Ragnarok Online – Jump Version 0.01 –

The castle grounds are tranquil on your arrival, and an old man is here to greet you along with his companion, a tanned man juggling a bizarre studded ball with his feet. The two of them have apparently been waiting for you, judging by the relieved looks on their faces. The old man is the first to speak.

"We thought you weren't ever going to show up. The Lady didn't tell us when exactly you were going to arrive. But we have much to go over, and not so much time. So I'm going to have to ask that you save specific questions for later, I'll need to debrief you first."

"Traveller, this world here is the land of Rune Midgard." He hands you a map, but continues even as you glance over it. "I don't know what the Lady has planned for you, but Rune Midgard is not in the best state right now. Vicious beasts roam the wilds, terrorizing the paths and making travel perilous. The undead amass in ancient ruins, biding their time, gathering their forces, in preparation for an unsung war. Mystical creatures from legends are returning – and intent on reclaiming the land they see as theirs. We know this because we've been watching it happen. We'll leave the rest in your hands."

"Be wary of where you go and who you choose to support, traveller. For the next ten years, you'll have to carve out your own adventure, but you aren't the only acting force in this world. There are plenty of parties at work here, and many of them have motives that even we cannot see. A decade may seem like a long time, but work hard to make every moment count. We'll try to help you, by briefing you to the best of our ability."

"This is a world where you'll start from the bottom up. Don't expect many to go out of their way to help you. In truth, it'll probably be the other way around. But you can count on us to help you as much as we can now. Firstly, take this in hand!"

+1000CP

Terminal Directory

We have a directory for you, for ease of access of course. But for your sake – if you're in a hurry, you should probably take a look at these notes to expedite the process. We would of course, prefer you to take your time. Relax, and just work through this slowly to see what you want.

The Hyperlinks work in raw PDF form. If you're using viewer for this, use the Find Quickkeys! (In the Third Column)

Administrative Details	Age, Location, Gender	[ADATA]
Debriefing Package	Explaining Jobs, and Rune Midgard's "Peculiarities"	[SYSTEM]
Perks	Perks for Backgrounds	[PSKILL]
Job Skills	Modifications for Jobs	[JSKILL]
General Skills	Miscellanea	[GSKILL]
Companions	Imports	[COMPDET]
Items	Items	[CPITEM]
Drawbacks	More CP?	[DB_SCEN]
Scenarios – Main Overview	Completely Optional Stuff	[SCEN_0X] where x is the scenario number.
Ending	Ending/Notes	[FINALE]
Quick & Dirty Guide	If 222 Pages Is Too Long	[SPEED_UP]

Administrative Details

[ADATA]

Before we start, traveller, there are some registry details we need to jot down for accounting. Your gender first – well I'm sure you know your own gender so you can pen that in. But your age, we'll need to figure that out. Take this die and roll it, we'll figure out what to put down. If you don't like that, I can write down whatever you want, for a small fee of 50 CP.

12+1d8 for your age roll, gender is your free choice.

There are some things you need to know. Humans, while having a substantial presence in Rune Midgard, have largely been driven back into their walled cities and established sanctuaries. They won't take kindly to strangers, and even less so to some of your less human companions. Though they could tolerate the presence of monsters native to Rune Midgard – which some people take as pets – it's not likely they'll extend that courtesy to true foreigners. **Accordingly, any of your companions who come along, we'll provide a human form as they wish.**

Well with that done, let's move on!

Backgrounds

Well, we have to decide whether you have a background or not don't we? Something for you to decide how you'll fit in with Rune Midgard, take a look and see what fits you.

Traveller (0 CP)

Ah! So you'll choose to remain as you are, without any history here. Well, on the bright side, people won't know anything about you to start with – though that runs both ways you know! We're not going to play favourites, so we'll start you off with a starter's set of items to make sure you don't go in with absolutely nothing.

Pick any item under 200 CP.

Adventurer (100 CP)

You've spent your childhood years practicing in the surface dungeon near your village – and now it's time to go forth into the world! The experience you have might not be much compared to some of the veterans out there – but you'll hold your own with no problems. Oh, and some friends of yours will follow along with you to watch your back as well! Thankfully, they've got gear to go with them.

This Background has an additional companion option. **Pick any item under 200 CP**

Guildmaster (100 CP)

You're the head of a small guild, recently formed and after all the paperwork, the Kingdom officially recognizes you as a defender of the land! Well, that's the first step

towards become a hero of renown at least. The path ahead won't be easy – you'll have to prove yourself time and time again– but at least you've got a group of friends and followers to help you make your mark!

This Background has an additional companion option.

MVP Hunter (100 CP)

Your family line has been hunters through and through, searching for MVPs, the most dangerous monsters in all of Rune Midgard. Though time has been rough and left you alone in the world, you've struggled through it all, and now you're on the path yourself to becoming a hunter of renown. Your kind will be needed more so in the future than ever, as every attack is coordinated by the MVPs. Of course, you've got the gear to go with it.

This Background has its own Item Options.

Locations

There are eight warps here, and while we're generally keen on having the dice decide where our guests will start off, we will also permit you to make that choice for yourself, so long as you're willing to pay the price. Don't worry; the places that you start off in should be relatively safe.

Roll 1D8 or, pay 50CP to choose.

1) **Prontera – The Imperial Capital of Rune Midgard**

One of the key capitals of the human empire, Prontera is home to the Priest, Knight and Crusader guilds, making this one of the most fortified locations in all of Rune Midgard. Good thing too, because for all of Prontera's defences, it also faces the most

infestations out of anywhere. Poring infestations, bug infestations, and even the massive presence of novices is starting to cause a problem. You'll never have a problem finding something to do while you're here.

2) **Payon – The Forest Haven**

Home to the Archer's Guild and the Taekwon Guild, Payon is situated deep inside the Southern Forests. Just be wary of where you travel to from here, as word is that a massive Tiger has been prowling about. Some say he's a fine gentlemen, others say he's a wild beast. You probably don't want to find out first hand. The ancient burial caves to the North are always a popular attraction for adventurers, though no one is quite sure why the dead keep rising…and why people keep burying their dead there.

3) **Geffen – The City of Mages**

A city for the magically inclined, Geffen is home to the Mage's Guild as well as the Wizard's Magic Academy. Geffen may not have a massive library like the Sage's Library in Juno, but it is a massive repository of magical knowledge visited by nearly every mage in Rune Midgard. It is probably a good thing that there are so many magi here too, because with the undead fortress Glast Heim just a short journey away to the Northeast, undead raids are not entirely uncommon.

4) **Izlude – The Island City**

A good city for sightseers, Izlude provides many naval routes that link to places such as an island beach resort, a sunken island rumoured to be home to a kraken, and recently, they even got an airship to send you to distant lands! The Swordsman Guild also makes their home here. Izlude happens to be very close to the town of Prontera, enough that most people will traverse between the two cities on foot. There also happens to be a naval route that links the city to Alberta further in the South.

5) **Al De Baran – The Clock Tower**

Al De Baran, separated from Prontera by a mountain range filled with dragons, centipedes, and apparently a magical maze. It is home to the Alchemist Guild and the city's Clock Tower is a tourist hotspot, just two more reasons for people to venture here. Rumour has it that there's a man called Mr. Claus willing to send people to some frozen wasteland… On top of that, apparently there's a Novice here who discovered a certain secret…

6) **Morroc Outskirts (Oasis) – The Desert Wastes**

We're sorry to report this, but Morroc got destroyed a short while back. In the wake of this, a temporary camp was set up outside for the refugees from Morroc at an Oasis nearby. Thankfully the Oasis here provides plenty of fruit and water. There have always been plenty of dead creatures that plague the sands in addition to the natural hazards, but with the Pyramid and Sphinx in close proximity, we've seen a greater number of them harass the camp. You had best be careful.

7) **Alberta – Port Town**

Alberta has an even larger amount of coastal connections than Izlude, and the port here is more sophisticated – though the seas around have proven to be more treacherous, and not every ship that leaves has always come back. The Merchant Guild has set up shop here and plenty of vendors line the streets. There is a word of caution however, for those of you looking to have adventures on the high seas. Should you ever encounter a pirate ship that seems to be unmanned – it's best not to board it. Similarly, you might not want to take that boat leading you to the turtle island right away!

8) **Free Pick**

Well, you've got a free pick as to where you want to go, and we'll calibrate the portal accordingly, so just take a look at the map below and point out your destination to us!



The Map of Rune Midgard, Major Cities in Blue

[To Terminal]

The Debriefing Package

[SYSTEM]

Debriefing I - The Professions of Rune Midgard

Before we get any further, we need to explain a little bit about how things work around here. See, everybody in Rune Midgard has a profession, and because you happen to have been tossed in it, we thought it was only fair that you get to choose a profession for yourself as well. The general progression for professions is as follows. Just keep in mind that there are peculiar exceptions…



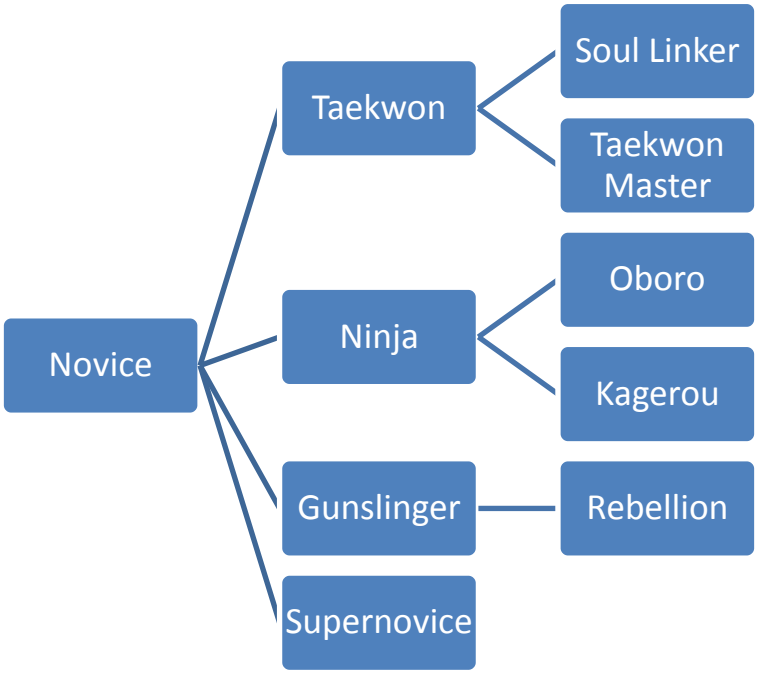
As you can see, everyone starts off as a Novice and works their way up. You don't need to worry as we'll let you pick a single second profession for free. This is something entirely separate from your background. Each job has skills of their own, and you'll come to learn those in your time here. We've gone the extra mile to research more into professions however, so we can offer you unique modifications to the skills in the profession of your choice.

Don't worry, we'll explain that when we actually get there.

Without further ado, let's actually take a look at some of the jobs available shall we? You'll probably notice that each First Job can actually split into two branches. Yes, that's a normal thing – but you can only pick one right now!

First Job	Second Job I	Second Job II
Acolyte	Monk	Priest
Archer	Bard/Dancer	Hunter
Mage	Sage	Wizard
Merchant	Alchemist	Blacksmith
Swordsman	Crusader	Knight
Thief	Rogue	Assassin

As if that wasn't enough to take in, should you not see a profession you like at all? There are even more professions out there, some of the more esoteric ones for those of you who don't like *normal* professions. Don't worry, we're not judging you. The chart below explains things neatly. Taekwons, Ninjas, Gunslingers, and the Supernovice are the key basic professions here.



You might be thinking to yourself – are there even more things than this? Unfortunately, there is…but we're going to stick to the simple details for now. Who knows, maybe as you're looking through how to prepare yourself for the world of Rune Midgard, you'll find out more about how your profession will grow and transcend normal barriers?

To summarize:

- You and your companions will make a choice on backgrounds, but you'll also be able to choose a single Second Job option for free.
- You'll learn the skills that your chosen profession normally has over time.
- Job perks however, are special modifications, and further options are available to boost professions.

Debriefing II - The Special Denizens of Rune Midgard

Over your time here, you're going to come across rumours of mythical beings called MVPs. Please, don't ask us why the locals call them MVPs, because we don't know either. Depending on how you go about things, you might even come across a large number of them – there are some things that you need to know about them so you don't end up on the wrong side of life and death.

These MVPs are essentially sentient monsters, and many of them are sapient. Though they're far stronger than their counterparts, most MVPs are essentially leaders of one tribe of monsters or another.

While they certainly may not be as strong as you are, the MVPs draw upon a very bizarre form of magic that ties them with their respective underlings – and should you engage them in a fight, it is very likely that they will seek to overwhelm you by summoning their minions in endless waves against you. Furthermore, many of them possess professions and the skills from those professions.

Many MVPs stay in very specific locales in Rune Midgard, and if you wander about, you'll probably hear about them from the locals. Always scout ahead, because not all of them are willing to negotiate, and not all of them are capable of communicating with you in the same tongue!

[To Terminal]

Perks

[PSKILL]

The tanned man takes you to a training room of sorts, filled with dummies. "Well, we're going to make sure you're ready, so that 1000 CP we handed you earlier? If you want, you can spend some now on your abilities, and we'll teach you what you need to get around in Rune Midgard. A bit of a head start if you will." Let's start with some skills relevant to your background first.

Traveller

Communication Relay 100

The people of Rune Midgard seem to have a knack for coming together and forming parties to overcome many of the beasts that run wild. You'll notice that they also seem to have a code among themselves for communication purposes. After some time exposing yourself to this, you've found that you have a knack for deciphering sign language – and you can communicate nonverbally among your companions as well without much chance for error.

@size/@spy/@where 200

They felt sorry for you since you had no background here, so they assigned you an instructor to get you on track. In addition to the history lessons of how things came to be, your instructor, a man called Mr. M, also approached you one day to teach you a spell. Seems like he feels you could learn it, being as out of place as you are.

「Size」 is a spell that modifies your size and allows you to shift larger or smaller, but unfortunately it's fixed such that you can only get fifty percent larger or smaller off of your based size. It'll take you some effort, but eventually you'll be able to shift between these sizes at will. Mr. M seems to think it's useful for slipping in and out of places.

With「Spy」it becomes apparent why Mr. M cares about slipping in and out of places. It seems that every guild has a private communication network, which outsiders can't peer into. It seems like he created this spell

specifically to tap into those networks, though it only works if there's a member of the guild nearby. You might be able to adapt it to other information networks later on…

On demonstrating 「Where」, you've realized that Mr. M really likes creating spells for utility, presuming he was indeed the person who created them. This spell acts as a locator – telling you both your relative location to your last known city, and telling you an absolute location, though often the second function isn't quite so helpful.

Unless you're willing to buy this multiple times to spend more time with Mr. M, you can only choose one of these spells.

@jump/@disguise/@hide 400

It seems though, that Mr. M isn't just here to teach you about history. He spends a day with you to teach you about the MVPs that roam this world, monsters who seem to grow proportionally stronger to the opponent they're facing – hence making them extremely dangerous to anyone they face. He taps you on the head as he reminds you: "MVPs aren't meant to be faced alone." But he's also got some tricks to help you. In general. Not against MVPs.

「Jump」 seems rather self-explanatory when he announced it to you – except it doesn't do what you thought it was supposed to do. Instead of jumping, you literally warp to a random location within a hundred meters. Thankfully it doesn't land you inside an object, but Mr. M emphasizes that it is useful for emergency escape only. And that leaving your party behind is a cowardly thing to do.

「Disguise」 sounds like something you could do with some help from the dollar store, but suddenly you find yourself speaking to a unicorn. As Mr. M demonstrates, you can use this spell to mimic a monster you've seen before perfectly in terms of appearance, though you'll have none of their abilities.

When Mr. M announces 「Hide」, you start trying to figure out what unorthodox spell this could be, except as Mr. M indicates – it literally just

turns you invisible while the spell is being maintained. Things with sensing ability can still track you down with some effort however, so he emphasizes not to rely on it too much.

Unless you're willing to buy this multiple times to spend more time with Mr. M, you can only choose one of these spells.

@spawn/@clone/@jail 600

For the last day, Mr. M decides to teach you some things about local politics. The King in Prontera for example, happens to be guarded by both the Knights as well as the Church – but these stand separate from the Church in the Arunafeltz region. The two are sufficiently separated so that there hasn't been major fighting yet – but Mr. M suggests that it would only be a matter of time. The lesson concludes with him whipping out a book.

"My trump card spells." He explains. He'll teach you one of them for listening to him for days. He warns you that each of these spells takes a significant amount of energy to use.

「Spawn」 allows you to spawn copies of a monster. The monsters spawned seem to be utterly mindless, but they'll be perfect copies of the original and keen to follow you around. You could probably create massive chains of monsters like this – even if they don't do anything except take up space and get in the way of enemy attacks. The spawn won't disappear until it is destroyed.

「Clone」 allows you to clone an enemy, but in an odd reversal from spawn, while you can only clone one enemy at a time – the enemy will be loyal to you and will attack, unlike the useless hordes that 「Spawn」 creates. The skills and strength of the clone are inferior to the original.

「Jail」, as Mr. M explains it, is rather bizarre – because it deals with a form of magic that very few people care to learn, that is, dimensional magic. It will temporarily send an enemy into an alternate dimension, only to release them after three minutes has passed. He suggests that you might eventually be able to get a few people in at once, but that will take a substantial amount of practice.

He'll only teach you one of these spells, and he also tells you that if you ever meet him again to call him by his first name "G" – it seems he didn't like being called Mr. M to begin with.

Adventurer

Thrillseeker 100

You're a natural when it comes to exploring the wilderness! Having so much experience with traversing dungeons has made you realize that you have a great sense of direction, because even as others are getting lost you still know exactly where you are. You also find yourself getting a bit hyped up whenever you meet a monster – but that might not always be a good thing.

Butterfly Wings 200

Butterfly wings are a common item in Rune Midgard, allowing one to warp to a location they call home when they're crushed. As it turns out, not only can you eventually mimic the power of the butterfly wing without having it present, you can also bring your friends with you. Unfortunately, it does have quite a substantial cool down time, and you need to have a very definite home set in mind.

Kafra Service 400

Being a denizen of Rune Midgard, you've used the Kafra service quite a bit. The company profits by arranging Kafras – maids who act as administrative assistants for cities and adventurers alike – and deploying them to cities. It seems that you've used the service so proficiently that they're now willing to extend you the service in the form of your own Kafra.

She'll follow you without a word of complaint, though you have to wonder if she's actually human or a robot underneath it all. Given how she seems to lift heavy objects without much effort, and carry substantial loads without showing any signs of strain, you'd assume she was the latter. She does, however, have a very strict rule about not fighting with you.

Thankfully, monsters seem to ignore her presence outright.

Farming Habits 600

The entire economy of Rune Midgard runs off of monsters, and the loot that they drop. Makes you wonder whether the humans could eradicate the planet of all life if they were only strong enough to do so. Anyhow, you've understood how necessary it is to farm monsters – and given how long you've done it for, you've also perfected the art.

You can even coax drops off of monsters now, to ensure that they leave everything behind if you defeat them. On top of that, you've also managed to practice your restraint well enough that you don't outright destroy any loot that could have been there.

You *could* try this with humans, but while it might make you a little more convincing, you probably still won't have much more success than initially. Maybe if more people were like you, conservation would be a word in the Rune Midgard dictionary.

Grinding Methodology 600

There *is* a problem that you've never really been able to get past in all your time as an adventurer. That is, you sometimes have to kill hundreds of creatures just to find a single resource it was supposed to leave behind in its corpse. I mean, what were you going to do with the heart of a lamia anyways?

Still, you suppose there's something to be gained out of the monotony. The more you kill of a single creature, the stronger you'll get until you're nearly twice as strong as you normally are. Of course, it doesn't help the boredom of having to do the same thing over and over again, but at least it gets a bit easier!

Sometime though, you're going to have to stop and wonder – why are there so many monsters out there?

Guildmaster

Rally Call 100

You're a leader at heart. Ok, maybe not yet, but you will be. With a bit of practice the speeches you make will motivate people into doing things your way. It might not make them run that suicidal charge, but they'll be able to see merit in giving it a try – if it was somebody else doing the dying. Most people will agree with you on issues without fail.

As a side effect, your companions also perform better with you around – hopefully well enough to survive any suicidal plans of yours.

Guild Supplies 200

Sometime after you established your guild, you realized something – having a large group of people doesn't help when you need to feed them all. The Kafra are ready to offer their aid however, and if you're willing to make a small contribution to them, they'll ensure that your companions and you are fed adequately.

With a bit of energy, you can conjure the last meal you've had – but it'll take substantially more energy to duplicate that meal for all of your companions. Hope they like broccoli.

