfit (free for all): You receive, complementary, a full set of genuine, original, heroing clothes from the Famous Adventurer's Correspondence School! Three pairs of purple socks, three pairs of heroic undies (with your choice of pattern!), one pair of bright green pants, a red cloak, two white undershirts, a tan tunic, black belt and black boots (see images above for the full look). All of the clothing is well made and quality, and seems to never wear or become dirty. It can be damaged and pierced normally, but somehow seems to be fine the next day. Brownies, maybe?

Money (25 CP; one free for Fighter & Magic User; three free for Thief): Enough gold to stay in a decent inn for two weeks, including meals.

Shield (25 CP; one free with Armored Hero): A finely balanced, well crafted and very sturdy steel shield (though not magical). Nothing short of an ogre will be even denting this. You eventually be able to afford a shield in town, but nothing of this quality or durability.

Leather Armor (25 CP; one free for Thief or with Armored Hero) A well-made suit of quality leather armor made by the best tanners in the land. Once you've made a little cash, you'll likely to be able to scrounge up some leather armor at the general store in town, but nothing that fits you this well.

Chainmail (50 CP; discounted with Armored Hero*): A high quality, tailored set of chainmail; this can be worn under an outer tunic, and covers torso, upper arms, thighs and includes a chainmail coif. Finding chainmail in setting is not impossible, but it is very expensive, and you're not going to find anything that fits you this well. [*A jumper who purchases this at discount does not receive the Leather Armor they would otherwise get for free.]

Sword (25 CP each; See Below): A finely made sword crafted from steel of the best quality in the land, and better than anything you will find in Spielburg valley, short of stealing the sword of the Baron. It is extremely sharp when you get it, though not immune to dulling (at least not without the Masterful Maintenance perk). There's nothing magical about it, but it is perfectly balanced for your use, and is eminently enchantable if the opportunity arises. Includes a quality scabbard.

- Any jumper with the Swordcraft perk (at any rank) receives a long blade, such as a longsword, for free.
- A Fighter or Thief without Swordcraft instead receives a shorter blade such as a rapier, gladius or short sword. These classes are assumed competent, if not expert, in its use.
- A jumper with Swordcraft at rank 1+ AND Agility rank 2 instead receives BOTH a long blade and a short blade for free.

Long Dagger (one free for Magic User & Drop-In): Strictly inferior to other blades in combat, those without any combat skills at all may have to settle for this. This is well made, but not of the quality described above. Anyone is assumed to be able to use this without stabbing themselves in the foot.

5x Throwing Dagger (25 CP per set; one set free with Throwing): Well balanced throwing daggers, of similar quality to the swords described above.

Bow (25 CP; free with Masterful Marksman rank 1+): Any standard type of (medieval-era) bow of choice, high quality materials and well made. A Fighter or Thief without the Masterful Marksman perk is competent but not particularly skilled with a bow.

Includes quiver and 25 durable, excellent quality iron-tipped arrows good for at least several shots each, assuming you can retrieve them. For an additional 25CP, receive materials to make an additional 100 more such arrows. Alternately, for an additional 50CP, receive a magical quiver which has an unlimited supply of mundane but high-quality arrows.

Replenishing Stamina Potion (25 CP): A stamina potion that refills itself once per day; this potion gives as much energy and revitalization as a one hour nap; useful in the midst of battle.

Replenishing Healing Potion (50 CP): A healing potion that refills itself once per day; this potion will cure all minor wounds completely, or turn a deadly blow into a few days rest.

Replenishing Mana Potion (50 CP): A mana potion that refills itself once per day; this potion will restore enough magical power to throw another two dozen flame darts, or equivalent.

Complete Starter Spellbook (200 CP; discounted for Magic User or with Magic Training Rank 2): This convenient book contains all eight of the most common spells of wizardry in Gloriana: Calm, Dazzle, Detect Magic, Fetch, Flame Dart, Open, Trigger & Zap, as well as a number of interesting tips and applications. Anyone with the spark for Gloriana's magic will be able to learn all of these spells in a relatively short period through study of the book, and speed the process of mastering them. Unlike scrolls you may purchase in-setting, the book does not disappear upon use, and so may be shared with companions (presuming they have the required Spark). The book cannot be copied, but will self-repair if damaged, or return to you if lost.