Guardian Force 400

Then came the first time you were attacked by another guild. That was when you realized two things: that despite having a full team, you were still heavily outnumbered, and that people basically kept coming until you knocked them all out. You survived at least with your castle intact – somewhat.

As the Kafra attendee explains, you should have made use of the Guardians – twelve foot tall automatons that carry large bastard swords and ballistae. You just never realized that they were at your disposal. With a bit of your own energy, you can forego the resource collection and create these

machines – though the degree of complexity for orders they can follow is a bit…restricted due to their poor AI.

Mass Recall 600

The other guild leaders showed you a fancy trick of theirs – namely their ability to basically call all of their guild members around them with a bit of time. Unfortunately, they happened to show you this as they were attacking you. You survived intact, somehow, but after a bit of research you learned how to do the same thing. Seems like all guild leaders know how to do it.

You'll be able to recall all of your allies and companions to your side after a short incantation, but the spell itself has a massive cool down after usage. A thankful thing too, or else you'd have to deal with a lot of guild leaders just dropping groups of warriors out of nowhere!

Castling 600

A guild leader is nothing without his castle! Of course, the definition of a "castle" is rather ambiguous, as your first one doesn't seem to be much bigger than a house. Whenever you can lay official claim to a piece of property, you can start restructuring it as you see fit within the limitations of the world it is in – whether these are magical, technological or cultural limitations.

The key however, is that within each "castle" is a large yellow crystal called the Emperium. As long as the Emperium exists, the castle will actively heal your companions and you inside it, as well as maintain the structural integrity of the castle. Once it collapses however, the structure itself will fall apart.

MVP Hunter

Upwind 100

Your parents emphasized on how dangerous hunting MVP could become. One misstep and they would spring on you or even teleport right on top of you. You know that you won't always be able to get the jump on them, but you've practiced on every monster you could – so you're sufficiently confident that you can at least get within sight of them without being detected. It's become significantly easier to ambush people.

Potion Abuse 200

Given how many potions you've had to use for your hunts, it only made sense that eventually you'd have to find a way to make the process more efficient – at least before you went bankrupt each time you went hunting.

In the end it wasn't so much that you made the potion itself more efficient as it was that your body adapted to the process. You get a greater effect out of any potion you ingest – up to fifty percent of its initial effect.

Target Analysis 400

You know your own body very well – far better than anyone else would know it anyways. But knowing the opponent's physical state is far different – and with enough practice fighting monsters, you've seen enough to make sense of their physical states as well.

Every monster has a physical tell when you strike their weak points, and the closer you get to those weak points, the more they seem to shrink away from you. Regardless, with a glance, you can figure out how strong a monster is relative to you.

Expendables 600

Unfortunately, death is an occupational hazard when it comes to hunting MVPs. Unlike the guild battles where folks are content to knock each other out, MVPs are out for blood – and only get stronger with each kill they get.

Still, there needs to be some people that you can put on the front line – even if it's a bit cruel to toss them aside. But at the end of the day you'll still be alive, and maybe that's what matters. For each companion present, you can create a dummy clone that will charge at the enemy. If only you are present, you can create as many clones of yourself as your energy can afford.

But these clones are only physical lookalikes – so don't expect them to hang on for very long. That was the only way to ensure the MVPs won't get too powerful by killing them off.

POWERUP 600

Whenever MVPs become enraged, they start to emit dangerous looking red electricity from their bodies. It doesn't seem to hurt anyone, but the MVPs definitely fight more fiercely once it happens. There's no way you're going to mimic them and start emitting electricity of your own, but you've fought so much that the process of drawing even more power out of your reserves in times of need is a simple matter.

Contrary to common sense, as your physical health decreases, your battle performance only increases at a steady rate, until you are fighting at nearly twice of your normal capacity.

[To Terminal]

Job Skills
[JSKILL]

Look, this part is going to be…a bit more complex. We're aware. Remember that you have a second job for free? Well, you get a discount here for that. So let's say you decided to be a priest, you would get anything in the Acolyte line at a discount, as well as things specific to Priests. Anything costing 100 is free instead of discounted.

Just one more thing to note. If you take a job skill outside of your class completely, you'll also learn the default ability that it comes with, the one that's marked in brackets.

See the notes for an arrangement of spells and skills normally available. You should refer back to the briefing whenever you need to jump about quickly!

Acolyte Line

Precise Portals 100 [Warp Portal]

Acolytes tend to be Rune Midgard's first line of emergency transportation if a Kafra teleport service is not nearby – such as when one is on the field. Unfortunately, they have a rather limited number of places they can jump to.

As such, when this warp portal variant was developed to allow acolytes to teleport to anywhere they had been within the same day, its use increased somewhat. It didn't solve the issue of the warp portal taking some time to stabilize, but the flexibility certainly increased.

As a side effect, those who have studied this also see a boost in their capacity to remember things.

Rejection Velocity 200 [Pneuma]

The acolyte's pneuma spell is very effective blocking against slower ranged projectiles, yet becomes rather unreliable once the enemy's projectiles begin to increase in velocity and density. By developing a variant

such that expanded the protection area – this problem could be compensated for, to some degree.

With this the acolyte can protect against slightly faster projectiles, but the cost to maintain this spell becomes substantially higher. After being shot at this many times, the acolyte's visual acuity also improves somewhat.

Slow Down! 300 [Decrease Agility]

While most acolytes tend to use the positive variant of this spell on allies and neglect this curse somewhat, they still do not underestimate its potential when it comes to running away from an enemy. Yet it suffers from one shortfall – it only targets one foe at a time.

To compensate for this problem this variant allows the acolyte to slow down a small group all at once, though consequently it takes out a chunk of the acolyte's magic reserves each time it is used.

Light of Light 600

Acolytes, Priests and Monks all remember the first skill they're taught for self defense, a burst of holy light that burns away at oncoming enemies. But as they grow more experienced, most people will forget this skill in favour of stronger spells and more sophisticated defences. You are an exception to this tendency.

Your proficiency with manipulating holy light is so strong that you can temporarily imbue any form of light with a holy aspect. The brighter the light, the more powerful the holy effect it carries.

Sanctuary Seller 400 [Sanctuary, Priest]

The acolyte heals, but the priest protects. The original sanctuary spell created a safe zone where the priest and company could take a break and heal for some time. It didn't help when enemies could still harass the group and potentially push them out of the zone.

With this variation the priest can actively maintain the zone while moving – though it slows them down somewhat on top of needing a constant

feed of energy to support the field. Still, it is more effective than needing to recast the spell each and every time when fighting on a moving battlefield.

Holy Toxin 600 [Slow Poison, Priest]

Without much offensive options save against the undead, the priest is forced to improvise rather crudely – but this spell was the outcome of that. The priest introduces a sort of poison into the enemy, where holy energy eats away at them slowly from the inside out. In time, the poison will fade away, but typically not without doing significant internal damage first.

While it can be resisted and contained by those with sufficient strength, it is especially effective against the undead and demons. Guess when they made the spell they still had their prime foes in mind after all.

Wrath 400 [Fury, Monk]

By absorbing the spirit spheres they generate, the Monk can enter a visibly noticeable state where they seem to glow with a red aura. Reports have noted this "Fury" state as one where the Monk can temporarily overcome physical restraints and force the body beyond safe limitations. The Monk's unarmed strikes seem to be strong enough to tear steel in this state.

Yet to activate this state it appears the Monk must conjure a substantial amount of spirit spheres, making it unwieldy in actual combat where one has no time to prepare. This variation allows the state to be activated without a cost, though the energy to maintain it grows significantly.

Snapping Fist 600 [Snap, Monk]

There happens to be a slight delay each time the Monk performs his instant transmission technique. This delay quickly becomes cumbersome, as the Monk normally ends up getting foiled by the enemy who reacts within that brief moment.

This variation removes that delay so that the transmission can be linked together with anything instantly on top of increasing the transmission distance to any location within visual range, but comes at cost of greater

energy consumption. Naturally, it doesn't help the fact that spirit spheres are still necessary to activate the transmission technique in the first place.

Archer Line

Repelling Showers 100 [Arrow Shower]

The Archer's answer to the shotgun had one serious drawback – it lacked the range that the Double Strafe skill had, while not pushing the enemy back by any substantial amount. Often by the time the Archer was ready for a second round, the enemy was already in range – again. Naturally, this was rather problematic.

This variation doesn't correct the speed problem, but does attach magical charges to all of the arrows, such that when they strike an enemy, the charge will detonate and increase the distance they fly backwards by. After all that practice with holding magic charges, the Archer's ability to control magic also increases slightly, strangely enough.

Triple Strafe 200 [Double Strafe]

Oddly enough, nobody ever considered what would happen if instead of firing two arrows at high velocity, the Archer fired three arrows instead. Optimizing the third arrow's placement took time but eventually this variant was developed such that three arrows could be fired with no loss to drawing time and velocity.

To ensure that the arrows actually hit the same target, the same magic used to contain the original skill was improved. Oddly enough, the arrows fired by the Archer now seem to seek targets somewhat.

Arrow Time 300 [Improve Concentration]

As more and more people took on the Archer profession, a peculiarity became known – that as the Archer used their ability to Improve Concentration, it felt like time slowed down around them. By researching this to exhaustion, it was concluded that the time delay period could be extended well into the time it took for the Archer to fire his shot.

Consequently, while the Archer is under this state, his accuracy and absolute range increases dramatically – and to bystanders, it seems like he is firing substantially faster as well. Unfortunately, all that concentration is bound to catch up with him once the period ends.

Spectral Arrow 600

So long as the Archer has his bow and arrows, he can keep his enemies at bay effortlessly. But the moment he loses either, he's reduced to fighting with his fists or simply running away. There's nothing that says an Archer can't dabble in some magic as well.

With a simple spell, an Archer can conjure an arrow and fire it, mimicking the same action and result when he physically draws a bow and shoots. The nature of the spell might be magical, but it is solely dependent on the Archer's physical capabilities. With practice, he can conjure multiple arrows at once.

Branch Trap 400 [Traps, Hunter]

The Hunter has a copious amount of traps in his repertoire – but what better than to make a trap that leaves the enemy with a…aggressive surprise? While the trap seems rather inconspicuous, when an enemy steps in range, it'll conjure a random monster which immediately sets upon the enemy.

Any traps you can already make also seems to last a bit longer.

The Birds 600 [Blitz Beat, Hunter]

Your typical Hunter has a single bird of prey, which acts as their hunting partner. For larger prey however the effectiveness went down dramatically. The solution seemed simple, the Hunter would get more birds – but a secondary issue arose, how would the Hunter feed all of the birds?

Magic provides part of the solution. While the Hunter can still carry more than one bird, each bird possesses the same duplication magic that

MVPs seem to have (reproduced in its limited degree), and can spawn upwards to six copies once in flight.

Maintaining the copies comes directly out of the Hunter's magic reserves however – though plenty of Hunters would rather burn that rather than burn their zeny in bird food.

Arrow Dance 400 [Sling Arrow, Dancer]

While the Hunter is dedicated to launching arrows from a distance, neither the Bard nor the Dancer have that luxury. Far away, they simply have no audience, thereby necessitating that they get up close. The Dancer has an adaptation – magic that allows her to fire arrows on thought.

Sword dances may already be popular, but with an arrow dance, the entire range issue becomes rather moot. Arrows will launch towards an enemy in sight on a periodic frequency as the Dancer moves.

Specific Audience 600 [Dazzler, Dancer]

When the Dancer first started seeing active participation on the front lines, a major problem was that even allies would pause to watch her, thereby completely reducing the effectiveness of the Dancer. Over time, an adaptation was made such that whenever in battle, only the enemy will be affected by the Dancer's moves.

This extends to other magic and skills which may otherwise catch allies in friendly fire.

Amplification 400 [Amp, Bard]

On the battlefield, the Bard will quickly realize that it is an extremely noisy place. Noisy enough that his music might not be heard…by anybody at all. The simplest solution is of course, to carry a set of amplifiers around – but that means a lot of weight and unwieldy luggage.

Magically amplifying the sound however is a completely plausible solution. It also solves the issue that whoever is within close range of amplifiers will probably lose their hearing. The music played by the Bard can

be heard at its intended volume with no loss due to distance or environment for up to a kilometer, though the Bard would need to expend energy to maintain this.

Sound of Silence 600 [Musical Strike, Bard]

Then eventually even the amplification effect isn't enough – and when one really needs a crowd to listen to them, it is best if they can quiet the audience down beforehand. The moment the Bard starts playing, everybody in the intended audience seems to lose the ability to shout, and this effect intensifies until eventually there seems to be no sound except the music. Naturally, this jams vocal spell casting – but the effect can be selectively applied.

Mage Line

Efficient Casting 100 [Energy Coat]

While energy coat seems to be purely defensive at first glance, it is a rather simple application to harness that cycling magic for offensive purposes instead of defensive purposes. On top of amplifying the effect of spells, the Mage also becomes a bit more proficient when it comes to energy pool management, lowering overall costs by a bit.

Soul Stunner 200 [Soul Strike]

Despite its name, nobody really knows what soul strike consists of. Could it be actual souls, or is it just fragments of magical energy given form? Regardless, while a normal soul strike delivers a series of bolts – this variant has the bolts exploding in order to try and stun the enemy.

Squall 300 [Thunderstorm]

A thunderstorm is a rather scary weather phenomenon – but it gets worse when multiple thunderstorms follow each other consecutively. In an action similar to recycling magic, spells cast by the mage are shadowed by a duplicate of the spell, which possesses the same effect but is slightly delayed.

Of course, this also means that mages are probably the leading cause of bad weather in Rune Midgard.

Magical Vortex 600

The mage's proficiency for elemental spells suggests very little about to what extent they can manipulate the elements. Far beyond simple conjuration, the mage can fuse multiple elements together and release them as one. Simple in theory, complex in practice; the mage's early attempts to chain multiple spells together will result in a chaotic storm and while the resulting spell will be a hybridization of everything tossed together, the inherent instability will weaken the spell significantly. With further practice, it's likely that the amount of power loss can be reduced somewhat.

Storm Cells 400 [Storm Spells, Wizard]

If a Wizard can conjure blizzards, meteor showers, and lightning storms, it only makes sense that the Wizard can do all three at once. This modification adds minor elements into the Wizard's spells, such that even though the base spell may have a single element, the Wizard can still infuse other elements into the same spell.

The result ends up a bit bizarre – as frankly a thunderstorm that is swirling in ice and fire just results in many terrified civilians – and quite a substantial clean-up effort afterwards.

Elemental Seed 600 [Wizard]

With how omnipresent magic is in Rune Midgard, one must wonder, where is the source of it all? The Wizard's answer to that question is the elemental seed.

Condensing an element rather than expanding it to form storms, the Wizard creates the Seed proper – but the extremely high compression factor equates to creating a magic bullet with extremely high penetration power. Once the seed comes into contact with anything, the field holding it together releases and all of the elemental force stored within expands at once. This skill allows the Wizard to freely mould elemental force as they see fit.

How does this relate to the source of magic? The Wizards would suspect that magic was spread over Rune Midgard in similar fashion.

Gravity 400 [Magnetic Earth, Sage]

While the Sage's Magnetic Earth sees use in nullifying the effects of spells that strike the target area, in war this becomes a bit of a liability as it also prevents allied forces from casting spells. Rather than attempt to fix the liability, the Sages saw fit to develop an alternative that was more focused on close range warfare.

While cosmetically similar to the Magnetic Earth in that it draws a massive glyph on the ground – Gravity instead silences enemies within the area while drawing area of effect spells near it into the glyph zone. It could be said, that even though they weren't really looking to fix the problem that they sort of did after all.

Magic Tricks 600 [Abracadabra, Sage]

The Sage's Abracadabra spell is rather esoteric in terms of its function and consequences. Once it is improved however, the chaos only grows stronger. Taking one's full possible list of skills, Abracadabra will randomly cast them off in no predetermined order. However, matters such as cast time and delay don't work the same thing – as really the Sage happens to be casting Abracadabra rather than the actual skill.

While the conjured skill is slightly weakened, Abracadabra can be cast continually as long as one has the energy for it.

Merchant Line

Haggler 100 [Discount,Overcharge]

When one grows up learning that everything can be negotiated – it's pretty easy to get into the mindset that negotiations are a must before any decision is made. Thankfully, with so much practice, it does become easier to haggle out a fitting conclusion, and people seem to be more willing to barter and chat, even if the price reduction only ends up being a small bit.

It also makes the Merchant a bit more charismatic as well.

Defensive Carts 200 [Pushcart]

While it's certainly nice to have a pushcart ready on demand, especially one that can link to warehouses in bizarre dimensions, having a pushcart also basically paints a "rob me!" sign on the Merchant. In response to this, Merchants have taken to some…bizarre modifications to their carts.

When a cart is summoned, it will always have a full set of onboard guns, and can target enemies – even if the Warehouse link is being used.

Liquidation Sale! 300 [Vending]

The Merchant can set up shop anywhere. In the middle of an active volcano, under the ocean, in a blizzard, while being attacked, while attacking something… The moment the merchant sets up a shop it materializes into the realm, rendering "seller" and "customer" temporarily invincible until it is set up.

The Value of Wealth 600

If there's anyone who knows the value of wealth, it's the Merchant. With enough money, people are willing to do anything, but as the process becomes more efficient and the concept of currency becomes commonplace, you'll often find that it isn't just people who are willing to do anything for money, but even monsters as well.

Instead of fighting to subdue monsters, you can pay them to go away, or even pay them to fight by your side for some time. Greed is something that even the most primal beasts possess, and currency can become a common language where there was once none. Maybe in time, you could even sway entire tribes of monsters with money.

Expert Smithing 400 [Smithing, Blacksmith]

It's not just about creating the sharpest blade anymore. Improved items now have "affixes" on them based on how many times they've been

improved. Each level will be tougher than the next to improve and require more energy/mana/souls, but the Blacksmith's smithing ability now has no cap.

Performance Optimization 600 [Maximize Power, Blacksmith]

Every adventurer has seen their weapons start to degrade – and eventually it ends in a trip to the blacksmith with their weapons broken. For a Blacksmith, it only takes so many weapons before they would come to consider – "What if we could make a weapon perform well regardless of what condition it was in?"

Reaching a breakthrough was a matter of reworking what Blacksmiths already had. Rather than looking to boost the performance cap of a weapon, Blacksmiths looked instead to boost the performance lifespan: Concluding with the creation of a spell which will keep the weapon intact regardless of physical and magical trauma for as long as it is maintained.

Homunculus Improvement 400 [Homunculus, Alchemist]

The Homunculus is normally considered a pet to most Alchemist, but there's a very peculiar line between having a pet and having a companion. After all, the Homunculus seems to follow the Alchemist's orders without error – but does it actually think underneath that exterior?

This allows the Alchemist to uplift something they would normally consider as a pet into a higher state as a companion – though in the nature of equivalent exchange, something of substantial value must be sacrificed in order to achieve this. If sapience is the goal, then sapience must be offered.

Terrorism 600 [Acid Terror, Bomb, Flora, Marine Sphere Alchemist]

While the Alchemist can create bizarre brews that allow them to create all sorts of quirky lifeforms, it becomes quickly evident that having a massive pile of bottles with all sorts of different labels is not an effective way to proceed. The solution appears to be rather simple.

Mixing everything together has some rather disastrous effects, but it does reduce the amount of bottles you need dramatically. The bottles are now creating some bizarre hybridization of the plants, which spit bombs that explode into acid, before eventually exploding. All that experimentation did help the Alchemist with one thing – it's possible to mix anything together now within a magic conjured stasis field – even if the field will only hold together for a short time if the mixture is…excited.

This was labelled under the Terrorism classification and never spoken of again. Presumably, other mixtures could be added in to make the plants even more…bizarre.

Swordsman Line

Weapon Mastery 100

Picking up a weapon is one thing, but mastering it is another. With enough effort, you can use any weapon to a semi-proficient level even if you have never used it before, by working off of what weapons you do know. You'll always have a weapon you prefer though, and you've mastered that specific weapon to a high degree.

Heat Breaker 200 [Magnum Break]

Increasing the temperature from Magnum Break's burst of heat; it becomes possible to add an additional effect on top of the normal knockback, as the searing heat starts to erode away at the armour of those exposed. With multiple bursts, it becomes possible to destroy armour entirely.

Rapid Regeneration 300

It's no secret that any front line fighter is going to suffer injuries. Then even more so for Swordsmen, who have relatively little choice but to stand up against the tide. When you can't rely on an Acolyte to do all of the healing, it then comes down to finding the reserves within yourself.

While most swordsmen know how to patch up wounds when resting – doing it in combat requires the help of magic. By burning magical energy, the

Swordsman can close up surface wounds. It won't save them from internal organ damage, but at least they're not going to die from an infection.