Note that this does not give you access to any magic you could not obtain in the world itself, but it does give you much earlier, and much easier access, and access that you can share with others. Multiple people can study from the same book, subject to reasonable time constraints. e.g., two people studying side by side should not slow each other down too much, but three or four may have to take turns, slowing learning.

Erasmus' Magic Mirror (300 CP; discounted for Drop-In): Simple yet powerful, this magical and indestructible hand-mirror will easily reflect any magic directed into it. The magic must be something that is actually physically targeted at the bearer, such as a ray; it will do nothing against area of effect spells, or spells that take effect without need to target. If the magic mirror intercepts it, the spell will be exactly reversed back toward its origin, though this does not guarantee that the spell will affect the original caster successfully. Note that intercepting a spell may be easier said than done. The mirror's surface is an eight-inch diameter circle, so quick reflexes are a must.

Erana's Fruit (100 CP): The power left behind by Erana's legacy is truly astounding. You receive a magically replenishing fruit blessed with her magic. Each day, a new fruit will appear on your person (or in your warehouse if preferred). Consuming this fruit in its entirety will satiate all food and water needs for the day, provide perfectly balanced nutrition, and give a minor pick-me-up to your general health. Perhaps ward off a fever, prevent an infection, or just remove some road-weariness. The fruit loses its special properties if not eaten within 24 hours.

Erana's Tree (400 CP): Far greater than a single fruit, you receive a sapling tree blessed with Erana's Power. Plant this tree in a peaceful garden and within a year not only will it bear half a dozen fruits per day, but will cultivate a powerful aura of peace and tranquility for all that rest near it. The more love the tree sees, the faster it will grow; in time, it will bear seeds of its own to plant where you will. Like the respawning fruit above, the fruits picked from the tree lose their potency after 24 hours, but will regrow on its branches by the next day.

Drawbacks

Gain up to +600 CP. "Heroic Plotline" and "Shadow over Spielburg" provide separate ways to achieve +800 CP.
Take additional drawbacks if you like, for no additional CP.

One Hand Tied Behind Your Back (+200 CP)

Any exceptional powers or abilities you have are locked for the duration of this jump, and any previous knowledge you have of the Quest for Glory setting is removed. Nothing beyond the **potential capability of a normal human** being in the "real world" is retained. Access to items from previous jumps is restricted to that which would be entirely mundane in this setting. If you have a prior sword, you can use it still, but it won't have any magic powers. No magic spells, no superhuman thinking, no superhuman shagging, no extra lives, nada. The same applies to any companions that accompany you. The exception to this are perks purchased in the Quest for Glory jump(s), which provide benefits as normal. Any memories or skills that are lost as a result of this drawback are restored at the end of jump.

Both Hands Tied Behind Your Back (+200 CP; requires "One Hand Tied Behind Your Back")

Your powers, and those of your companions, are further restricted. Skills and abilities are fully reduced to those of an **average human being**, other than perks purchased in the Quest for Glory jump(s). Further, you have zero access to any items from previous jumps, mundane or not. You and your companions retain your memories of self, and past experiences, but somehow cannot bring them to bear in this jump. For example, you may remember that you have used guns in the past, but you have no capability to introduce gunpowder into this world. Any memories or skills that are lost as a result of this drawback are restored at the end of jump.

Heroic Plotline (+200 CP; does not count toward CP limit)

Spielburg needs a hero. Unfortunately, all it got was you. Think you're up for the job? This drawback makes a victory condition of the jump to fulfill the heroic prophecy (from page one). If the prophecy is not fulfilled in ten years, your jumpchain is over (though you may keep your powers to this point as usual). If you do fulfill the prophecy before then, you may end your jump early or elect to remain the full ten years. You may optionally elect to have an imported companion play the role of the hero.

Heroic Timeline (+100 CP, requires "Heroic Plotline")

Devon Aidendale fulfilled the prophecy in about a month. Surely you should be able to do at least as well? More than that, and the child may never be brought "from out the band". If this time limit runs out, your jumpchain is over.

Heroic Style (+100 CP)

Remember those heroing clothes you got under 'Items'? Yeah, for the duration of this jump, this is the only clothing you may wear. You must, at minimum, wear the full outfit at all times you are outside. In addition to the bold fashion statement, I hope you don't plan to keep a low visual profile, or hide effectively in the forest. Other gear, including armors in jump, may be used as long as the outfit remains predominantly visible.

Monster Mash (+100 CP)

Normally the woods of Spielburg are only really dangerous at night. Sure, you might run into a Goblin, a brigand, or a saurus during the daylight, but nothing that you couldn't handle. It's night when the trolls, cheetaurs, saurus rex and ogres come out.

Now, however, it seems that the curse on the valley has brought with it a renewed assault from the monstrous. Expect to see during the day everything you used to see at night, making even daylight travel from place to place dangerous outside the town or castle walls. And night… well, triple the monsters there were before, and add an assault of the undead on top of it. Basically, unless you can *really* handle yourself, don't go into the woods at night.

It's Been a Harsh Winter (+100 CP)

The citizens of Spielburg are an unusually welcoming lot, friendly and helpful to random adventures/hobos who wander in town. With this drawback, that is a thing of the past. It's been a harsh winter, supplies are low, and the local shop owner is in no mood for penniless clown-school rejects asking about local events. No. Mood.

While you won't be run right out of town from the start, expect to be looked at, and treated with, suspicion by all intelligent inhabitants, who will tend to ascribe the lowest motives to your actions. They may rent you a room, but you can bet you're going to pay up front, and don't be surprised to find the last set of chainmail at a very steep markup. And they *definitely* won't be standing there while you run through a laundry list of topics to ask about. Acts of heroism may thaw relations a bit, but they won't really warm up to you unless you complete the Heroic Prophecy. Companions purchased with CP are exempt from the effects of this drawback, and will regard you normally.

Honest Labor (+200 CP)

Any source of wealth you have from prior to this jump is either inaccessible or does not translate into currency here. This includes selling things that you create with, or base on, powers or materials from previous jumps. No one here is interested in bartering for or buying any of your fancy items (though they may still accept them as gifts of goodwill). Creatures here which might normally have treasure on their person no longer do, and rewards promised for heroic deeds either fail to materialize, are lost, or disappear once they are in your pouch. Thievery always fails in comical ways.

In fact, any attempt to obtain useable currency through any method other than working an honest and constructive job appropriate to this medieval setting, using methods appropriate to this setting, fails completely. You don't necessarily have to muck out stables; for example, if you're able to smith, scribe, sing or sew, tackle, tan, tailor or tile, you can likely find work along those lines (and these would likely be far more profitable than stable-mucking). The work must be done by you, personally. You *do* get any money taken from the Items section, though this will not last long.

Further, if you go a full week without doing eight hours of honest labor at such a job, then any powers, skills, abilities, features or qualities you have from previous jumps will be locked, as will be any perks purchased here with CP. Further, your warehouse will be also locked and any items obtained in any way from previous jumps will be transported to it. These locks are removed as soon as you spend the requisite time at honest labor. Spending time honestly looking for work qualifies as honest labor for the purposes of your required work (provided you take a job when it becomes available), as does volunteer labor (such as helping a town build a wall). You are not also not penalized if you are restrained against your will from making the attempt to work. You will have a mental sense of warning if you are close to violating the work terms.

Restrictions against earning money through alternate methods apply to any companions or compatriots as well, though they do not have the work *requirement* that you do. Take note that the It's Been a Harsh Winter drawback will make it unfathomably difficult to find employment.

Daily Bread (+100 CP; requires "Honest Labor")

Your work requirement is now 10 hours per day, six days per week. Still a light load by medieval standards, but it'll do.