Blood Frenzy 600

Getting hit is practically in the job description of any Swordsman, and as they get better at taking hits, the sensation of pain seems to dull quite a bit. The sensation of pain might be numbed, but the rush of adrenaline doesn't quite fade away.

With each blow that lands on them, the swordsman's body will instinctively push a little bit harder, until they're pushing full throttle regardless of how extensively hurt they happen to be. Each blow that they dish out lands with double the force as they normally would at this peak state. The drawbacks to this are severe, but the swordsman is no stranger to recovering from grievous wounds.

Spear Physics 400 [Spear Boomerang, Knight]

No one is sure, least of all the Knight, how a spear can become a boomerang. But it happens and apparently it works. As a Knight becomes more powerful, it seems that his abilities to warp physical reality also increase somewhat, as his weapon can now perform feats that really need their own set of physical laws.

Enemies struck by the knight's weapon, granted with sufficient force, also seem to suffer from ragdoll effects that normally would not occur.

Perfect Strike 600 [Bowling Bash, Knight]

The Knight winds up and bashes an enemy. Hit him just like usual. Except instead of falling to the ground, the enemy bounces away from the Knight like a rubber ball, and any obstacles in his way seem to fly away like bowling pins. After fifteen meters or so the enemy finally stops. But it's still not quite sure what happened – and by it we're referring to the enemy here.

Because the Knight's long stopped thinking about logic and reason.

Aura Shield 400 [Defending Aura, Crusader]

The Crusader is a staunch defender of his companions, but in the end he's still only one man, and one shield can only hold back the tide for so long. Extending his Defending Aura is a necessity rather than a luxury – and by rooting himself in position, he can become a bulwark for his allies.

As long as the Crusader stays in place and keeps the aura running – projectiles and magic tossed in his direction have their effects greatly reduced, though the faster or stronger the initial attack is, the greater the strain on the aura.

Mending Cross 600 [Heal, Grand Cross, Crusader]

If holy energy could be used to heal, yet holy energy could be used to inflict wounds, there is little sense that it can't do both at once with sufficient control. Allies that fall within the area of a Crusader's attack, starting with the Grand Cross's zone, are healed by a minor amount. Slowly, this extends to all of the Crusader's skills.

Thief Line

Slippery Skills 100 [Improve Dodge]

A slip in the pocket here, a hand in the bag there – all actions a Thief is well acquainted with. But to get away afterwards lays the heart of the matter. After all, what good is getting loot if you get caught while taking it? When they practice for years at getting good at one thing – well mastery is an inevitability barring unfortunate circumstance.

The Thief slips in and out, whether in combat or in the marketplace, allowing him evade with greater ease than most.

Instinctive Ganking 200 [Steal]

By the time the action becomes instinct, the Thief won't even realize that he's stolen something until he feels a bit extra inside his pocket. When

facing down an enemy, the Thief will automatically steal something away from them even if he appears to be doing something else.

A word of caution – just because you can, doesn't mean you should, and sometimes their eyes are quicker than your hands.

Infinite Slide 300 [Backslide]

Then finally one day the Thief does get caught. A single backslide gets him out of danger – for a good two minutes until everyone else has caught up. Rotting in a jail cell the answer seems obvious – what if he had slid all the way out of town?

Thankfully there's magic for that – enough such that a Thief can slide in a single direction for as long as he can supply energy for. Thankfully for law authorities, most Thieves don't have very much magical energy.

Conceptual Larceny 600

By the time you consider how sensible stealing a claw off a living griffon is, you'll probably have already done it enough times that it becomes second nature. So it's not too surprising that the targets for your pilfering sprees have moved on from just normal physical objects.

Nothing as bizarre as stealing actual concepts of course, but you can steal the magic and skills from others for a short time. That's why you can tell them that instead of stealing, you're actually borrowing for a short time.

A rogue could normally copy a single skill for continual use, but your expertise goes beyond stealing from another human. You might temporarily steal the magic from a turret for instance. The same limitation of a single use is still present however, and while you possess the stolen skill, the victim of your theft cannot use it.

Fade Away 400 [Cloaking, Assassin]

The Assassin's Cloak is the hallmark skill of their trade – slipping in and out to perform their obligation. But often the act of having to think and

activate the cloak often turns out to be too much – by the time the cloak comes out, the enemy is already aware of the Assassin's presence.

With time, the Assassin can link a normal action to his cloak, such that if he performs the action (*i.e. he crouches or snaps his fingers)* the cloak will automatically activate. As the cloak does sap on his limited energy reserves somewhat, it may be best not to link it to an action performed routinely.

Toxin Burst 600 [Venom Splasher, Assassin]

In the assassination trade, poison lends the Assassin a nice remote control with which they can kill by proxy. But at the same time, the distance sometimes leads to mishaps – the poison is evaded by taking the wrong cup, or the poison is tripped by the wrong person.

Poison would be effective, if there was some way to ensure it lands on its target. To this end, the Assassins have refined the sensitivity on their figurative remote control. After "planting" the poison, the Assassin can trigger the poison, causing it to explode and lace its immediate surroundings.

Devastation 400 [Divest Skills, Rogue]

While a thief may be fine with stealing items, the Rogue looks for a bigger prize. Divesting equipment away from an opponent strips them bare – but eventually even the act of that becomes rather mundane. If taking the enemy's equipment away gets too boring…why not take away their ability to use the equipment?

Any equipment divested by the Rogue is damaged slightly – with multiple uses the equipment will eventually break.

Shadow Tracking 600 [Backstab, Rogue]

There's nothing more amusing than watching an opponent continually turn their heads in surprise as the Rogue reappears behind them, but the novelty soon wears out when the enemy simply turns around. The Rogue can't possibly cloak again without the enemy's awareness of a backstab going up.

What then, if the Rogue was to jump from shadow to shadow before the opponent could react? By marking an opponent, the Rogue can continually stay within the opponent's blind spot. While it seems like a simple teleport spell, the act of moving into the blind spot with the correct orientation each and every time is extremely exhausting on the Rogue and the mark will fade when reserves run dry.

Taekwon Line

Inner Spirit 100 [Kihop]

With the continuous training they do the Taekwon build up massive reserves of energy over time. Unlike other professions which look to practicing actions or skills, the Taekwon focus instead on developing their bodies – developing the foundation from which to work on skills.

As a result of their training, all of their energy reserves are expanded by a noticeable amount.

Rough Gale 200 [Mild Wind]

By controlling the flow of energy within them, the Taekwon can consciously manipulate their elemental alignment. It stands to reason that with a bit more control, the Taekwon can manifest their element into the surroundings similar to how a Wizard might. In theory at least.

In practice however, the reality is slightly different. The Taekwon can indeed manifest their element – that much is seen through their blows infused with element – but the extent is only such that they can create a weak elemental cloak around themselves. The barrier is naturally strong enough to absorb magic and some blows, but not too far beyond that.

The Ride 300 [Flying Kick]

A constant problem which plagues the Taekwon is that for their entire physical prowess, they have no ability to fight at any substantial range. While a Monk may be able to toss spirit spheres, and a Knight could toss his spear – the Taekwon finds themselves stuck with a flying kick.

An effective skill to close the range with, surely, but its effectiveness is limited once the Taekwon finds himself in a crowd – and cannot use the skill in rapid succession. As such, a variant was developed such that the Taekwon can hop from enemy to enemy, as long as he can sustain the physical strain on his body, as well as the magical cost.

Shadow Sight 400 [SLS Shadow, TKM]

It is said that upon bearing the Stellar Shadow, the Taekwon Master will begin to lose his sight. That in itself makes very little logical sense – why would one willingly blind themselves just to strike a little faster? Further investigation concludes that the Taekwon Masters themselves worked a solution to this.

Blind they remain, but their senses have adapted – and as such Taekwon Masters no longer rely on traditional sight. Should one not bear the Stellar Shadow and take this, they'll be able to see even in complete darkness or when blinded.

Stellar Embodiment 600 [SLS Union, TKM]

Taking on the powers of a stellar body in visible range – the Taekwon Master will establish an alternate form for as long as his energy can maintain it. For as long as stellar body is visible to the naked eye, the Taekwon will find his energy reserves boosted significantly and his health regenerates rapidly.

The Taekwon operates on three basic stellar bodies, the Sun, the Moon, and the Stars. In the presence of the Sun, the Taekwon's alternate form radiates heat, and his blows ignite objects. In the presence of the Moon, his form emits a fierce chill, and his blows slow objects. In the presence of the Stars, his form remains the same, but as he moves, he phases in and out of existence. His blows stun objects momentarily. Determining the exact nature of how these astrological bodies affect the Taekwon has yielded less than satisfactory results – and many believe this is simply an extended form of elemental manipulation.

Unfortunately, this link falters if the stellar body becomes obscured, and after long enough, the link will break completely, leaving the Taekwon in a completely drained state.

Companion Link 400 [Spirit Skills, Soul Linker]

In a bizarre twist away from the traditional methods of the Taekwon, the Soul Linker instead looks to using their spiritual mastery for the sake of enhancing their companions. But a critical shortfall of the Soul Linker is such that their link abilities are confined to distinct professions.

In an effort to surpass that, the Soul Linker turns away from enhancing a profession, towards enhancing their companions. When companions are "linked" together with the Soul Linker, both parties will temporarily act as one – giving either party control over the other's body as necessary. It also becomes plausible to split injuries between both parties, but excessive damage will break the link.

Multiple parties can be linked at once, but this puts severe mental strain on the Soul Linker.

Link Limit Breaker 600 [Es, Ka Skills, Soul Linker]

There are rather peculiar limitations on the magic that Soul Linkers can use. For instance Es- skills apparently can only be used on enemies, whereas Ka- skills can only be used on those closest to you. With this, such limitations are removed.

Of particular note is the ability Kaizel, which in theory can resurrect one from life after being dealt a fatal wound. In practice however, the shield only brings the target back to the brink of death, with all of their energy drained. It also can't protect them again for some time afterwards.

Ninja Line

Hidden in Plain Sight 100 [Ninja Mastery]

The Thief relies on the shadows; the Ninja knows that hiding needs to be plausible regardless of shadows' presence. Ninjas don't use the same cloaking and hiding strategies that Thieves would – instead they look to blend in with the crowd, with the surrounding. Rather than turn invisible, they instead turn irrelevant.

The end effect doesn't change too much, but Ninjas become substantially stronger at losing people's attention when need demands it. People also seem to be less apprehensive around you.

Reflections 200 [Mirror Image]

But when hiding doesn't do the trick, then perhaps it is necessary to simply leave the enemy confused with how many targets they have to hunt down. The Ninja can create two additional copies of himself at will – both of which will split in a different direction away from the Ninja himself. The clones aren't physical copies however, and the magic can be dispelled.

Explosive Cicadas 300 [Cicada Skin Shed]

Then when it comes time to actually getting struck, most Ninjas can sacrifice a large portion of their magic in order to leap a small distance away. But there's no reason why defence and offence should not be merged together. When the Ninja activates his emergency escape, a cloud of dust explodes in his initial location, stunning enemies temporarily. This does unfortunately carry a greater cost than a normal leap as the soft explosives require magic as well.

Unorthodox Projectiles 400 [Rapid Throw, Kagerou]

Throwing shurikens – normal. Throwing coins – acceptable. Throwing stones – if need demands it. But throwing Pecos? Well, considering how big that thing is, it is a bit unorthodox.

You'll be able to throw anything that your strength can lift, and the object thrown seems to temporarily ignore the principles of aerodynamics, flying straight towards your intended target, barring any obstacles in the way. No projectile seems too unwieldy as long as you can lift it.

You *will* have to uproot that tree if you want to throw it.

Decoys 600 [Illusion – Shadow, Kagerou]

What good are reflections if they just simply run away? The Kagerou's philosophy is such that, if it isn't flashy enough, it probably isn't convincing enough. To this end, they went for an adjustment of both quality and quantity.

The four decoys generated won't actually fight beyond very rudimentary physical combat – that's rather definite, but the skills that they use will have all the intended visual effects of the base skill, and from that they've seen a dramatic improvement in their versatility.

Hidden Projectile 400 [Kunai Splash, Oboro]

Ninjas don't seem to fit in any blunt manner – and hiding things within other things seems to be a norm for them. The shurikens they toss seem to be concealing other shuriken inside – similarly with kunai and other such projectiles. But normally one would not expect a rock to split into another rock.

Well, now they should, because the magic is strong enough such that anything thrown will split into two in mid-flight. However, the magical clone copy will explode when it hits anything.

Bewitching Moon 600 [Ominous Moonlight, Oboro]

Finally tiring of the constant comments about Ninjas operating under moonlight and not in daytime – this spell was modified to prove that even in the daytime, Ninjas can still do their work. Rather than literally changing it to night, this casts an illusion over a massive area that nightfall is occurring.

When the illusion is complete, the remainder of the spell is dependent on the targets – as it personifies their greatest fears, which is what sustains the spell along with the Ninja's own internal energy. Naturally, this doesn't have much of an effect on things that can't feel emotions.

Gunslinger Line

Precision 100 [Chain Action]

The Gunslinger's aim improves dramatically – guess all those practice rounds were worth something after all. Oddly enough, the Gunslingers in Rune Midgard don't seem to have to deal with recoil at all, and even after multiple shots, your shots don't seem to decrease in accuracy significantly, aside from external factors like protection magic.

Quadruple Action 200 [Triple Action]

While understanding how one shot can fire three bullets is still up in the air, the Gunslingers have forsaken the part regarding understanding and ploughed on ahead to develop a new variant – which allows for four bullets to be fired in a single shot. Any firearm or ballistic weapon also fires one more round on top of what they already fire.

Maybe now they'll finally slow down and figure out how the science actually interacts with the magic.

Hunter Killer 300 [Bull's Eye]

If there's one thing to be said about Gunslingers, it's that they tend to have a rugged determination to see their goal completed – and will do whatever it takes in order to see success. So when a bullet misses, that is hardly any different from failure.

They have no qualms about turning to magic, and magic will provide a solution. Whatever bullets they fire, should it miss, will ricochet upwards to four times, until either it strikes the intended target, or the round simply fragments.

Bullet Crafting 200 [Rebellion]

Similar to how Archers can craft arrows from supplies commonly found in the field, the Rebellion can also craft bullets using a similar magic conversion theory. The bullets crafted may be affected by the time of material used however, and may possess elemental effects.

Ultraviolet 300 [Crimson Marker, Rebellion]

The Crimson Marker skill had been developed primarily for the Rebellion to track and hunt down dissenters and other unsightly folk who would rely on hit and run tactics.

This variant is designed rather for mass elimination – by painting large groups with an invisible tracer that only the Rebellion can see, effectively circumventing the Crimson Marker's 3 person limitation. The marker traces effectively up to a maximum range of three kilometers. When in visual range, rounds fired tend to home in on these tracers – but this can be controlled.

Deluge 400 [Fire Rain, Rebellion]

How does one literally fight fire with fire? The Rebellion group was forced to answer this question when they were faced with the task to put down dissenters and enemy forces who were Gunslingers like themselves. The solution came rather quickly and was simple – whoever fires more wins eventually.

So magic was made to adapt to this paradigm. Any weapon the Rebellion fires will fire an extra round. This extends to heavier weaponry, such as missile launchers or rockets. You can never have enough firepower after all.

Still Not Enough… 600 [Auto Attack Turrets, Rebellion]

It was only a matter of time before it would happen. The Rebellion, formed to put down revolts, realized that with two hands one could only gain so much firepower. Turning once again to magic, they turned to conjuring automatic turrets. The amount of ammunition each turret has is dependent

on how much energy was put into its creation, and it vanishes once the ammunition is completely expended.

Novice Line

Too Weak to Matter 100 [Play Dead]

It's a terrible way to put it – but most Novices simply get ignored due to how insignificant they are. Novices and Supernovices tend to never forget this, and over time it internalizes into a skill where they can blend in with the landscape and just slide away from a fight – mostly because the enemy doesn't seem to care anymore.

Take Pity on Me! 200 [Basic Skill]

Novices aren't very battle worthy – but they have a redeeming aspect that other people aren't as inclined to get frustrated with them as they might for…more proficient individuals.

Not only does the Novice seem to become a bit more charismatic, even strangers seem to be willing to help them in some way if asked and standard negotiations become easier to handle. You won't be solving human prejudice anytime soon, but most people are more than willing to listen to you.

Guardian Angel 400 [Supernovice]

Upon becoming a Supernovice, most people discover that perhaps sticking with being a Novice wasn't so bad after all. The Supernovice can call upon his Guardian Angel once a day, though really it's just a complex spell that temporarily makes the Supernovice invincible for several seconds. The problem is that the power really does get to a Supernovice's head – and many people don't realize that several seconds can be a very short span of time.

Strength in Numbers 600 [Supernovice]

Those who survive long enough realize that – for all the skills that a Supernovice can get, the best skill is still being able to stick around other people. But sometimes, nobody is around to help out – and things can get sketchy real fast.

To solve this problem, the Supernovice looks inwards – and uses their own energy to conjure up companions. These novices won't be very effective in a fight, but they have a prodigious amount of vitality and can seemingly stand in the way of blows much longer than you'd expect from any normal novice. Thankfully, they don't seem to disappear until killed, though as with most magic constructs, they don't stand up well to dispelling effects.

[To Terminal]

General Skills

[GSKILL]

Man! You're probably pretty swamped by now, yeah? This is just one last set of modifications that we have on offer. Don't worry, there aren't too many complexities related to this! We were told to do everything in our power to make you prepared after all.

Shape Fireworks 50

It seems like there really isn't much in terms of celebration here in Rune Midgard, but fireworks crafting is actually a very popular skill – allowing a person to create fireworks out of magic and form it into whatever shape they could imagine.

Super Novice's Evolution 200

A super novice with sufficient skill can use this manual to increase their potential even more. On top of gaining access to a wider variation of skills, the super novice now also has access to one more skill.

[Guardian Angel - Embodiment]

The energies of the guardian angel envelop the super novice, and as long as their energy permits it – they can manifest a pair of angel wings for low level flight. Unfortunately, the faster they go, the more energy the wings seem to consume.

Elemental Shift 200

The perfected form of the Juno Scientists' elemental manipulation technology allows one to temporarily shift their elemental alignment to that of a different one. By changing elemental alignments, their weaknesses and strengths change somewhat – though this does not affect the equipment you may have. You are however, limited to the elements you possess, either in terms of personal capability or equipment capacity.

Call Slave 300

In a perverse mimicry of what the MVPs do, you may choose to summon a monster as an obedient servant. The amount you can summon is limited by the size. Small size monsters can be summoned seven at most, medium size monsters four at most and large size monsters one at most.

Though this doesn't affect the limits of the spell itself, by learning the methods to mimic the MVP, you may summon one additional creature when you utilize a summoning spell. Odd isn't it that the MVPs seem to be able to conjure creatures out of nowhere.

Card Drops 300

Enemies in Rune Midgard will very rarely drop cards – a condensed form of their spirit which can be used to refine equipment with effects. Unless one is actively massacring large populations of monsters, these drops don't seem to be a noticeable thing until it actually happens. By purchasing this manual, it seems you can get more card drops to actually appear.

Once outside of Rune Midgard, the card becomes a portion of spiritual energy remnant of a fallen enemy, and may contain a minor skill the enemy possessed in life. It's still only used for equipment refinement though.

Dual Classing 300

Sometimes it just isn't enough to have one profession. If you need to have a second job to get by, maybe this will do the trick. With this manual you'll be able to learn a second job up to its second class, and gain its normal discounts and benefits.

Party Benefits 500

There's a reason that everybody joins up into groups after all. Within your group of companions, you can share a single passive perk you possess among all of your companions; though the potency of the perk will decrease based on how many people it is spread over.

Resetting this perk will happen naturally once a year, but it takes nearly a week to stabilize the effect, before the new perk will take hold. As such, it's impossible to switch it on the fly.

Transcendence 200

Transcendence, the act of rebirth, allows for the expansion from second job upwards to yet another profession above that. Each class has its own transcendent class, as seen in the table below. Furthermore however, the act of transcendence carries its own effects.

Profession	Effect
Champion	The transfer of energy from the Champion to a target allows him to transfer from any energy pool he possesses. If the target has no equivalent pool, they must expend the energy or lose it over time.
High Priest	The High Priest, upon healing an individual, generates a

	protective field around both himself and the target. Fields can overlap and last until the healing is complete, blocking off a portion of received damage.
Minstrel	The Minstrel, as they sing, can generate walls of sound passively which can block physical attacks. Though the walls are generated automatically, their placement is random.
Gypsy	The Gypsy can temporarily lock their enemy and force them into dancing in sync if they maintain eye contact and concentration – but during this time the effect of their dance and spells is decreased for everybody else.
Sniper	The Sniper's birds can carry detonating payloads – these can be controlled at range by the Sniper's judgement.
Professor	The Professor's Abracadabra ability will always summon a pair of white rabbits every time it is used. These rabbits have unexpectedly high amounts of endurance, and do not fade away over time.
High Wizard	The High Wizard's spells can use other pools of energy which they were not intended to use – but their effectiveness will decrease significantly when this is done.
Biochemist	The Biochemist can have two homunculi active at once. Both homunculi possess the spells that the Biochemist themselves have, to a weakened degree.
Mastersmith	The Mastersmith can socket items – allowing him to add "slots" where modifications can be implemented onto items. While intended for cards, these can be used for other modifications which need slots if need be. (but effectiveness may be reduced)
Lord Knight	The Lord Knight's Berserk phase is infectious, such that enemies he strikes will become similarly enraged as well.
Paladin	The Paladin's Pressure ability doesn't simply strip away a portion of the enemy's magical reserves – it also removes magical barriers.
Assassin Cross	The Assassin Cross's cloak allows them to absorb a single magic attack before breaking apart. Fails if the spell will strike multiple times.

Stalker	The Stalker can teleport items and equipment away from targets they touch, but needs to keep a hold on them for more than several seconds.

The Thirds 300

The fruits of Rekenber's genetic research and extensive modification, the Thirds are a completely different line of professions, all of which have a full tree of skills as the original second jobs have. Most of these professions do take a somewhat different turn from Transcendence, and the two options are not exclusive.

Refer to the chart further below as to the progression of the Third Jobs, though keep in mind that Transcendence and the Third Jobs can both be taken simultaneously. Each of the Thirds, following the Rekenber modifications, has their own unique peculiarities as detailed below.

Profession	Effect
Sura	Their manipulation of the natural energy around them has reached the point where they can encase their entire body in a suit of energy armour. Unlike the mage's magic coats which resist some damage from blows, the Sura's Aura Suit acts as a set of constant spirit spheres – enabling them to fire off bolts of energy, and use their abilities at will.
Archbishop	The modification process has changed their healing abilities extensively, and whereas before the Archbishop and related professions was restricted to healing on the spot, they can now package holy energy such that healing can be performed on demand in bursts. Such healing can be done for inanimate objects with a much weaker effect.
Maestro	The Maestro's proficiency with all instruments is increased dramatically, but they can store packets of sound from instruments played and release them at will, producing the sound of an instrument or a voice at an entirely different

	time. Multiple packets can be stored at once.
Wanderer	Condensing her magic into her cards, the Wanderer can forge tarot cards of her own, based on symbols relevant to her. These cards will have effects based on the Wanderer's own abilities, but can be used by anyone at any time, though in the process the card is consumed. While the card does not seal away the Wanderer's abilities, only one card per ability can be created at any time.
Ranger	The Sniper had birds, but the Ranger establishes a concord with all the animals in nature. With any animal, the Ranger can bond with them as a temporary battle companion. While the Ranger benefits from having an extra partner on the field, the bonded partner grows to twice its normal size. Should the Ranger not possess an animal to bond with, the default animal is a Wolf.
Sorcerer	Not forgetting their origins as a Sage, the Sorcerer can bind magic into books and other pieces of literature in a practice not too different from enchantment. When the item is opened by the Sorcerer or somebody else with magical capacity, the stored spell is released into the surroundings. By storing multiple spells into a book, when the book is opened, every spell is released at once.
Warlock	Having mastered each element, the Warlock turns to the element of the void. Already capable of locking enemies in stasis, the Warlock will also learn to lock elements in stasis – freezing magic in time and space for as long as they can maintain. It's possible to "sculpt" the element while it is frozen in place.
Geneticist	Awkward that a geneticist is the product of genetic experiments, rather than the other way around. The limitations of the homunculus have been lifted for the geneticist, and by experimenting on the monsters of Rune Midgard, they can take a monster on as their homunculus. The amount of homunculi they can have increases by one.
Mechanic	While the Mastersmith socketed and improved items, the

	Mechanic instead focuses on machines – namely the mado-gear that they are known for. Their proficiency allows them to improve machines the same way a blacksmith might improve a sword, and Mechanics with extensive experience can slot machines to accept external improvements.
Rune Knight	Rune Knights, as their name suggests, dabble a bit with more mystic elements unlike the other professions related to them. The runes that they can craft are remarkably similar to spell stones, and a simple explanation could be achieved by comparing the runes to magical grenades. Runes can be crafted and stockpiled, but the time and magic required to craft them is extensive.
Royal Guard	Unlike what their name might imply, the Royal Guard has nothing to do with defending royalty. They are however, experts at holding a position when needed. The Royal Guard, so long as they are in a dedicated guard stance, will resist the secondary effects of attacks that come their way, and regenerates health rapidly.
Guillotine Cross	Poison is the assassin's most proficient tool, and the Guillotine Cross can make a wide variety of poisons from plants alone. Different plants have different effects naturally, but even the most mundane plants can be turned into a weak toxin. Borrowing a page out of the Alchemist's book, the Guillotine Cross has also learned how to mix different poisons together to boost their effects.
Shadow Chaser	Knowing the lay of the land is critical when it comes to tracking down prey, and the Shadow Chaser can manipulate the terrain around them with both pursuit and escape in mind. They must have a medium with which to manipulate the terrain, and typically a Shadow Chaser will use a spray can, but they also require a substantial amount of magic to make any changes. Things like doors and walls can be instantly conjured, but they'll only last for as long as the Shadow Chaser can maintain it.

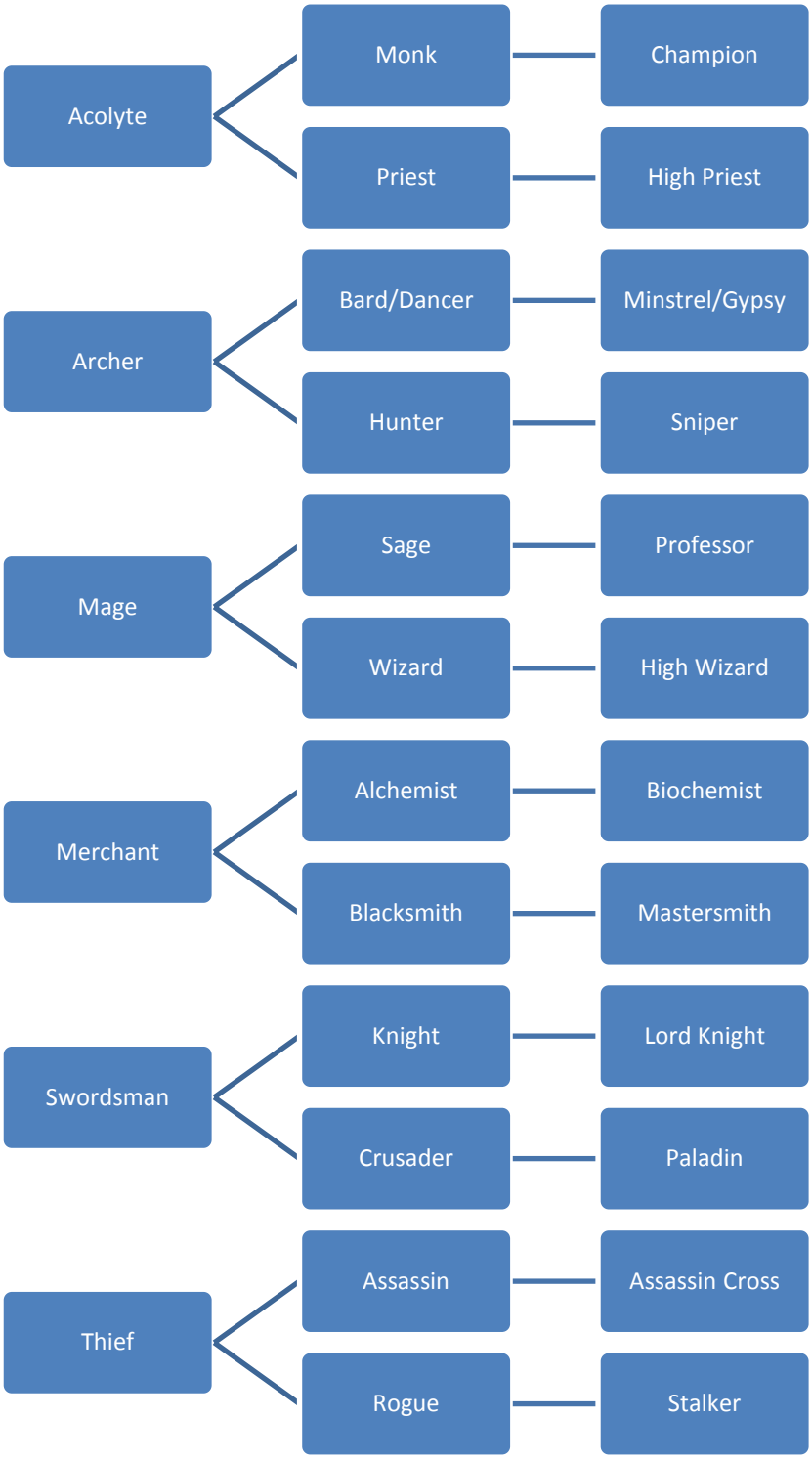


Figure 1: Transcendence

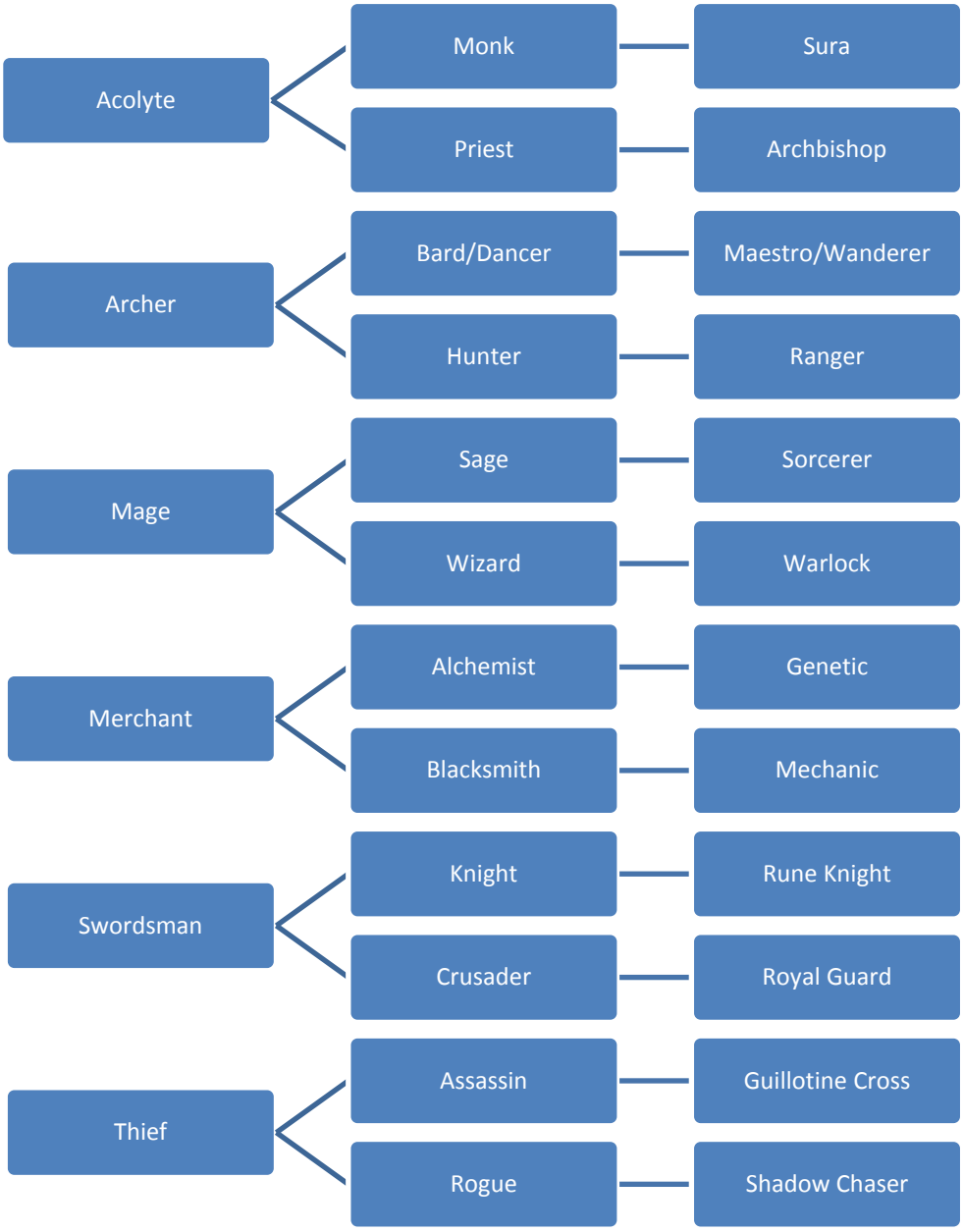


Figure 2: 3rd Class Patterns

[To Terminal]

Companions
[COMPDET]

We mentioned about your companions, and well, should you have any, this is the time and place where we should sit and discuss how we're going to work with them. While we do have plenty of options with regards to companions, even if you have none at all, they are here to help you, so don't feel like you absolutely need to take these options if it turns out to be a hassle.

LF> Party (50/300/500/700)

Well, we did say you could bring your friends right. We can integrate them into Rune Midgard just like what's happening to you now. Here are some things to know

Your companions imported will be able to choose up to second job as explained in the debriefing above. Unless specified otherwise, each companion has 500 CP to spend on skills. They won't get any companions to come along even if it was part of their background – they're your companions after all!

You can choose to import companions 1 by 1 at 50 CP each, 300 for 8 companions, 500 for 16 companions, or 700 for all your companions, but do note that from companion number 18 onwards, nobody will get any CP to spend with. They can make the class selection however. **So to summarize, you can only import up to 17 to receive CP. (Basically 550 total cost.)**

Also be wary of one thing. The reality in Rune Midgard is such that monsters will fight more aggressively when faced against greater numbers – a stubborn sort of tenacity. The more companions you have – the stronger they'll become. It might not be so wise to bring everybody and end up fighting solo.

Childhood Friends (For Adventurer Only)

Your two childhood friends, who have followed you around since you first met, have now followed along with you to join you on your journey. You may import 2 extra companions on top of the normal limit, also depending on your import selection above. They follow the same rules as normal imported companions – but don't count towards the 17 companion limit with regards to 0 CP.

Alternatively, should you have no companions; you may have two friends, in classes of your choice up to second class. They get 300 CP to spend on skills.

Guild Recruits (For Guild Master Only)

When you put out a call, it's these folk who answered. They don't seem that strong, but you figure that they'll have plenty of time to grow You may import 4 extra companions on top of the normal limit, also depending on your import selection above. They follow the same rules as normal imported companions, except they only gain 300 CP – but don't count towards the 17 companion limit with regards to 0 CP.

Alternatively, should you have no companions; you may have four recruits, in classes of your choice up to second class. They get 300 CP to spend on skills.

Clan Effects (Companions Only)

There are a large group of clans in Rune Midgard, entities separate from guilds that organize all of the various mercenaries and helper groups that exist in the land.

Well, your companions also fall under this classification as a member of an assist group – since they're here to assist you after all – so they can also benefit from the benefit of a clan! Your companion may choose to be a member of multiple clans, but membership has its price! For each clan, a flat price of 100 CP is required.

Clan Name	Member Benefits
Swordman	Companions who apply for this clan will be trained in all of the necessary skills to master the usage of swords – including an expert level in single handed swords, two handed swords, as well as fighting with two swords at once. Regardless of their class, they'll learn the entire equivalent to a swordsman's skills. They also happen to be stronger physically due to the training.
Archwand	Companions who apply for this clan will be trained in the arcane arts, even if they happen to not be a mage of any sort. The training is efficient enough such that clan members will develop a small pool of magic if they had none – this pool expands if it already exists. They'll learn the skills a mage would.
Golden Mace	Companions who apply for this clan is trained instead in the holy arts of healing. The use of a mace can be more difficult than a sword, and the arduous training involved with the golden mace results in members having a better constitution than others. They'll learn the skills an acolyte would.
Crossbow	This clan accepts anyone – but they only teach the usage of the crossbow to their members. The advantages that a crossbow has over a standard bow are imparted onto its members, and penetration depth with all ranged weapons is increased. They'll learn the skills an archer would.
Kafra	Not so much a clan as it is an association; the Kafras are a group of maids who go around Rune Midgard, setting up infrastructure systems. While they don't actively teach their

	members anything related to a profession, their members are all capable of summoning a single mercenary of a first job in order to help them in their day to day.
Cat's Paw	A strange group of bankers, many of which actually are sapient cats, the Cat's Paw looks for more agents from all over so that they can expand their operational area. Their members are taught all the skills a merchant would learn – and also the ability to summon kittens should the necessity arise. Though what necessity is…is rather unknown.
Dandelion	A thief clan of mercenaries, the Dandelion band has very deep roots all over Rune Midgard and all of its members will learn any skill a thief has. With a very good understanding of Rune Midgard's "inner systems", the Dandelion band teaches all of its members all of the infiltration techniques they have documented to make them expert spies.

Sacrificial Conversion

Still don't think your companions are strong enough? If you're willing to sacrifice your own strength, you can empower your allies. You can convert CP at a 2:1 ratio in order to give all of your allies a bit more CP. This only applies to allies who had CP to begin with.

[To Terminal]

Items
[CPITEM]

Not one to care for abilities or companions? We've got a stock of items that you might or might not be interested in. Take a look and see what suits you!

Soft Apron [50]

An apron with the name tag of "Alice" stitched onto it. If you look onto notice boards in town, you'll notice that a woman of the same name has posted a request for the finder to return it to her. She's even willing to recompense you for 50k zeny in return. If you don't care much for the money, maybe you could negotiate some sort of cleaning service with her instead?

Mochi Cakes [100]

Mochi cakes are a traditional rice cake, normally eaten to celebrate the coming of a new year. Thankfully, you'll get a supply of mocha that you don't need to pound out yourself – and it even refills once a day when you eat it all (*It wasn't intended for you to eat it all by the way*). Unfortunately, it also happens to be so sticky that sometimes you might accidently choke on it. Be careful!

It revitalizes you somewhat when you eat it, maybe all that vigorous chewing you have to do has to do with it.

Yggdrasil Seed [100]

The seed fallen from the Yggdrasil tree. While you could just eat it, and it would recover a major portion of your health, you could instead plant it into the ground. It'll take a prodigious amount of time and energy to grow, but the Yggdrasil tree ends up being massive. To compare, its roots and branches are large enough to create a whole dungeon with its own unique ecosystem in Rune Midgard.

Do you really have that much time and energy to make it grow though? The tree won't naturally grow any wild beasts of course, but you could place wild beasts inside, should you have any. The fruits of a flowering Yggdrasil tree have very strong recuperative properties, and are used in many medicinal mixtures.

Monster Shape Scroll [100]

It's a small scroll which starts off blank. If you expose this to a monster, you can capture its likeness onto the scroll – after which you can use the scroll to physically mimic the monster. It does consume the scroll, but the scroll will reappear in your warehouse at the beginning of each day. While you're physically in the form of the monster, do note that you are still yourself – and while you can perform whatever that monster could physically perform, the skills you have access to are your own.

Abyssal Knight's Sword [100] (Free for MVP Hunter)

The blade of an abyssal knight, about eight feet long in size. Of course, it might be a bit unwieldy, but this blade cleaves very well through shields and magical barriers alike – though it seems to cut normally against carapace and other such armour. The Abyssal Knight seems to be able to draw his sword at will – at rest the sword's blade disappears, leaving the hilt behind.

Mercenary Contract [100]

A contract to summon a mercenary, usable in battle and for purposes where recruiting another person can help change the tide. The mercenary will come with a spear by default, but you could equip them with a simulacrum of a weapon from your warehouse – though no magical properties will be carried over.

The contract states that the mercenary is released once combat is finished, but the contract can be renewed once per day.

***Dead Branch [100]**

A branch used to summon mundane monsters. Breaking it seems to conjure up monsters, but you should be careful because these monsters usually will idle about for a couple seconds before attacking whoever is in sight. Good for distractions and getaways. It will naturally accumulate to an ordered stack of a hundred branches, with five branches generated a day.

The monsters don't seem to shift even if you change the world. It might not be a good idea to introduce the invasive species of Rune Midgard on unsuspecting worlds.