The Eye of the Ogress (+100 CP)

The legendary ogress and sorcerer, Baba Yaga knows you're here, and knows you are more than you seem. This does not make her *automatically* hostile, but she will be keeping an eye on you, through the creatures she controls, and through the magic she wields. She is also… not a nice person, we'll say, and is always interested in collecting interesting things. As soon as she thinks you're acting against her interests, expect her to take action. This does not grant her non-canonical power, nor does it give her information on the specifics of your powers, but she is a remarkable sorcerer in the setting.

A Shadow Over Spielburg (+600 CP; increases bonus CP limit to +800; cannot be combined with “Heroic Plotline”)

In addition to the below, take “It’s Been a Harsh Winter”, “Monster Mash”, “The Eye of the Ogress” for no extra CP.

Something’s gone terribly wrong. Baba Yaga, the legendary Ogress Sorceress once content to lurk on the edge of the valley in her hut developed a further taste for power in the last few years. The Baron lies dead, his throne usurped by the witch. A band of brutal brigands are her ruthless enforcers. Erana’s Garden has been corrupted, Erasmus the Wizard has fled the valley, and the passes are blocked by eldritch beasts. The potionmaker, Amelia Appleberry, is under a forced apprenticeship to Baba Yaga. The citizens live under a shadow of fear. Those that live at all.

You have a new victory condition: restore Spielburg valley to its former glory. You don’t necessarily *have* to kill Baba Yaga, but you do need to ensure she will never be a threat to the valley again. Erana’s Garden must be restored (which will require powerful magics), the brigands scattered, and a child of the Baron must sit on the throne once more (thus both of them dying is a loss condition, unless you are resurrection capable). Unfortunately, both of his children have been missing for years. You have ten years to make this happen.

Companion purchases are restricted with this drawback: the fox is a prisoner of Baba Yaga, Zara is trapped in a spell of torment, Brauggi has been enslaved as manual labor, and the Dryad is near death with the corruption of the forest. You may purchase the companions as normal, but must actually retrieve, help or free them in-story for them to continue as companions.

The Wrath of the Ogress (+200 CP; requires “The Eye of the Ogress”)

In addition to knowing that you are here, Baba Yaga knows you have the potential to end her reign of evil. Rather than waiting until you begin to fulfill the prophecy, she will turn all her power from the beginning toward defeating or thwarting you, and be completely unwilling to bargain or negotiate with you. Not only will Baba Yaga turn her every effort to ending you, but her power has been increased to be a match for yours. For every power, item or skill you or an imported companion bears, she has something of a mirror nature, in addition to her canonical sorcery. You will likely need to enlist the power of others in the Valley if you want more than a 50-50 shot of taking her down.



END

You know the drill. If you succeeded in your goals, or survived ten years, you can move on to the next adventure, or head home with all your abilities and experiences so far.

Or perhaps you wish to stay here? There's certainly much more to see. As a special exception, if you selected drawbacks with special goals which you failed to meet, but otherwise survived, you may still choose to stay here, even though the path to further jumps is blocked to you.

In any case, stay tuned for...



Appendix: Magic Spells

Below are listed the eight basic spells of Quest for Glory I. In game, these were the only spells available to the hero, though it is established that there is plenty of other magic in the setting, so there is no in-setting reason why you couldn't learn other magics as well. The descriptions given are general; a clever caster can no doubt figure out other uses for some of them.

Each spell has tied to it a skill level, so that a caster not only gets better at magic in general, but gets better at specific spells as they practice. The power and skill with which a spell is cast depends on the combination of general magic power, and skill with the specific spell.

Note that Gloriana's magic is powered by mana; there is no preparation or selection of spells; you know the spells that you know, and can cast them if you have enough mana.

Finally, note that spells require one free hand to cast successfully, and so cannot be used with a sword and shield in hand.

Calm: This spell, if successful, causes nearby creatures to cease hostilities for a short period, or until they are attacked. As you improve, it has a greater chance of working, and lasts for a longer period.

Dazzle: This spell, if successful, blinds a single enemy (or multiple enemies close together) with a flash of light, stunning them. As you improve, it has a greater chance of working, and lasts for a longer period.