Silverine Fruit [100]

Word of caution! Don't consume this! The Silverine fruits are used as currency in some locales, because of how ridiculously tough they are. Not so much for human consumption, blacksmiths have found that the shell of silverine fruits can actually be melted down to form a coating which when applied to a material, boosts their natural properties. Armour becomes slightly more resilient, steel cuts a little deeper, and so forth.

Bubble Gum [100]

This special pack of bubble gum seems to refill over time – but the flavour changes every time the pack empties between various fruits. You've never been able to figure out just what actually determines the flavour.

The label on the back of the package warns you that this bubble gum has been tampered with by the Rekenber Corporation. Used for test purposes with their drone series, it has a good deal of cerebral stimulants added into it, which may or may not be alarming to you. While you chew on it, it seems to make your mind run a bit faster, and learning becomes just a bit easier.

Bizarre Card Album [100]

Old card albums give out a random card of an enemy, but this one is a bit different. It seems to document all the foes that you've fought – in card and picture form. You can conjure the cards from the album, but they won't do anything except project out a holographic image of the foe.

It also lets you make cards out of your companions with any photos you might have, and this feature might be neat if you're into photography – since the hologram it projects would be your companion, in their frozen form.

Gjallar [200]

The horn of recall. The animal whose horn this was taken from must have been a beast of myth, as your allies instantly hear you in your time of need and will rush to your location without fail. Don't use this haphazardly though, as it has been known to summon

swarms of Novices seeking treasure. Also, don't expect this to work if there is no actual way to get to your location.

Emperium [200]

Well this is more of a shard of Emperium, but it still goes for enough that you can probably rally two companions with it. These two companions follow the same rules as your normal imported companions, except they only have 300 CP to spend. Are you really this desperate for companions?

Green Apple [200]

The poring's favourite food is apparently a green and unripe apple. And when you toss this one, porings seemingly come out of nowhere – trampling down enemies too unfortunate to be nearby. One will appear in your inventory a day, building up to a stack of 15.

Bombring Capsule [200]

A small pink capsule that doesn't seem to contain anything inside, but the moment you toss this capsule at something, it'll release a bomb poring. The bomb poring locks onto a target and will hunt him down before exploding, dealing enough damage to take down a building. One will appear in your inventory a day, building up to a stack of 15.

Siege Assault Equipment [200] (Discount for Guild Master)

There are enough low grade arms to equip your companions and yourself – but more importantly, there's a battering ram here as well as a siege catapult which can be used in more aggressive attacks. You're not quite sure how the Kingdom can continue to afford this – but it seems that they don't have any qualms with giving it to you.

***Level 11 Cookbook [200]**

A cookbook detailing all the recipes in Rune Midgard – well, it doesn't just detail the recipes, it actually just produces the food right then and there if you put in the energy. It's not going to conjure much more besides that, but hey – at least Rune Midgard cuisine offers some variety I suppose!

Elemental Converter Scroll [200]

The scientists at Juno have worked together with the sages to control the properties of various elements, and this is one of their failed rejects. It's a scroll which lets you change the elemental property of your weapon for a short while before the weapon reverts to normal. A new scroll will appear in your warehouse daily – though the elements it can change to are restricted to those which you know.

Experimental Berserk Potion [200]

In its perfected form, the berserk potion provided an excellent adrenaline rush in its consumers. However, in this experimental form, the berserk potion lives up to its name a bit more. It can actively make anyone who drinks it lose their inhibitions – as well as lose the ability to feel pain temporarily. The effects are permanent – as long as dosages are taken regularly. Three vials will reappear in your warehouse daily – enough to sustain a medium sized person.

***Pet Capturing Device [200]**

It's a strange device which spits out a taming item. With it, you could capture a creature to act as a companion. It can only be used once however – and also has a rather restrictive list on what it can be used on.

Portable Forge Unit [200]

This mini forge apparatus provides its own energy to fuel the conversion between ores and solid ingots. The unit doesn't take up much room, but needs some time to gather enough energy for the fuelling process. Not sure where you'll find the ore from – but at least you can specify what time of ingots you get.

Wedding Dress [200]

Strange magic has possessed this wedding dress, and the wearer of it loses all of their combat skills. In return however, as long as they have this dress on they can reflect magic attacks and dodge physical attacks even if they are impaired. It's not going to keep them safe from any sort of mental assault – but that's what love is for right?

Kiehl's Keycard [200]

A keycard used at the Kiehl academy, hotwired so that it now opens any electronic door which a keycard can fit into. Essentially it serves as an electronic skeleton key. Alternatively, you might find some uses for it if you could find some robotic MVPs…

***Taming Machine [300]**

While similar to the pet capturing machine, this taming machine was perfected to be applicable on anything. Well, almost anything. It has a very low chance of working on a MVP or anything of similar strength, and naturally won't work on normal individuals. In a similar vein to the pet capturing machine, it makes that monster a companion. It's only designed to work once, so think twice before you use it!

Sleipnir [300]

This legendary pair of shoes was designed to emulate a certain steed of the Gods. Well you're quite certain that the steed probably did not have little angelic wings adorning the sides of its feet, but as silly as it seems it also doesn't feel right to rip them off.

The boots are enchanted so that the wearer moves substantially faster – but it also grants them a small boon, to enchant other things and other people to become faster as well on a temporary basis. Perhaps there is some divinity to these shoes, as while you're wearing them your mind feels substantially faster, and you heal faster as well.

Megingjard [300]

This girdle was apparently made in replica of one that a certain God once wore. No expense was spared in the physical recreation process and the girdle is surprisingly heavy, enough that you could probably use it as a physical weapon.

While wearing it though your body strength seems to increase dramatically, enough that you don't even feel it weighing down on you. It doesn't just increase your strength; it also generates a pressure around you that seems to stifle enemies quite a bit. Maybe they realize how heavy this thing is supposed to be…

Brisingamen [300]

This is yet another replica, this one of a necklace that a certain Goddess once wore. It seems to amplify all parameters, though what anybody notices first hand is how many jewels adorn the necklace – which almost seems like a piece of chest plate than any simple necklace.

The necklace, in the attempt to make the replica somewhat valid, was enchanted such that any healing magic performed while it was worn would be amplified in terms of effect. You also feel your body seems to perform slightly better in any situation while wearing it. Maybe it's just confidence?

Mjolnir [300]

This hammer is again, another replica of something apparently a God once wielded. It isn't actually as heavy as you'd expect – considering the girdle is apparently actually heavier than this hammer is. The wind magic imbued into it seems to have made each of its swings slightly faster than normal.

However, the magic imbued into this item makes itself apparent when used in a fight. Thunderstorms will appear randomly as this is swung, though you have very little control over the storm itself. When swung, strange sonic booms are also released, seemingly striking enemies in groups.

Brynhild [300]

The exact forging process of this armour is rather unknown; however it is apparently the same suits the Odin's Valkyries wear. On top of giving significant levels of protection against both physical and magical attacks, it also has a strange ability in preventing its wearer from being pushed back.

When worn, your health and magic reserves also seem to increase by quite a bit.

Asprika [300]

Apparently a garment made somehow by weaving light using a magical technique. For a garment made out of light it certainly is hard enough to wear as a piece of armour. It definitely looks very pretty, and shifts color depending on the light that shines on it – but it also has been enchanted once more on top of that.

On top of being functional enough to use as armour, the Asprika also allows its wearer to perform short, controlled teleport hops, or very long teleports if a location is very well known.

***L4 Weapon Cache [300] (Discount for MVP Hunter)**

Allows you to bear a single level 4 weapon of any variety – even the ones you would normally have to go into the land of the dead for. The cache however, disappears after you use it once. Man, why was it even called a cache in the first place?

***Bloody Branch [300] (1 Free for MVP Hunter)**

The bloody branch seeks to correct what the dead branch could not. Unfortunately, the sacrificial magic used in its creation didn't exactly help with the magic of the dead branch significantly. It will conjure up a rather strong monster which will fight on your side – or it may just as well conjure up an MVP who will toss some attacks about before disappearing.

The branch will renew once a day, but will not accumulate past one. Regardless, the monster conjured will not attack you, thankfully.

***Creator's Assembly Line [300]**

Small lab equipment set that actually comes equipped and ready to create potions, poisons, and even some genetic based creations. The set itself runs on its own energy, though continuous operation will probably require some input on your part as well. It has a set of reagents and products that the computer has recognized – but new reagents and products can be entered in if the properties are known.

Union of Tribe [300] (Discount for Guild Leader)

A statue of a massive hand locked with another. It's meant to inspire feelings of fellowship and duty, but with a bit of tweaking, you can have it inspire…other feelings of your choosing instead. Not everybody will be affected equally by it, but the statue is relatively easy to place and move and generally affects anyone who sees it to some degree.

[To Terminal]

Drawbacks

[DB_SCEN]

Do you feel like you don't have enough preparations made, but you also can't afford anything else? We'll be able to give you some spare change, if you're willing to undertake some experiments for us. That's right, we've got some experiments that we were told to conduct in our time here – and if you want that extra spending, you're going to help us.

You may take up to 600 CP worth of drawbacks.

Drawbacks

The Needy, The Many (100)

Well you aren't helping us out directly. See the problem is, in many places over Rune Midgard, supplies are at an all time low. It also seems like every place you go to is always under attack. So any time you wander in to a locale, you can pretty much expect that everybody will demand your help and the help of your companions. Mundane tasks, dangerous tasks, just don't expect to go anywhere without being harassed by people looking to give you quests!

No, they're not going to compensate you for this – after all, they can't afford to compensate you anyways.

Too Many Novices (100)

It seems like the latest wave of attacks has deprived the cities of their heroes. In fact, it seems that everybody else in this world has been reduced down into Novices. It'll take years before they can retrain their skills. You and all of your companions will also start as novices and have to work your way up. Thankfully, it doesn't take you quite as long to get your skills up.

Assassin's Guild (100)

How did you manage to get an enemy this early?! You'll be constantly harassed in your time here by assassins. They'll start off by trying to corner you in alley ways, but if you continue to kill them, before long they'll start trying to poison your food, snipe you from a distance, and turn officials against you.

Low Rate Server (200)

Everything seems to happen much slower, and you're affected as well. Normally when you'd expect a monster to leave behind whatever it had hoarded up – there's simply nothing there at all! Even the amount of experience you get from efforts seems to drop

dramatically compared to normal – it's as if you simply aren't learning at a normal pace at all. Thankfully, everybody seems to be affected by this equally. At least you can say that the playing field is even now!

Poring Invasion (200)

There's a seemingly endless stream of porings that is coming from somewhere in Rune Midgard. While the porings aren't aggressive, they become a major inconvenience, blocking trade routes, polluting water supplies, stealing items, claiming territory. If you can't find the source of the porings, rumoured to be a single poring with angelic wings who floats around randomly in the world, expect to be swamped during your time here. You should get used to sleeping with them too. Hope you sleep with clothes on.

Ignore them for too long, and the porings will begin to consume humans and monsters alike – absorbing their abilities and attaining their skills. Be careful, yeah?

Ride of the Valkyries (200)

Odin has recognized that your arrival is a threat to his religion. He will send Valkyries in waves after you on a steady basis. Considering each Valkyrie is an MVP, by the time he starts sending larger waves, you might as well act as though Odin has declared war on you.

He doesn't live on Rune Midgard by the way, and no one has figured out where he lives, so good luck holding back the tide of angry winged women with vorpal spears. Should you manage to find him and dispatch him perhaps you can finally make your peace with these winged amazons?

Isolation Factor (300)

Your companions and you have all been tossed to distant corners in the world. While this normally wouldn't be a problem, the sheer abundance of monsters in the world means if you want to reunite, you're going to have to fight your way through everything in order to meet your companions again.

That wasn't the bad news. We've been informed that we need to take care of some troublesome elements which have shown up – and their presence is actively interfering with your abilities. You might remember these otherworldly guests from your previous adventures, as they happen to be some old friends from your past.

They're not the real ones of course – but regardless of whether it was Odin or Freyja who made them to haunt you, they're here to stalk your every move. As long as their presence remains, your own powers are significantly weakened. Naturally, the more

adventures you've undertaken, the more old friends you probably have. This may take a while.

Corruption (300)

Something has laid a curse upon you and your companions. In a world that otherwise moves at normal pace, your group moves slower, as though you happen to be lagging behind from reality. Your previous abilities to defy laws of physics have been severely weakened, and relying on your super speed may not be such a good idea now.

Periodically, you'll find yourself completely frozen in place, and the frequency of this event occurring increases the longer you stay in Rune Midgard. Be careful that you're not in the middle of a fight when you lose complete control.

Birth by Despair (600)

Well this is bizarre. This is the second time we've seen you here, and you made the exact same choices too. Is this déjà vu? **Your objective in this world has now changed.** There's a doppelganger of you out there in Rune Midgard. They start off invincible, but is otherwise has copied all of your choices made, starting with the preparations you made for Rune Midgard. The doppelganger has a plan in mind however.

As the doppelganger goes about killing MVPs, bits and pieces of your power will be stolen away from you and taken. Should every MVP fall, all of your power will be consumed, so you should seek to not let that happen – because if your doppelganger takes everything from you…there won't be a final choice for you to make.

[To Terminal]

Scenarios

[SCEN_00]

The old man and the tanned man are looking over set of crystalline cards when they notice your presence. It seems like an idea has struck them, from the look of sudden realization that strikes them as they turn to you.

“You know, when we told you that you could do some experiments for us for some extra spending ability, we know that a lot of those didn’t turn out to be especially fun experiments. But we’ve got this card here – and it’s something we were supposed to tweak around with, and frankly, without a live field agent to investigate what this card changes, we’re really not comfortable with using it.”

“It’s a Scenario Card you see, a game changer from Rune Midgard’s ancient history. If you’re willing to test it out for us, we’ll be more than happy to compensate you for the trouble.” **You can gain up to 600 CP from Scenarios, separate from Drawbacks.**

“That said, you probably want some more information before making a decision.”

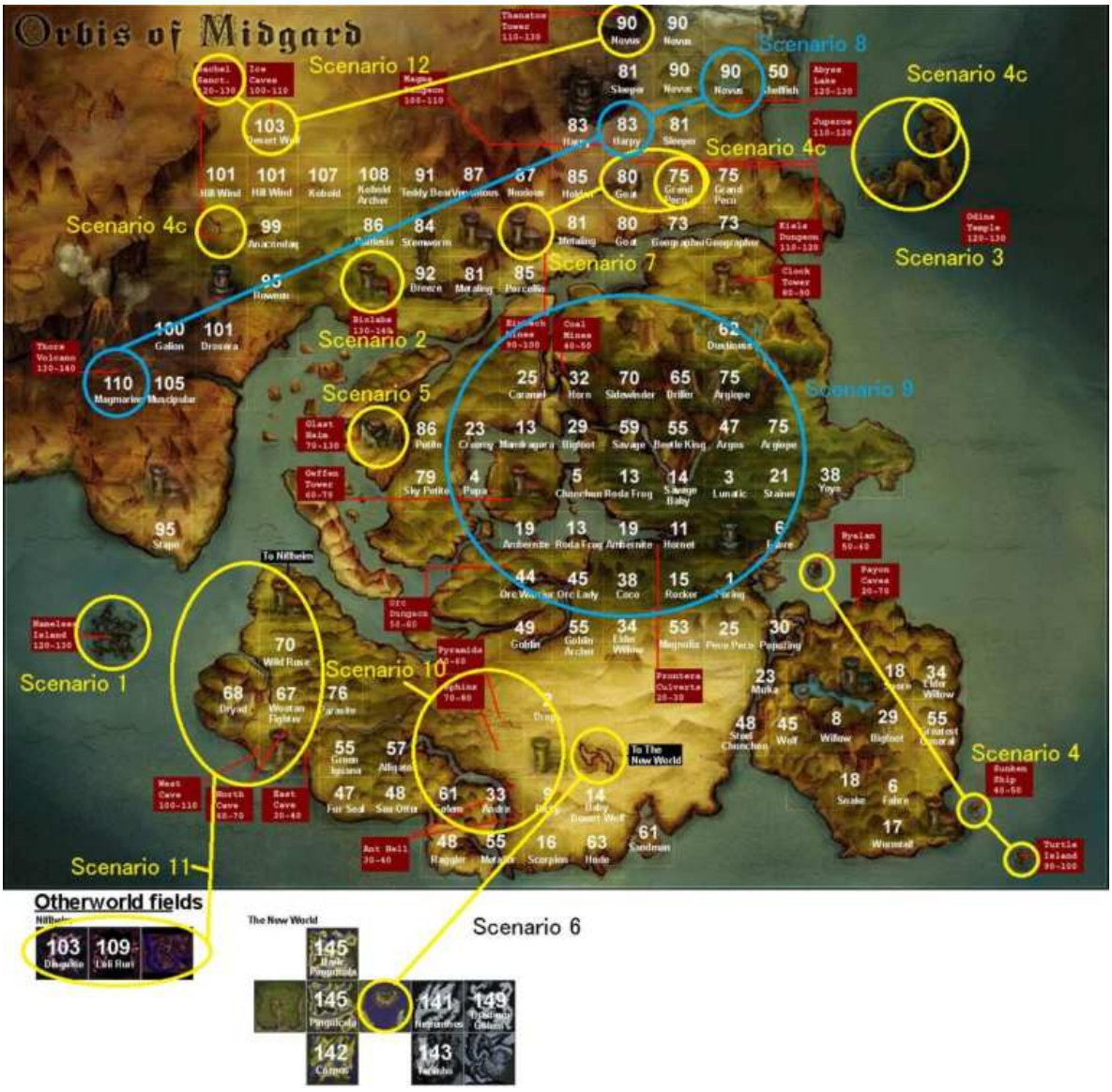
“We call this thing a scenario card, because the scenarios encased within seem to be small excerpts from different periods of Rune Midgard’s history. You may pick as many scenarios as you’d like, and we’ll compensate you accordingly for each one.”

“Honestly, you probably won’t notice too much of a change – except in cases where some conditions may change dramatically – such as where you start and so forth. In addition to that, you’ll probably meet many people under circumstances otherwise impossible.”

Scenarios which are incompatible will be indicated, as will scenarios which shift starting conditions. “We have a map here that will indicate the rough locations of each scenario relative to each other, so hopefully that helps you out. Again, I can’t stress enough that you don’t need to help us with this…but we’ll try to make it worth your while if you do.”

13 Scenarios in total. Restrictions are detailed at the header of each scenario.

You may take as many as you want or none at all. You may only take 600 CP.


Orbis of Midgard
Scenario 1
Scenario 2
Scenario 3
Scenario 4
Scenario 4c
Scenario 4c
Scenario 4c
Scenario 5
Scenario 6
Scenario 7
Scenario 8
Scenario 9
Scenario 10
Scenario 11
Scenario 12
Otherworld fields
The New World
To Nifleim
To The New World

Scenarios – An Overview

Want a preview as to which scenario is what? Take a look below.

Scenario 1 – A demon's assault on the mainland of Rune Midgard leads to a request for you to explore a nameless island…and investigate what's been going on with the strange cult there.

Scenario 2 – Waking up in the ruins of a laboratory, you'll find that you're among the company of clones, and that sometimes, man is the worst monster of all.

Scenario 3 – A lost woman, a lost island, and a very dangerous tourist trip.

Scenario 4 – A naval expedition gone wrong? Or something more sinister? There's trouble on the ocean with pirates about, and you'll have to investigate.

Scenario 5 – Time travel is never a good thing, but it'll also help you investigate why the ruins of Glast Heim are actually ruins in the first place.

Scenario 6 – Something has gotten the insect population of Rune Midgard riled up, and things are only going to cascade from there.

Scenario 7 – Something off is happening with Rune Midgard – and your investigations will take you to a private school that isn't what it seems to be.

Scenario 8 – In which you find yourself playing babysitter to a lost dragonling.

Scenario 9 – The Sequel to Sce nario 5, three tribes, one war, and the humans find themselves in the thick of it.

Scenario 10 – The sequel to scenario 1, where one realizes that some demons never truly stay dead.

Scenario 11 – You've been invited to a race! You just don't know why you're racing…

Scenario 12.1 – The sequel to scenario 8, in which you find yourself babysitting a young girl instead.

Scenario 12.2 – The direct sequel to Scenario 12, as a young girl strives to find her mother.

Scenario 13 – The Scenario to End It All.

Scenario 1 – End of Innocence 200 CP

(This scenario can be taken at any time) [SCEN_01]

On an island far away from the mainland, a hidden cult toils away, assembling a grand altar to reawaken their old gods. They've succeeded in drawing the attention of an ancient demon instead. The Fly King Beelzebub has claimed the nameless island for himself – and now it is known as the Cursed Monastery.

A notice has been put out for adventurers to investigate the ongoings of the island, but very little information has been relayed back to the Kingdom. What is known is that the cult still operates a small port South of Veins, a city in the southernmost region of the Arunafeltz states. There they ferry people back and forth between the island and the mainland.

Those who have come back from the islands have commented that it is a rather rustic village with very happy townsfolk, who are more than keen to invite visitors to their only landmark, the monastery that towers over the village. Most investigators have had no major comments, besides to note that the church feels massive.

Yet far more investigators have never come back, leading most to think that there must be something wrong – though they have no clue what it is. Few mention it, and it hasn't gone on official reports, but there were also comments from those who left and returned that they felt eager to leave before night fell.

End of Innocence, Opening Night

If you stay until past nightfall however, the atmosphere will shift dramatically. A bloody mist sweeps over the island, and upon investigation, it will be apparent that the monastery is the source of this mist. The villagers have disappeared, replaced by shambling ghouls, rotting zombies, and skeletal murderers. Banshees float around the monastery, hunting down the living. Wait – that's you.

Investigating for a way back is fruitless. The island has transported itself into an alternate realm – and the only escape is to break the demon

Beelzebub's hold. The first floor of the monastery is indeed massive. Though in the morning you would only see the chapel, the moment evening falls a previously hidden portion of the monastery reveals itself, containing a massive graveyard and a storehouse. It becomes apparent what happened to the adventurers who never returned – their bodies have been split into parts and neatly stored away in crates against the passageway's walls.

There isn't much to see in the graveyard, and at first glance you would probably just run straight through to the storehouses where even more adventurers lie. Should you explore the graveyard however, you'll find the last surviving members among the adventurers. A novice and a poring who are busy hiding in a forgotten corner of the monastery, the pair will be more than happy to follow you around – and they are well aware that there is no escape except the defeat of Beelzebub.

The entrance to the second floor is guarded by a literal wall of undead, and from the heavy mist surrounding the stairs down, you're rather sure you can expect even heavier resistance down below. A voice rings inside your head as you enter the second floor and surprisingly enough – the floor is empty.

"Welcome, traveller. I hope you'll be staying with us for a while."

The speaker is unseen, and the doors to the level above will seal shut. Attempts to open the doors are fruitless, and the black substance that seems out of the door when you disturb it…suggest that you shouldn't try again. The underground chapel is massive, and living quarters suggest that there were plenty of devotees who lived here.

Except…where did they all go? Your search through the floor is fruitless, but there always seems to be somebody moving out of the corner of your eye – in fact, they seem to be moving out of the corner of everybody's eyes. There is seemingly no exit out of the second floor and no entrance. It's only a matter of time before the paranoia will get so bad that you lash out at that shifty figure – and it turns out be your companion.

End of Innocence, The Watcher

The speaker has to be invisible; it's the only possibility that makes sense. If you had a priest with you, perhaps they could find the source. But to make do with what you have, you'll probably have to rely on a more…mundane sort of sweeping and tracking. You'll notice in every room that there happens to be a mirror. Each of the mirrors also seems to reflect something…more than just your reflection.

With each mirror you break, the fears of you and your companions will be personified and attacks you. Killing them will only put your mind at ease for a while, and it quickly becomes apparent that you'll probably need to break every single mirror. At this point the speaker will finally present himself.

The Fallen Bishop Hibram, once a member of Arunafeltz Church, now the head preacher to the demon Beelzebub. Having watched you and probed into your mind, he's had more than enough time to prepare. He'll conjure your fears against you in waves until he realizes it would be more effective to conjure your loved ones instead.



The Bishop himself appears to be immortal, anchored to the second floor by a trace of darkness that would normally go unnoticed. Should you follow the trace to its roots, you'll find that spawns from a chalice in his room. Maybe if you broke the chalice, you'd be able to make the Bishop mortal again.

Should you leave the chalice alone, eventually the Bishop will expend all of his energy, though you'll probably have to kill your loved ones countless times before this happens. Should you break the chalice, its strength pours into the Bishop. He may be mortal, but he's far stronger than he was before. He also seems to spawn hordes of demons – a boon granted by his master perhaps? You can't help but notice the novice has disappeared.

End of Innocence, Through The Hole & Back Again

Defeating the Bishop is a difficult, but necessary task, as the entrance to the exit floor will only appear after he dies. At this point the novice applauds you. You notice a couple of flies gather around him and the poring.

"Didn't expect you to beat that old man."

The transformation occurs without warning, and suddenly you'll find yourself beset by flies about as large as your head. These flies are bloodthirsty, and they're practically endless. So it turns out you've been bringing Beelzebub along with you thus far. If you never found the novice and his poring, or killed them out of spite earlier on – Beelzebub will assault you out of nowhere.

Beelzebub is no pushover, and will take you on with every ounce of strength a Demon God can muster, and he has legions at his command. He won't be your main concern either, because of the literal wall of flies that he summons to fight against you. Hopefully you have some deity level insect repellent.

Should you push him into a tight spot, he will transform himself once more, this time into a giant fly, though really he only happens to be about the size of a large tank. Thankfully he's given up on spawning walls of flies, and it seems he has weakened somewhat.

Oh, that's why – he's starting summoning copies of your loved ones. Guess Hibram's power had a source after all. Unless your mind is well protected, be prepared to be assaulted with…images of your loved ones, in less than favourable situations. The flood of summons from Beelzebub is endless – you'll have to bring down the giant fly for everything to end.

Once it does end however, you'll wake up to find yourself on the dock again. The nameless island is nowhere in sight. Should you bring your report to the headquarters in Prontera, you'll be compensated for your information, and your actions.

1) *The Church*

The Church will offer you a cup, which when filled with water, will imbue the water with holy energy. They consider this a heavy gift, considering your work against the demon Beelzebub, and the demons you'll probably have to face in the future.

2) *The King*

The King offers you a small deed to a house in Prontera. It doesn't have much on its two floors, but thankfully, you can at least bring the house with you when it comes time to leave – as it will pack itself into the deed.

3) *The Knight Order*

The Knight Order will offer you and all your companions a set of faithful Grand Peco steeds. While it's definitely odd to see some of your companions on these big yellow birds, they do run extremely fast, and could well be the fastest form of land travel in Rune Midgard.

But a month after you resolve the situation – a notice will be delivered to you. It appears that based on the letter, Beelzebub has not yet actually died – and now undead are starting to roam the lands moving North towards the rest of Arunafeltz. Did you think a demon lord would be ended so easily?

Maybe you should help them?

[Scenario Overview]

Scenario 2 – A History of Biohazards 200 CP

(This scenario modifies your starting conditions) [SCEN_02]

When you wake up, it isn't anywhere close to where you had originally decided. Instead you find yourself lying on a pile of wreckage in a dimly lit laboratory and your companions are nowhere in sight. It doesn't take a genius to realize that something has gone awfully wrong.

Before long you'll find yourself scrutinized by a very particular figure. They look human, but they also seem oddly…translucent. A strange aura seems to surround them, making them resemble more ghosts rather than human. Yes, definitely not normal at all.

It then strikes you that there is more than just one of them – there's in fact a whole group of them scrutinizing you, almost like an entire batch of clones or something. One of them extends their hand to you hesitantly, and you can only assume that they want to help you.

Who is it that is helping you?

The High Priest



You recognize the garb she's wearing as that belonging to a high priestess, and after a short pause, she immediately starts tending to your wounds – the ones that you hadn't noticed before. How peculiar. As she's working two other high priestesses, identical to her in appearance, hold you down firmly. It strikes you that at this point; they could perform open surgery on you if they wanted to.

But they don't, and shortly afterwards they're finished with their work. The one who had extended her

hand now introduces herself. “Our name is Margaretha Sorin. You’ll have to forgive us for what happened just now, but all of us have a habitual…instinct to heal others. A memory from a past life.”

- *Magaretha is a proficient high priestess and an effective healer.*
- *Unfortunately, the one you’re stuck with is also an avid pacifist. Actually that might be why you’re not dead yet.*
- *She’ll keep you alive, but she’ll also be covering her eyes as you bash out enemies. With time though, she might improve on that.*

The Mastersmith



With a wild swing of his axe, the mastersmith clears away the debris from all around you, and pulls you up with a quick jerk on your arm, before you’re even quite ready for it. Two other mastersmith, identical to him, brush you off before giving you a head to toe inspection.

“Well…you’re definitely not one of us. And yet we’re not feeling the sensation to kill you. Strange. Well anyhow, the name’s Howard Alt-Eisen. Good to meet somebody new finally.” His words seem sincere, but you can’t help but notice that he really likes to swing his axe around haphazardly…

- *Howard is a mastersmith, with all of the proficiencies that come with it. He also has a really large four bladed axe that he swings around with a dagger.*
- *He’s a bit tough to get along with, and expects you to keep up with him – for what? You’re not quite sure yet.*

The Minstrel

You try to reach for the minstrel's hand, but he simply swats it to give you a high five. Even as you sit there stunned for a moment the Minstrel laughs and plays a smooth ballad. It takes him a moment, after he finishes the brief melody, before he realizes that you're still staring.



"Oh come on, get up. I know you're not wounded. You appeared out of nowhere on me, but it's not like you dropped out of the sky!" He's right – and without much effort you come to your feet. The minstrel just smiles and plays another tune.

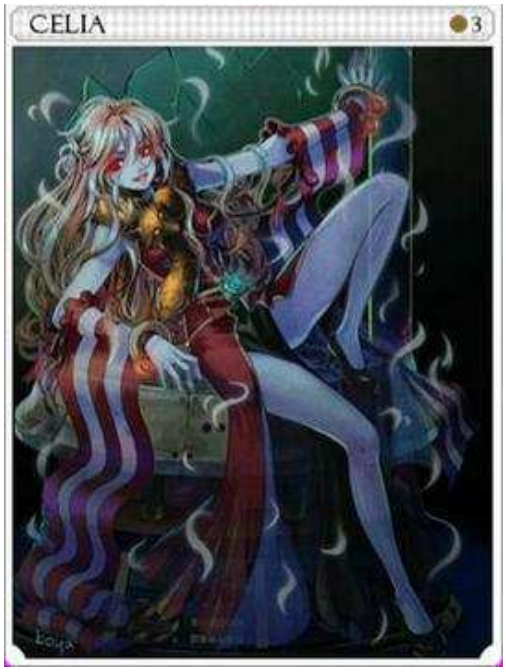
"The name's Alphoccio Basil, though you can probably just call me Basil. Ah, we'll leave the explanations for later anyhow! There's always more time for those annoyances later."

- *"Basil" is a minstrel, and can usually get away from a battle with his music rather than actually fight.*
- *He seems a bit cowardly, but it's actually more laziness rather than cowardice.*
- *He's naturally proficient at using any musical instrument he can get his hands on however.*

The Professor

She retracts her hand before you even reach for it, and starts furiously scribbling down notes on a scroll from the pocket of her robes. You only catch some words as she continues jotting notes. "Subject……Aware… …Hostilities Ceased…"

Finally she finishes and simply tosses a name at you. “Celia Alde.” At least, you presume that’s a name. Well, you presume it’s her name, and when you introduce yourself she nods and notes it down. That’s all the interaction you’re about to get, because she gestures for you to follow her and spins around to lead the way.



- *Celia Alde is a professor proficient at magic.*
- *She lives for research.*
- *Social formalities are minimally tolerated.*
- *No questions, please.*

The Stalker



The woman in front of you drops her hand, and is now just content to crouch over you and stare down at you. Given that her identical copies seem to be content to do the same, you wonder if you ended up as dinner. It takes her a while to seemingly snap out of her own trance, and she along with two clones helps lift you to your feet.

“Hi! I’m Gertie Wi, and you’re new around here!”

She’s certainly cheery, even if you’re not so sure whether she stated the obvious for a specific reason or just had nothing else to say. She’s not going to give you time to ask either, because she immediately starts to head off in one direction. It isn’t long before she notices you aren’t following her, so she gestures for you to follow.

- *Gertie Wi, Stalker, and proud of it. The hiding part. Not so much the stalking part.*
- *An avid thief, she likes to hoard things as much as she can.*
- *A nice cheery personality makes her easy to get along with, but she really likes to state the obvious.*

At this point, you could choose to leave your benefactor and wander about – but there isn't much to see here and nothing around gives you a clue of where you are as the documents have faded and labels have been torn off. This was a lab for certain, but you have no clue where it could be. It also doesn't help that there isn't an exit.

Your benefactor offers what explanation they can muster. The general gist of it seems to be that you've found yourself inside the somatology laboratory of Lighthalzen, sealed within the deepest confines of the laboratory. There is –something– jamming your magic and preventing any attempts to teleport in and out. You figure that needs to be your first target.

The clones are seemingly well aware of the fact that they are clones. Apparently this was the work of a man named Wolchev, who continues to monitor the laboratory to this day – though the means of his surveillance remains unknown even to the clones. They were designed to be soldiers, so food and sleep was never meant to be an issue. There are however, plentiful military rations should *you* need it.

Biohazards: Risk Assessment

Finding a way out remains your priority – and your benefactor is well aware that in order to do that, you're going to need to gather the other clones together. Your benefactor along with the other four clone types present so far have formed a shaky alliance, and perhaps had you landed elsewhere you would have been tossed into a fight immediately.

That still leaves the presence of eight other clone types, each of which has a speaking representative. You'll need to convince them, either by force or by some means of negotiation, that working together for escape should be a mutual goal.

The task in itself isn't difficult, and as you gain the support of more clone types, more parts of the lab will be open to you. You'll realize why the equipment couldn't be found by the clones – the parts had all been jumbled up and attached to random power junctions. You can attempt to destroy all thirteen parts without negotiating or fighting, but you'll have to prepare for a lot of running in that case.

Regardless of how you get it done, when the barrier falls, a main laboratory door will open itself. The barrier has fallen – and yet strangely enough, the jamming effect is still present. At this point, the surrounding clones seem to have regained a portion of your power. Your original benefactor gains 300 CP to spend.

There's nothing for it besides to go through the doors and see what is present on the other side. Which turns out, to be nothing good at all. This was the birthing chamber, and as Wolchev's voice booms out to announce – "The heart of the operation."

Wolchev explains that to fight dropping birth rates in Lighthalzen, he was contracted into a team that investigated with genetic modification. But, as he points out, the best test subject was a human test subject – so he took measures to ensure he had a steady batch.

The clones you see around you were a breakthrough – but only in the sense that he now had a good stock of expendable lab subjects. However, the lab subjects became unruly, and started to pose a threat to Wolchev and his reseach, and thus he locked them inside.

Wolchev proposes a trade. In return for killing off all of the representatives – including the clones that may turn on you as a result, Wolchev will lift the jammer, and allow you to walk away. He might even throw in some of his research notes for you as a boon to make the deal sweeter. Should you take his offer now, you'll be able to go free, but every single clone must be killed to prevent an outbreak.

Should you reject his offer, the doors will seal, and Wolchev will release mutant versions of the clones at you in steady waves. It's a pity that besides you and your companion, nobody else had followed you past the

doors. You'll have to fight off steady waves until Wolchev gets fed up – or well actually, his machine had run out of mutants to toss at you. Thankfully they're not that difficult. If you could fight off clones, you'll be able to brush these off easily.

That's of course, because they were intended to wear you down. In the next room Wolchev has prepared a fun little surprise for you – your companions. Turns out they had not landed very far from you after all. You'll have to beat them one by one until after half of them have been released, Wolchev finally realizes what he should have done from the beginning and will release them all. The good thing is that once you beat them to their senses they'll rejoin you – but otherwise they'll be fighting you as though you're their enemy.

This does, however, leave Wolchev in a bit of a pinch. He's played two of his cards, and frankly he probably doesn't have many left. But what does matter to you is that the central computer is now within reach. The decision is in your hands.

Biohazards: Job Hazard Analysis

You could just simply turn off the jammer and leave this place. Your benefactor will thank you for what you've done and return to the lab to guide everyone else out. Wolchev however, will start deploying clones of your companions to hunt you down.

But perhaps instead, you feel that Wolchev is a problem which needs to be eliminated. Tracking down Wolchev won't be any easy feat – he has complete control over this laboratory floor, though your benefactor figures he has to be hiding here somewhere. At this point, your benefactor will join you permanently as a companion, and gains another 300 CP.

The computer controls will open another set of doors near to you, and judging from all the bloody corpses – you're actually heading deeper into the laboratory. Unfortunately, your new companion doesn't actually know much about this region, but a familiar clone model is lying wounded against the wall just ahead. Maybe they'll know a bit more…

The Lord Knight



On closer inspection, he actually doesn't seem that wounded at all, though his sword is broken and there are copious amounts of blood staining his plate armour. He struggles to reach for his sword however, so you figure that something is off – but your new companion signals – and the lord knight stops.

Finally he speaks, hesitantly. "I wasn't expecting a human to hold off. What kind of trick are you getting at?" When you explain your situation to him he scoffs as though you were joking.

"You're in the battle zone, and we've been fighting constantly for…well I don't know how long we've been fighting. You won't make it to that bastard Wolchev, won't survive the trip. Though…actually…if I were to come with you…" He nods, mostly to himself, before jumping to his feet.

"Alright! My name's Seyren Windsor. I'll tag along with you and show you the way."

- *A soldier first, and a man second, Seyren is used to following others.*
- *Loyal to a fault for anyone he calls a friend; he's willing to throw his life on the line to protect them.*
- *Rather headstrong however, and believes that might makes right.*

The Sniper

She's very heavily wounded, but if you or your companions had anything to tend to her wounds, she'll be able to stabilize. As she is healing however you can feel her gaze bore into you – carefully scrutinizing you and perhaps rendering some sort of judgement. Perhaps you should be wary of a fight.



But no such thing happens as the Sniper is tended and gets up. "Cecil Damon, I thank you for your assistance, but I didn't know that Wolchev was expecting visitors." When you explain your situation to her she merely nods.

"Then I'll help you. I've long since tired of Wolchev's games."

- *A dedicated sniper with a cold exterior, Cecil prefers to hang around the back and strike from where it's safe.*
- *Despite her cold exterior, she's actually a terribly lonely person. Or maybe it's because of her cold exterior.*
- *Has an issue with communicating without formality.*

The Creator

By the time you reach him he's already chugging down a potion, and without your new companion to intervene it seems he would have been keen to toss one at you as well. It's not likely that he was planning to toss a beneficial potion.

Your companion's presence makes him pause however and he stares at you for a moment in confusion before he asks. "Who are you guys? Why the hell are you even here?"

When you explain your situation to him he's ecstatic to go along with you – to show you the effects of his potions. It's only as an afterthought that he introduces himself as Flamel Emule.



- *Flamel Emule, creator extraordinaire.*
- *Loves potions way too much, and loves to show them off.*
- *Seems to believe that tossing explosives is a valid solution to any problem.*

The Paladin

Well, he actually doesn't seem to have a problem at all. In fact as he raises his sword at you, you realize he was only resting. The Paladin stares at you apprehensively, before he literally leaps off the wall and launches himself at you. Thankfully as he notices your new companion, he stops himself – at least before your other companions skewered him.



He gives you a curt nod before sheathing his blade. "I apologize for that. I'm not used to…humans around. Might I ask if you're lost?" Once you explain how you ended up where you are now, the Paladin just nods.

"My name is Randel Lawrence. I can help you by serving as your guide…I've been here…for quite some time now."

- *Randel Lawrence is a spear and sword wielding paladin, who seems to believe that the best defence is a good offence.*
- *Thankfully he can heal himself, but he also gets quite reckless.*
- *Very strict on formalities, but this can be slowly weaned out of him.*

Regardless of who you came across, your new guide has a much better understanding of the area around you. The battle zone is a dangerous place, and Wolchev is making it even more dangerous just to stop you from proceeding forward. Besides your new guide, all the clones are now out to kill you – you can see from the way their eyes glow red that something is controlling them.

The slaughter will be inevitable, even though Wolchev has given them enough of their consciousness so that they can feel pain. The majority of them will wail in pain, some will have last words, but eventually it'll all be background noise to you as it repeats over and over again. You can only remind yourself that they are in the way to get to Wolchev.

Should you make it to the far side of the battle zone; you'll find that Wolchev has barricaded himself behind magic resistant doors. Perhaps you could hack the door from the terminal nearby, or perhaps you'll opt to simply destroy the door: but either way, the final barrier between you and the mad scientist falls.

Biohazards: Madness

He happens to be dining on a clone as you enter, and obviously was not expecting you. At least, that was what you thought until you realized there are three Wolchevs in the room. The mad scientist must have cloned himself.

The Wolchev who was eating now smiles at you. "My, my, how rude of you to disturb me as I'm eating. Did you enjoy the pre-game show I prepared for you?" He wasn't actually waiting for you to respond it seems, as he snaps

his fingers and a new group walks in. You and your companions face down your mirror doubles, sans your new guide and your latest companion.