Detect Magic: This spell picks up any traces of magic in the immediate area. As you improve, it is better able to find concealed magic, and works on a larger range.

Fetch: This spell grabs objects from a distance. As you improve, you are able to grab larger objects from farther, and keep a hold of them with less concentration.

Flame Dart: This spell is more powerful than the name would lead you to believe. While a magic user just starting out may only manage a "dart", a skilled practitioner's casting is better described as a small fireball. The fire is summoned in the hand, and must then be thrown at the target.

Open: This spells open locks, doors and other containers. An increase in skill and power allows more complex and magical locks to be opened.

Trigger: This spell set off any specifically prepared magic that exists in the immediate area. It allows you to set up contingencies and traps under which other spells may activate, for example.

Zap: This spell places a magical charge on a weapon you touch, which is released upon striking an enemy, causing extra damage. At first, the charge will last several minutes after casting, and give a nasty shock when discharging. As you improve, the charge lasts longer, and the electrical shock becomes greater. Consider combining with throwing daggers for extra fun.

Appendix: Bestiary

Listed are some of the more common foes you may encounter in the valley of Spielburg.



The common **Saurus** is not the most fearsome of foes for a well trained adventurer, but do not let your guard down. Their bite, claws and horns are quite capable of laying low the overconfident hero.

The deadly **Cheetaur** is generally only seen at night. A man has no chance to outrun it, and little enough chance to hear it coming. Their claws are laced with a subtle poison that is said to be of use in some alchemical recipes.





The vicious **Saurus Rex** is fast, brutal, and usually hungry. Their gaping maw of razor teeth is capable of rending in half the body of a man after their claws disembowel you. Fortunately they, like most vicious monsters in the area, are nocturnal.

Roving **Brigands** traverse the area. They may be satisfied with your money; if not, be prepared to fight for your life.





The deadly **Troll** is a fearsome foe, not primarily for its strength, but for its ability to regenerate. Even in the midst of battle his wounds can slowly repair themselves. They will not, however, return from the dead. Troll hairs are said to be an important ingredient in healing potions.

The exotic **Mantray** is one of the stranger creatures of Spielburg. A magical beast, these float through the air in a manner most unnatural, and are able to fire blasts of lightning at their foes!





The mighty **Ogre** is the perhaps the physically strongest of the foes you may face, capable of rending a man's body in twain with one blow of its spiked club.

The common **Goblin** is unlikely to pose a threat to any but the most inept of adventures. At least, by itself. However, goblins rarely work alone...



Appendix: Prophecy Spoilers

SPOILERS: I'm sure most jumpers don't care, but this section details the twist reveals of the video game this jump is based on, on the off chance you intend to play the game after seeing it. In particular, I will describe here precisely what must be done to qualify as having completed the prophecy, and be named the Hero of Spielburg.