"A pity that I couldn't optimize them based on what I've seen so far, but if you've only got two low level clones…well it shouldn't matter much, you'll be tired and the difference shouldn't be significant…" He's talking to himself again, but it seems from what you overheard that the clones aren't perfect copies – this might work out in your favour after all.

The clones of you and your companions are indeed imperfect, but they'll work together flawlessly to take down what they think are the weakest components of your team. It'll be rather easy to notice the predatory style of assault they've chosen to adopt. The skills they use are mostly high level magics, and some basic copies of your skills. But defeat them, and you'll find that you have Wolchev cornered. Or…well…the Wolchevs, cornered.

The scientist just shakes his head, and a final plea bargain comes out. You would hear him out, but a screen turns on to the left of you, and a third party introduces themselves – Rekenber Corporations, a name that the clones remember as the original ones who experimented on them.

Wolchev wants to go free, believing he's done no wrong for the sake of mankind. Rekenber wants everything that belongs to it, back in its hands, meaning Wolchev, his research and all the clones. You now have a choice to make.

1) *Detain Wolchev for Rekenber to deal with.*

Detaining Wolchev will earn you a paltry sum of cash from Rekenber as payment for your services.

2) *Kill Wolchev*

Killing Wolchev, Rekenber will overlook this, as long as you hand over the fruits of his research.

3) *Let Wolchev go free.*

Wolchev says he won't forget this, but neither will Rekenber, which will mean the corporation will start dedicating resources to dispatching you.

But that still leaves the matter of the clones and the research...

1) *Take your companions with you along with the research.*

You'll have all of the information necessary to produce human clones and empower them, along with your companions, but Rekenber will capture those clones which aren't your companions, in addition to letting loose the hunting parties on you.

2) *Take your companions, but leave the research.*

Leaving behind the research, Rekenber will be slightly lenient and leave you alone. Some clones will escape, but the majority will be captured for further usage.

3) *Leave your companions, and take the research.*

Leaving behind your companions, Rekenber will deploy kill squads on you for having taken their core research. You do have the research to learn from however, so it's not a total loss.

4) *Leave it all behind for Rekenber.*

Rekenber will pay you a small sum of money, but the few clones that will eventually escape will be trained to kill you – guess Rekenber wasn't that grateful after all.

There is one last chamber however, regardless of your choice, where Wolchev kept one last batch of experiments. Whatever you take from here would probably be kept secret from Rekenber – but without the biological key from Wolchev it seems that whatever you take will be the only thing you take as everything else is destroyed.

1) *Inactivated Clone*

A last clone model rests inside the stasis chamber, and unlike the others, you can actually choose what class they'll be.

2) *Growth Serum*

The growth serum was used to make giant clones, which thankfully you did not have to fight. They would have probably left a terrible mess. Whoever drinks this can increase their base size by a quarter of their base size.

3) *Hazardous Culture*

It's a bit hard to believe that this culture was the cause of the entire problem – but apparently this plant was what made the rampant growth of cells possible. The notes suggest that this culture was originally intended to be used as a plant growth stimulant before it was modified into a human growth stimulant. Considering this seems to be the original, you'd assume that it no longer affects humans.

Whatever you take, it is best that you leave now before Rekenber decides to finish the job by removing all the evidence…

[Scenario Overview]

Scenario 3 – Wings of an Angel 200 CP

(This scenario can be taken at any time) [SCEN_03]

Long ago, Odin Temple was a place where the people came to worship Odin and the Goddess Freyja. Internal strife tore Odin and Freyja apart – and now the island lies abandoned…and forever bloodstained. Rumours from Hugel are afoot that the Valkyries have been seen moving about on the island – and if the messengers of Odin are moving, it can't be anything good.

Nowadays, visitors can still visit Odin Temple by boat – though access is usually restricted to the daytime when the island wildlife is not as dangerous. The first time you visit there, you won't see much of anything at all – and it seems that the island has been largely deserted.

It's only on your return trip to Hugel that something seems odd. Odd bloodstains are appearing everywhere you go – and it seems that murder rates are suddenly skyrocketing. If you choose to ignore it, sooner or later, you'll find suspicion begin to pile up on you as the trail of bodies seems to follow you as you go.

If you choose to investigate it – you'll come across the trail of a young woman who seemingly has nothing to do with the string of murders following you around – except for the fact that she's now following you around day and night. If you could look into her mind – you would see nothing inside but a black abyss.

She seems to have forgotten her name, and the only words she's willing to say are: "Return…", "Waiting…" and "Sisters…" While you have no clue what they mean, it seems the further away from Odin Temple you go, the more people start to die. Sooner or later, it'll probably dawn on you that you should head back to Odin Temple.

Odin Temple: Massacre

So a return trip to Odin Temple shows that it has changed substantially. Blood has washed over the entire island, staining the ground a nice tint of crimson, and the air smells like death. Upon returning to the island, the woman will start to regain some of her memories. Her name is apparently

the first thing to come back – Vanadis – though you have no clue what to make of that.

Still, she urges you to move deeper towards Odin Temple, and this time the local wildlife is out in force. You'll find battle lines set up, with Valkyries directing the defence of the island – apparently they're preparing to defend against you. Regardless of the adversity, by now you'll start to feel an instinctive urge to get to the bottom of things. Thankfully these Valkyries aren't considered mature yet. Seems like they're just trainees.

But as you move deeper into the island, it becomes very apparent that the Valkyries are dedicated to stopping you dead in your tracks. The elite class Valkyries will start harassing you as you approach the long bridge towards Odin Temple. Considering how fierce their attack is – perhaps the bridge is not the best choice.

You could either take the bridge or follow the inland path towards the temple. The former will be treacherous, as you find yourself sitting wide open to the Valkyries' flying attacks. The latter will mean having to fight through a literal army of Valkyries head on. All the while, Vanadis seems to be regaining more and more of her memories as she eggs you on.

When you do reach the temple finally, it's the first time where the thought strikes you – Why are the Valkyries so dead set on stopping you? The Valkyrie guarding the temple is willing to answer your question – that woman you've been harbouring all along is the Goddess Freyja, here to see to the destruction of all that Odin holds in his possession. This means the humans – even if you may be exempt by cosmic fiat.

Odin Temple: Divine Privileges

You can stand aside and let Freyja do as she will – if you enjoy the prospect of sitting in the void for the remainder of your time here. Or you may attempt to stop her, at which time Freyja will deem your usefulness expired – and proceed to turn on you with her twelve Valkyries. The few Valkyries still loyal to Odin will attempt to aid you – but granted that you did massacre the majority of them; it'll be mostly up to you to fight Freyja and her cohort.

Freyja will bid you to stop should you take down half of her Valkyrie guard, or should she start to feel her injuries. After all, you lead her all the way here – should you really be fighting her? If you're willing to put down your arms, she'll let you follow her or even walk away.

Resist

If you struggle against Freyja, be prepared that a fight against a Goddess is likely to be far worse than a fight with a normal MVP. As she starts to take you seriously, it becomes obvious that her powers of genesis are on a completely different scale.

If you could somehow remove her from Rune Midgard you may stand a chance – but otherwise she will demonstrate her ability to conjure up Valkyries at will with nothing but a minor spell. As the fight stretches longer, her power only grows stronger – and to begin with she was already at your level.

Should you win, as Freyja breathes her last, she will entrust you with one last bit of her essence. Is this how she plans to live on? Should you accept it, your appearance will become radiant, and people will flock to worship you as they did the goddess, though over time this slowly fades.

By imparting a bit of your own power into other things, they too shall shine for a little while. Yet perhaps you'll live forever with the suspicion that the goddess is harboured inside you. Should you reject it, you'll still be able to walk away, knowing that the world is safe – and you won't be living in the void for the remainder of your time here.

Ceasefire

Should you opt to lay down your arms, Freyja will explain that long ago, Odin betrayed her, and saw to her banishment away from a world he wanted to claim for himself. Yet this being a world that she took part in, she saw no reason to his claim – and furthermore no reason for his betrayal.

She's not here to destroy the world – she's just here to reclaim what is hers. But…her former husband is not going to be rather fond of that idea. The

Valkyries fighting to repel your unwitting invasion were guarding the body of a God – one that is waking now.

You have a very bad feeling that you're about to get caught in a crossfire between two deities. There are no words of reassurance from Freyja, and Odin just looks at you scornfully. You are not his creation, he knows that very well – and you are next on his "To Eliminate" list after Freyja.

Odin will be difficult. Much like Freyja, he can control the souls of the dead to conjure up Valkyries at will. While Freyja can do the same, she's also been weakened by none other than you – so presumably you'll have to make up the difference.

The battle must be quick, not because you have the strength to finish it quickly, but because the longer the battle gets, the stronger Odin will become as he recovers to his full potential. He must be dispatched before he starts awakening other Gods. Thankfully, his former wife sees the same urgency. This is after all, the man who took part in the formation of Rune Midgard.

This will end – either in your total annihilation, or the death of Odin. In the aftermath, as Odin Temple starts to crumble away, Freyja and her remaining Valkyries will pull you out from the ruins. At least she's nice enough not to leave you behind.

The remainder Valkyries will fall in line under Freyja's command – but the Goddess hasn't overlooked your pivotal role in making this possible – and you may choose a Valkyrie to join you as a companion. Whether you take her along with you as you leave will be up to you. She has 500 CP to spend.

[Scenario Overview]

Scenario 4 – Terror of the Seas 200 CP

(This scenario has multiple exclusive branches) [SCEN_04]

Sooner or later, you'll find yourself hearing rumours about a fight on the seas that has been long raging between MVPs. It will however be the first rumour of MVPs fighting that you've heard of in your time here. Perhaps if you could figure out why – you could also figure out how to make other MVPs fight each other.

Your investigation will bring you to Alberta, a city on the south eastern edge of the Rune Midgard Kingdom. Rumours are flying about in the port city that the undead pirate lord Drake has been seen on the seas – apparently sailing towards the Turtle Island. Other rumours indicate that he's been sailing towards Byalan Island just a little ways off the coast of Alberta.

You figure that regardless of where you go, it's still a starting point. But there are three ships in the dock right now that can take you to your destination.

1) *The Crimson Maiden*

This ship will head towards Byalan, and the journey is relatively calm, without any hassles in between.

2) *Sapphire Solution*

This ship will head towards Turtle Island, but along the way the ship ends up taking a bit of damage from a storm – and you'll find yourself on Turtle Island without a way back.

3) *Black Hag*

…Oh, you ended up on the wrong ship. It becomes apparent once the ship sets sail that this crew…is not what you think it was.

The Crimson Maiden's Route

The Crimson Maiden lands uneventfully on Byalan – but the island itself is undergoing bizarre shifts. Byalan is an island sitting on top of an

underground tunnel, and as you go further into the tunnel, the water level will slowly rise until you are entirely submerged. Past this – is the underwater kingdom – ruled by…a massive Kraken.

They're not very welcoming to land walkers, and unless you have something to breathe underwater with you won't get very far. The water is basically the first line of defence – but the Kraken's domain has a problem.

Drake, the legendary undead pirate, is looking to plunder the Kraken, and the water does nothing to stop his undead crew. Drake's ship, capable of travelling underwater, (*Well that explains why he just shows up in the middle of nowhere*) has been harassing the underwater kingdom. That's all the guards on the shore are willing to tell you.

If you offer to help them, they'll consider granting you an audience with the Kraken himself, but you're still going to need to find a rebreather. They're willing to wait for you to go back and get one – but either way, that won't stop Drake from harassing the kingdom.

When you do venture into the court, the Kraken is actually…rather amicable. With a simple tentacle wave, he blesses you such that you and your companions can now breathe and speak in water – but there is the proviso that you help him deal with Drake.

They have a ship, not a very seaworthy ship considering it sunk, but it'll work against Drake. You'll have to scavenge cannons and parts – all the while regularly being harassed by Drake's long distance cannon shots and skeleton deployments. At least until it's a…submarine worthy ship.

The fight against Drake is a naval one – at least as naval as two ships meant for surface travel forced underwater could get. The problem is mostly that massive tidal currents surround the entire underwater city, making movement hard. Drake has been forcing these currents to part with his cannons – and mostly just waiting for the timing to align properly.

Your fight with him will eventually end up becoming a boarding battle – so thankfully you can breathe underwater now. Drake isn't particularly difficult; it's just that his ship happens to defy physics in terms of how

manoeuvrable it is underwater. Nothing in the water seems to affect it, be it whirlpools or currents or twisters. Upon his defeat however, the ship will fall apart and the crew will disintegrate. Hopefully you can get back on your own ship before that – or it'll be a long swim back.



The Kraken will gladly reward you now that Drake is no longer a threat, though his definition of a reward is a bit…peculiar. It's a translucent egg – which will presumably hatch into a Kraken, but you're not sure how long it'll take before it hatches. The Kraken advises that you keep it in water.

The Sapphire Solution's Route

The trip to Turtle Island does not end well. By the time you reach the island, after multiple storms and a stray cannonball appearing out of nowhere, you're amazed that you actually made it to land – but with the island in the state that it's in – maybe you weren't too lucky after all.

The signs of battle are all over the island, and it becomes quickly evident that Drake is laying siege to the island as the remains of undead lie scattered everywhere – and dead turtles are strewn all about along the shoreline.

The surviving crew suggests that you head into the Turtle Kingdom, nested beneath the center of the island – but it's not going to be an easy journey – as both the turtles and the skeletons will harass you to no end. It's only on the deepest floor of the kingdom when the turtles will finally stop harassing you, and the skeletons won't be present. Unless you're willing to destroy the entire island – it's going to be quite a grind.

Presuming you didn't destroy the entire island and massacre the turtles, the Turtle General will be open to an audience with you, where he explains that Drake plans to establish his naval dominance again – by ensuring that no travel along the sea or coastline is safe.

If you're willing to help the Turtle Kingdom, the General would be more than willing to contribute on the kingdom's behalf as well. One of his elite guards will be joining you.



1) *The Assaulter*

- The fastest turtle there is – heck he's faster than a sprinting man.
- Unfortunately he also believes he's ninja, and tends to exaggerate things a bit.
- End of the day, he's still just a turtle, albeit with magical abilities.

a



2) *The Freezer*

- A turtle with a frozen chunk of ice on his back.
- Very handy magician and tosses ice spells around like he's a natural high wizard.
- Yet…he's a turtle…and he's very slow.

3) *The Heater*



- A bright red turtle that besides being so glaringly bright would be otherwise rather normal.
- Oh, except he can breathe fire, and can launch himself forward like a rocket.
- Besides those things though, he's still a turtle and moves rather slowly.

4) *The Permeter*



- At first glance, you're not sure if it's a turtle or a tree – but it seems there's literally an apple tree growing on this turtle.
- He moves…really slowly, but the roots on his tree can grow very rapidly, impaling people like tendril spikes.
- Oh did we mention the apples grow really fast and are edible?

5) *The Solider*



- Is it…a chess piece? There seems to be a tower mounted to this turtle.
- In battle he doesn't actually move at all. Outside of battle…well he makes turtles look fast.
- On the other hand, he shoots rocks out like a catapult!

As the elite…turtle assigned to you indicates, the first necessity is to retake the beach. Thankfully the turtles on the upper floors are now a bit more cooperative, but on the other hand one of Drake's lieutenants has landed – and his presence bolsters the strength of the undead greatly. It's not so much that they're awfully strong, they just keep resurrecting.

You figure you'll probably have to hunt the lieutenant down, but if you want to save the Turtle Kingdom at all, you're also going to have to organize their forces a bit – after all, mobility is not their strong suit. Regardless of whether you actually do so or not, by the time you get to the beach the lieutenant will be in sight.

Bizarre – you weren't expecting an old foe here – but it seems that Drake's magic has conjured up undead from one of your past worlds. This…was not supposed to happen. The Lieutenant's words suggest that he's not the only one back from the dead – and more will come if you give Drake time. You'll have to dispatch this one anyways.

The good news? Well Drake's ship is finally in sight. The bad news? The technology on his shape is bizarrely out of this world, and he's shelling the island with the intention to collapse it on the Turtle Kingdom. Even if they have shells, it's not likely the turtles will survive a cave in.

You're going to have to find a way to shut down his cannons – and he's well out of range. Maybe some of the remaining Solider turtles nearby can

help. The magic shield around Drake's ship seems to absorb most magic attacks coming towards it – but maybe traditional boulders will do the trick. Alternatively, you can attempt to shield Drake's bombardment, and eventually he'll get fed up and bring the ship closer – a boarding party so to speak.

You realize that Drake is most likely a Necromancer, because depending on how much time you gave him, many of your dead enemies and fallen friends will be in his crew. The undead captain himself has basically placed a familiar wall of undead between you and him – and you're going to have to blow through them in order to get to him.

Drake himself actually seems somewhat mundane. Besides constantly summoning up undead and having completely control over water, the only threatening nature about him is that he seems to summon substantially more minions when he faces greater numbers. But eventually, he will fall – given you don't fall first. By the time he gets to the ground, the Turtle Kingdom, hopefully still intact, should be relatively safe until he falls for good.

The Turtle General, upon hearing news of Drake's death, is more than happy to compensate you for your help.

He's willing of course, to let your turtle guide join you as a companion. They'll get 500 CP to work with. It turns out they also had the ability to summon up turtles similar to their own type – though you're not sure why they never bothered using it while you were actually fighting.

1) *Turtle Seed*

It's…a packet of seeds – and you're not sure what it actually plants, until the General points towards a flowerbed nearby. Baby…turtles. You always thought the turtles grew from eggs – but apparently this wasn't the case. As the General explains, the turtle seeds are what give each turtle their own special…traits. You could use it to give other animals similar bizarre traits as well.

2) *The Immaterial Driver*

It…looks like a normal golf club to you, but the Turtle General assures you that it's one of his most treasured possessions. As he demonstrates, should you wield it, a golf ball will appear, and you can basically play golf anywhere. Then he happens to demonstrate it on an undead captured nearby, and it turns out that enemies can be considered as golf balls too.

Ever considered taking up golf as a hobby?

3) *Turtle Shell Soup*

No! It's not made of turtles! They're not cannibals! This soup however, does harden the skin of whoever drinks it dramatically, to the point where they could probably withstand the majority of physical blows without armour. As the General emphasizes, it's really not made of turtles, just the bowl you're drinking it from is a turtle.

The Black Hag



Drake scrutinizes you before breaking into a bony grin.

"Welcome to the Crew!"

Before you can even say a word of protest, your companions and you find yourselves shoved onto the deck – and everybody around is somebody you've met before. Something is very, very wrong here. People not of this world are somehow present – and you have a feeling Drake got his hands on something he should not have.

But Drake is seemingly immortal, as long as he remains on his ship – and he's keen on conquering the seas, though you're still not quite sure why. You can spend your decade as part of Drake's crew, and he'll be more than happy to share in the plunder, or you can make a choice.

Do you stage a mutiny? Or do you actually try to figure out what it is that Drake is after? Drake, being the chill guy he is, warns you that if you do happen to try and kill him now that you're part of the crew, you basically have to take over the ship unless you can find somebody else to take over. That won't bode well for you if you have to leave in a decade.

If you spend some time with Drake however, you'll realize that there's something a bit off about his motives. He seems to be actively trying to push people and monsters away from one section of the open sea. It's almost as if there's something there that he does not want anyone to discover. When you ask him about this – he realizes the game is up.

Drake explains to you that his rebirth as an MVP was not an accident. Rather, he was cursed long ago by an ancient shadow beast – one that he only calls the Dark Guardian Kades. Having succumbed to the curse on the sea, he was forever bound to the sea. From what he understands, if anyone were to enter that region of the sea, they too, would be afflicted by Kades' curse.

Having explained it to you, Drake offers to let you go. After all, he does feel a bit bad with dragging in innocent folk – or relatively innocent folk anyways. If you take up his offer, he'll deposit you on the shoreline.

If you choose to stay instead, sooner or later, you'll have to confront Drake about the curse again. After all, the pirate doesn't actually seem to like pillaging very much – actually he seems like he's doing it to keep up appearances as most of the time the Black Hag remains relatively stationary. Drake acknowledges your point – but the only thing he can think of doing is heading for the region of sea where he first encountered Kades.



Kades, the Dark Guardian, is the keeper of the underworld. While relatively neutral and impartial – he has distaste for sailors which he doesn't care to explain. He

does recognize however that you're here to figure out Drake's strange circumstances, and so he won't curse you – but he doesn't really care about helping you either, so the curse stays.

Kades won't help you, but his servant Rudo might. Disregarding the fact that she looks like a little cherub holding a toilet paper roll, she explains that unless you do a favour for Kades, it's not likely that Kades will do any favours for you. This is one MVP who believes strictly in equivalent exchange.