- First, the curser of the land is, perhaps unsurprising, Baba Yaga. Years ago the Baron attempted to force her to leave the valley, and she in turn placed a curse, causing what he held dear to be lost, and the land to subsequently decline. The Baron's wife died, his daughter placed under a heavy enchantment, and his son transformed.
- The "man within the beast" is the son of the Baron, Bernard von Spielburg missing for a few years. He insulted a kobold shaman in the north, and was transformed into a bear, now tied as a guard. To complete this aspect of the prophecy, the spell on him must be broken. The Kobold Shaman has a key that can do so, though that is not obvious to a jumper without spoiler knowledge. Other methods of breaking transformations and curses may similarly work. This information can be potentially discovered by detecting magic near the chained bear, by approaching the Shaman diplomatically, or simply by observing that the bear acts very oddly. I hope you aren't the type just to kill someone's guard bear.
    - As a note, Bernard is a condescending dick, and you may be tempted to leave him as a bear. No good; he has to be returned safely to his father. Of course, if you didn't take Heroic Timeline, nothing says he can't stay as a bear for at least several more years...
- The "child in the band" is the Baron's daughter, the much more capable, honorable, and pleasant Elsa von Spielburg. The enchantment has removed her memories of her life as the daugher of the Baron, though she retains formidable fighting skills, honed from an early age. Along with her natural skill, she could hold her own against a jumper with two ranks in the Swordcraft perk, as a comparison. In absence of memories, Elsa joined the bandits. Quickly rising through the ranks, Elsa now rules the bandit band, ironically being the feared bandit leader whispered about by the townsfolk. However, a spark of her kindness remains, and she limits the bandits to raiding and stealing, limiting their killing as much as possible. To complete this aspect of the prophecy, the enchantment on her must be broken. In canon, this is done with a dispel potion, but other methods you have to break powerful enchantments may work as well.
    - Elsa's former court jester and friend, Yorick, departed the castle several years ago seeking to find her. He found her indeed, but unable to break the enchantment, he instead now serves her as a mage of some moderate power, attempting, without success, to find new ways to remove the enchantment.
    - The Dryad of the Forest, in particular, has information on the nature of the enchantment, and in game is the one to point you in the direction of the dispel potion. Assuming you respect the forest and you approach her without hostility, of course.
- Driving the curser from the land is fairly clear: you must remove Baba Yaga. Killing her, or otherwise neutralizing her threat, qualifies. She is a very powerful sorceress, and in canon the hero gets lucky by using Erasmus' magic mirror to reflect one of her own spells on her, turning her into a frog and causing her hut to fly away in order to save her life. If you are a heavy hitter, you may be able to kill her outright. Certainly your prerogative.

Notes

- Quest for Glory: So, You Want To Be A Hero? is the first title in a five game series of adventure games which combine elements of rpgs with elements of Adventure Puzzle games. Consequently, this jump is hopefully the first in a series of five linked jumps (or perhaps DLC, we will see).
- Those curious can consult the **Famous Adventurer's Correspondence School** guide on how to be a hero.
- Jumpers should note that this is a low to mid powered jump, and you are not likely to find anything world breaking here (at least, not in the first game…) High level jumpers who are interested in actual challenge should consult the drawbacks section.
- Jumpers should also note that, although this jump is based on a video game, it does not follow video game rules, and the world will be very real to you. "Grinding skills" by repeatedly climbing a tree all day, for example, will not be very effective.
- The best introduction to the game is probably the let's play at http://lparchive.org/Quest-for-Glory-1-5/, though certainly it's not expected of you.
- When trying to determine the extent of the power of 'Narrative Necessity', consider two things. First, it should not be twisting probability *too* much. It's never going to help you win the lottery, or randomly pick the address of someone you are looking for in a city. Second, it's never going to fully resolve a narrative conflict all at once. For example, you may randomly meet someone in a bar who knows a bit about the guy you are looking for, but you're not going to just randomly run into the guy himself by chance. As a rule, it will not influence the behavior of major characters in any way, but may give a nudge to minor or unnamed characters in innocuous ways that are beneficial. With reference to "finding" useful items, the perk can only "create" items that are mundane by the standard of the setting: nothing of significant power, nothing unique, and nothing that anyone else is specifically seeking.

Version History

1.1: Minor boosts to Swordcraft, Mighty, Agility. Throwing consolidated into one rank. Removed "Oops!" perk related to skipping death once. Consolidated two luck-like Drop-In perks into one. Added "Dashing Diplomacy" and "Masterful Marksman" perks. Several items changed to be discounted based on perks. Swords expanded and elaborated on. Bow item added. Some textual clean up. Zara and Brauggi elaborated on and lowered prereqs. Fox prereq removed, added discount. Added Bestiary. Added Prophecy Spoilers section. Added ages and gender clarification to background section. Added many images. Several new drawbacks. Increased drawback limit to +600, with cap up to +800 with certain drawbacks.

Author Notes for possible additions:

- Otto the Goon, Wolfgang Abenteuer, Hilde Pferdefedern, The Chief, Abdulla Doo, merchant, Shameen and Shema, Katta, meeps, centaurs
- Possible Items:Glowing Gem?, Topical Dispel Potion?, Magic Acorn?, Flying Water?