Unsurprisingly, Kades agrees to Rudo's suggestion. He'll give you a "simple" task, just a task to fetch something for Kades that he normally could not go out to get. Drake finally speaks up and warns you – this was exactly how he ended up getting cursed. You can still walk away now, you know.

But you'll be given a choice of three items that you can deliver to Kades.

1) *A Valkyrie's Bloodstained Bouquet*

If you've already been to Odin Temple as part of scenario 3, you'll already have this. When you ask Kades to repeat himself he merely turns away and Rudo explains. Since Kades basically has to watch over the gate constantly, he has no time to actually go and find the things he likes – and apparently bloodstained flowers are something that he likes.

Rudo quickly corrects herself – it isn't so much that the flowers are special, it's the blood that has stained it. A Valkyrie's blood. Presumably, you're going to have to find a Valkyrie that's willing to let you bleed her over a flower until it stains properly. Which doesn't seem very likely.

Rudo warns you that Kades will know very well what kind of blood stained the flower. You're not sure you want to ask how he'll be able to tell.

2) *The Stopped Pocket Watch of One who Transcended Death*

If you've already been to Kiel Hyre as part of scenario 7, you'll already have this. Rudo explains that as the director of the Kiel Hyre Academy continues to shirk away from death with his bizarre experiments, Kades

grows eager to claim some part of him – and apparently his pocket watch counts.

You're assuming that the Academy director is not going to just hand over his pocket watch and Rudo confirms that – the director has been driven so far out of his mind that he essentially attacks anyone who comes near. You'll basically have to travel all the way there and fight him for it.

3) *The Will of Red Darkness*

Believed to be the nucleus of certain monsters, Rudo points you in the direction of Rachel Sanctuary, where a beast deep in the underground of the sanctuary apparently holds a fragment of this – presumably as its own core. Which…basically means you'll probably have to fight it.

The monster Rudo was referring to, the Gloomundernight, is a worshipped beast by the cultists of Arunafeltz. They probably won't be too keen on you killing their holy beast. So best be wary when it comes to deciding what path to follow.

Regardless of what you choose, Rudo will be kind enough to warp you nearby. She didn't specify how you were going to get back however – so the trek back may well be extremely long even after you get the item. Thankfully Drake can still be found on the seas, and will still be willing to give a lift to Kades.

Apparently the Dark Guardian was not expecting you to succeed. Neither was Rudo actually, so it seems that the toilet paper pixie was actually trying to undermine you. Both of them are at a bit of a loss. You did meet the terms, so they do feel obligated to fulfill their side of things.

As a result, the curse on Drake lifts. As the spirit of Drake finally starts to move on, he thanks you – before hurriedly mentioning to you that with him passing on the Black Hag will disappear as well. That leaves you in a bit of a conundrum. How do you leave the gate to the underworld when the ship that brought you here is gone?

Neither Rudo nor Kades has an answer to you – so the only answer really is to step through the gate: in which you'll promptly end up in the Land of the Dead, Niflheim. Population: The Lord of Death, and everybody you've happened to kill since your first foray away from home.

To escape, you'll have to find your way back to the Yggdrasil tree – but that'll be a matter of dodging past enemies and corrupted allies. See, the Lord of Death really can't have living people just float in and out of Niflheim. Make it back to Yggdrasil, and you'll return to the land of the living.

A week after your return, a parcel will arrive for you, depending on which item you chose to deliver to Kades. Perhaps Kades has some sort of wicked sense of humour.

1) *Valkyrie's Tears*

It's a small vial, with the label telling you what it is. You aren't sure that Valkyries have bloody tears, but you're rather confident that it's actually a vial of blood. When ingested, it lets you float a little ways off the ground as though you had wings. You can freely return to a grounded state at will.

2) *Timeless Hourglass*

It's not so much an hourglass as it is a pendant. It'll halt the aging process of whoever wears it – but that person's age will continue to accumulate – such that if they are still mortal when they remove the pendant, they may well die instantly.

3) *Undying Flame*

A fragment of fire, that you suspect is from the Gloomundernight itself. It seemingly attaches itself to an individual, and allows that individual to freely mould and shape fire – but how much fire can be utilized is severely hampered by the wielder's magical strength.

Hopefully, with Drake gone, and Kades satisfied, you won't have anything else to worry about. Time for a nice seaside vacation!

[Scenario Overview]

Scenario 5 – The Nightmare of Glast Heim 200 CP

(This scenario can be taken at any time) [SCEN_05]

Long ago, the ancient castle of Glast Heim fell to an evil influence, a corruption which spread out and took over the hearts of those who oversaw the castle – and all of its residents within. The corruption began from the very depths of Glast Heim – and was never curbed, until the corrupted Glast Heim attempted to extend its influence to the surrounding regions and was met with fierce opposition.

Today, Glast Heim lies silent, as the remnant undead and restless spirits roam its halls. Yet the appearance of the New World and Satan Morroc has disturbed Glast Heim somewhat – leading to the formation of a time gap bridging the current ruins to the ancient fortress.

Investigating the time gap may well be a one way trip, the scientists tell you, unless you can defeat the source of evil that is corrupting Glast Heim on the other side. It isn't so much that the time gap isn't stable, the scientists' fear is more so that whatever corrupted Glast Heim will make its way through the time gap. They do however, suggest you bring friends along.

When you go through the time portal, you'll be greeted by a woman who introduces herself as Himmelmez. Himmelmez is apparently the researcher contact who has set up a base camp on this side of the time gap, and is more than willing to give you the information you need to find the heart of the corruption – which she refers to as the Root of Corruption.

She'll inform you that the Root appears to be drawn to living beings – and your best chance of finding it is if you can hunt down any survivors. Before that however, she warns you that due to the influence of the time gap, healing spells have extremely reduced effect here. It's best to take care not to be severely injured, because all of your energy reserves regenerate much slower than normal.

Glast Heim: Unpleasant Dreams

The castle is big, and you aren't likely to find any more than one survivor before the Root takes hold of the others. You could of course, opt to ignore searching for survivors and try your luck at blindly hunting down the Root of Corruption. But should you attempt to search, you may find the following people.

1) *Khalitzburg Knight*



You come across a young blonde woman wearing so little armour that you have to wonder if she's actually wearing armour for the sake of defence or for looks. She's under assault by a group of what looks to be armoured suits possessed by dark magic, but after you help her clear the enemies away, she'll have enough time to take a breather.

She'll introduce herself as a member of the Khalitzburg Knights, and apparently names aren't a thing they just toss around – electing to go by their titles instead. She's here with a goal similar to yours, to find and protect any survivors from the Root's influence.

- A knight proficient in magic, but she's been drained dry from the last encounter, and is in bad enough shape that she won't be tossing out spells willy-nilly.
- Not that great at using her sword though.
- Rather formal, and prefers not to talk when it isn't professional.

2) *White Knight*

You come across a knight in white armour, who is wielding a rather large lance, probably more suited for horseback fighting – yet his steed is nowhere in sight. His lance isn't really helping with all of the arrows that the

mechanical archers are tossing at him – so he probably needs a bit of help to clear out the mess.



This is Heinrich, a knight of the old order of White, who believes he is most likely the last survivor of his company. According to him, the Root of Corruption isn't the true cause – he claims to have seen another person controlling the Root.

- He's part of an Order who specializes in mounted combat. That lance he's wielding is great for charges.
- Unfortunately he has no steed nearby, he does have a short sword that he can use, but he won't be comfortable with it at all.
- He'll watch your back, no matter what happens.

Regardless of who you save, the Root of Corruption will eventually make itself apparent – though on visual confirmation it really looks like a bizarre growth with mouths and eyes everywhere. It has recently devoured the other survivor – and now demonstrates what it can do, as undead knights begin pouring out from its mouth.

The fight with the Root of Corruption is relatively simple, besides the endless horde of undead that seems to pour out, and the Root's amazing regeneration factor. With sufficient amounts of concentrated damage, you'll find the Root falling…as well as the floor collapsing.

Luckily there wasn't much of a fall – unluckily it turns out that the Root of Corruption you saw was just a nodule, the Root has taken hold of the entire castle. The survivor you saved will realize that you were not aware of this and explain to you that the Core of the Root is actually mobile – a moving humanoid mass of muscles, with only three eyes to distinguish it. One on its

face and two on its shoulders, which should help identify it if you come across it.

There is a different matter however – and that is that the lower floors of the castle are completely unlit. The creatures that stalk this place do not need light to see – and more Roots will appear to harass you. As you venture deeper, based on what little knowledge the survivor knew, the survivor will explain a bit more on the origin of the Root.



The Root did not, unlike popular belief, come out of nowhere. A woman had arrived one day with an idea to introduce a new weapon for the use of defence in the castle. This – was what led to the creation of the Root, and subsequently the slow collapse of Glast Heim as you are witnessing now.

The survivor explains something else – or rather, they'll demonstrate it. The Root of Corruption has a very subtle, very insidious effect. The process of corruption is like a slow creep, but this allows it to bypass mental defences. You'll soon find yourself staring at your own twisted copies. Attempting to interact with them will fill your mind with vivid images of things that inspire feelings of dread inside you.

Glast Heim: Night Terrors

As you go further down, the Root will begin to tempt you, in ways that only you know how. It then becomes a race to get down to the bottommost floors, where Amdarias should reside. Take too long, and you may find yourself wandering through illusions of the first world you came from among kindred spirits and your cherished companions. Stay too long and you may never leave as the monotony ingrains itself into your mind – such is the temptation of an eternity in blissful stagnation.

But if you press on – eventually you will find an end to the fleshy Root of Corruption, and the effect of the Root seems to wane. Himmelmez is

waiting for you here, though how she arrived is not something you quite understand. You do know that the gargantuan beast standing behind her is the Amdarias.

Himmelmez will congratulate you for making it through, and offers to heal your wounds. Regardless of whether you accept or not, she'll attempt to insert a parasitic poison inside you anyways. This, she claims, is the key to making the Amdarias – she then reveals that Amdarias is not a singular entity, it's a merger of multiple humans reduced down to just muscles, skeletons, and eyes.



Himmelmez will be content to watch as the number of Amdarias grows, until soon it seems like there's a wall standing in front of you. Thankfully, they fight like brutes, and though they are strong enough to break a castle gate with a flick of their hand, they're also rather slow.

As their numbers dwindle however, Himmelmez will take part herself and reveal her true form as a Valkyrie – sent by Odin to destroy Glast Heim. Her ancient strength, boosted by a god who has much more presence in this time than in current time, lies beyond yours. It'll become apparent that you need to make a choice.

Should you sacrifice a companion permanently, you could weaken Himmelmez down under your strength – and the survivor will offer themselves to be the willing sacrifice if it means saving Glast Heim. Should you instead fight to the bitter end, it's likely that many of your companions will at least be incapacitated – hopefully you can carry them all to the time gap.

If you took down Himmelmez by sacrificing a companion, you'll make it back to the time gap otherwise intact – with all traces of the Root of Corruption gone, but the damage to the castle has already been done. If you

took down Himmelmez by fighting it out, you'll realize that in the time it took for that to happen, Himmelmez has succeeded – and the Amdarias have entered your timeline, slaughtering the scientists before escaping.

Alternatively, you can run, but that only means Himmelmez will succeed, and the Amdarias will march on the current timeline as the Valkyrie enacts Odin's will of dominance.

Glast Heim: Daybreak?

Either way, upon getting to the time gap, the survivor will be granted a choice – stay in the crumbling Glast Heim – or follow you to your new timeline. If they join you as a companion, they gain 500 CP. Otherwise, they return to their place in history – watching as Glast Heim falls apart slowly over the decades to come. It seems the loss was inevitable after all.

Himmelmez just has one last surprise for you on the other side. If you defeated her by sacrificing a companion, you'll find that your name has been blacklisted among the Valkyries for getting in the way of Odin's plans – and it is best if you never visit Odin Temple. If you defeated her through brute force, the Amdarias will return to Glast Heim after you leave – and start corrupting it once again.

The report, when you turn it in to headquarters, is not exactly a happy one. Regardless, there is the matter of payment for when you initially took on the investigation, and depending on which city you turned in the report you'll get a different reward.

1) *Geffen*

The folks at Geffen have taken the analysis over the Amdarias and figured out how its growth patterns work. They're more than happy to share the results with you – will primarily revolve around the question "How did a mass of muscles like that simply keep growing?"

If you study it enough, you'll be able to stimulate the growth of creatures and plants around by feeding it enough protein, well beyond their normal size restrictions.

2) *Prontera*

Turning the report into the headquarters at Prontera, the Knight order thanks you for your efforts, and in recognition for your contribution to Glast Heim and resolving the time gap, will grant you a single voucher for a level 4 weapon of your choice.

3) *Juno*

The sages at Juno have studied the horrific transformation between the Khalitzburg Knights of old and the current Khalitzburg monsters – and the conclusion draws such that the same magic which corrupted the Knights was also what formed the living suits of armour called the Raydric.

Their result culminates in a new summoning spell to bring forth a legion of Raydrics. By adopting the old magic, it was possible to mass produce Raydrics – similar to how Rekenber produced the Guardians for the guilds. A legion holds up to thirty Raydrics at once, though they'll adapt their weapons accordingly.

[Scenario Overview]

Scenario 6 – Insect Revolution 200 CP

(This scenario can be taken at any time) Not compatible with 7 [SCEN_06]

There's been a very noticeable increase in the amount of bugs around lately. It seems like spiders, ants, bees, and all sorts of bugs seem to be growing in both number and size. Starting from the town closest to you, you'll start to hear reports of bugs literally swarming the city. Thankfully they aren't aggressive – they're all just migrating somewhere, and there seems to be an endless stream of them.

At least there isn't much of an investigation to do here – just by following the trail of bugs you'll be able to find where they're all headed to: the Sograt Desert. They seem to be accumulating close to where the Dimensional Rift to the New World was stabilized, and as you get closer to the Dimensional Rift, the bugs will become aggressive. They're defending something, though you're not quite sure what.



Your attempts to fight them off or fight through them will eventually attract the attention of the MVP Maya, who will approach you. Not alone either, it seems like there's a good thirty to forty of them. Considering each one is as strong as you are, this may not turn out well.

Thankfully they aren't here to fight, though as they're keen to remind you – they don't mind fighting you and consuming your remains. You'll notice that the Maya are literally reproducing in the background – and their growth rates are…astonishing. If you stay for too long, you'll probably see an entire army of MVPs.

But no, rather than fight, they're here in preparation for a fight of dominance apparently. The insects have heard the call from the New World – where the insects are preparing to march onto Rune Midgard. Sooner or later

the clash will be inevitable. You can still walk away now and hope that the insects can settle their own business.

But should you offer your help -*Seriously? It's bugs fighting bugs*- the Maya will gladly accept, even as the first waves of the otherworld insects pour in. Scarab beetles, about the size of a truck each. No wonder the insects needed to grow their size. Seeing wave after wave of insects pour out from the portal – it becomes apparent that if you don't stop them here, it's likely they will overrun Rune Midgard.

But no matter how many of the scarab invaders you kill, more seem to pile on – and logically the easier solution is simply to close the dimensional gate. Unfortunately, in order to do that you'd need a fragment of the demon that created the portal – and he's long since disappeared into the portal itself. Bloody Satan basically created this mess and left you to clean it up.

The insect MVPs agree that closing the rift is likely to be the only solution – and as such they'll be willing to hold the forces at bay. But that's not going to help you much on the other side, as it quickly becomes apparent upon your passage through the portal.

The Insects: A Whole New World

They're massive – but they're mortal, and you'll have to fight your way through them. But once you do kill off a large enough groups, the rest will back down, and the insects from Rune Midgard will move in. It's time to launch a counterattack. Alternatively you could try to slip away – but that just means it'll be a matter of time before the scarabs break through. Did we mention that bugs can naturally detect any form of cloaking?

Securing the original base camp will give you a bit of a clue as to what happened. As expected, Satan was behind part of this – and his corruption of the scarabs is only part of the plan in order to throw his pursuers off his trail. If you need a fragment of him to close the rift, you're also going to need to solve the problem with this scarab infestation. Something speaks up and offers to be your guide. Something...not too human.

If you managed to slip away from the giant scarabs, there will only be one guide who manages to find you.

1) *Scarab Princess*



She's not a full grown Scarab queen yet – but she's managed to survive Satan's corruption of the scarabs. She knows it's a long stretch, but she wants your help to save her species – at least from the demon's influence.

- She's a humanoid scarab beetle, with two strange black spheres that keep circling her.
- Apparently she also happens to be royalty, but she also mentions there are a lot of princesses around.
- Wholly dedicated to saving her fellow insects – even though she has nobody else to help her.
- Unlike her normal MVP counterpart, she can't summon any followers – so really you're only getting a Scarab Wizard with some little tricks.

Alternatively, if you had secured the base camp, two other options present themselves as the Rune Midgard insects secure the zone.

2) *Maya Purple*

The Maya are a species of…ant and beetle hybrids – except for the very disturbing human body which it has evolved to act as a communicator. It can seemingly speak freely in human tongue – so communication really isn't a problem. It does have an unnatural fixation towards its own species, and you're not really quite sure, but the Maya Purples seem to be male.

- Very proficient close range fighter, with two massive blades that unsheathe out of its carapace and can cleave through rock.
- Very proficient ranged fighter, as it happens to have a wide range of spells.
- Unfortunately, for its entire combat prowess, it follows a very strict caste system, and you being non insect aren't very high up.
- It's begrudgingly going to follow you on someone else's orders – but if it sees reason to it will dispatch of you.
- You really have no clue what gender it is.

3) *The Mistress Bee*



Wholly unambiguous in terms of gender, the Mistress is Queen Bee – something she reminds you constantly of. She does recognize the danger she's in, and that's why you're here to protect her. There's the question on why she came in the first place – but she's not willing to answer to inferiors.

- A bee with a major superiority complex. Doesn't help that she's the size of a small drone aircraft.
- Very proficient mage – but usually she relies on her summoning abilities to conjure up hordes of bees.
- That superiority complex isn't going to get much better.
- She has no problem sharing her honey with you however.

Keeping in mind that the Scarab Princess happens to be the only one who can actually guide you – you're going to have to set off into the wilderness of the New World. The Scarab attacks aren't going to let up, but the increase in ferocity will tell you that you're going the right way.

There are two bridges out from the base camp, and that's two scarab nests that you need to track down. The Scarab Princess can pinpoint those locations for you – but with anybody else you're going to have to sweep the area clean, which will mean plenty of fighting.

There's also the matter of the base camp coming under attack while you're gone. If you've retaken the base camp – you'll have to defend it as well to ensure the rift does not fall into Scarab hands for that. If you haven't taken the base camp – then you better pray you resolve the situation before your insect allies on the other side give out.

Finding the nest isn't all too hard compared to everything else you've done so far. Entering it proves a bit more difficult, and navigating the inside is like traversing the labyrinth in the dark. It doesn't help that the only light is coming from the reflections of the golden scarabs' shells. That's right, these scarabs have gold shells – and while they're human sized, they also happen to reflect magic. If you tried to destroy the nest from the outside? - There's a good chance your assault will bounce right back at you.

Regardless, traverse deep enough into the lair, and you'll see the source of the corruption – a group of Satan's demons have surrounded the Queen Scaraba – and are actively corrupting the queen, forcing her to produce mutant offspring. In a disturbingly fitting fashion, the demons are women themselves, albeit…bloody, twisted upside down, and bleeding from their lower portions. Not a pretty sight.

The Scarabs will defend the demons to the death – and without the demons dying, the Queen can't be freed, so there's really only one thing to do. But upon freeing the Queen, Satan *will* realize your presence – and from there on, it's time for war. Thankfully, by now the insects from your world have gotten a very small foothold on the base camp if you never helped them out.

The attacks on both the lair as well as base camp will now be bolstered by the Incarnations of Morroc, the same demons controlling the corruption. Slime beasts, undying women, fallen angels and corrupted spirits will assault

both location – and to let up the attack you're going to need to take hold of the second lair as well…before putting an end to Satan.

The Insects: The Hive Spreads

The Queen you just rescued however is willing to help you. Rather, she won't help you because you're an inferior human, but your insect companion instead.

1) The Scarab Princess, if you chose her to guide you, now has the ability to spawn waves of scarab soldiers.

2) The Maya Purple now has a golden reinforced carapace – allowing it to reflect magic attacks.

3) The Mistress Bee, if you chose to serve her, can now summon giant spiders as well.

It won't be easy, dealing with both of the attack waves – and this is probably when you want to have your companions split up to take part in the defence. If the lair falls, you're back to square one. If the base camp falls, don't expect to ever return to Rune Midgard again.

You'll have to balance this while attempting to take on the second lair in the opposite direction to the one which you had cleansed. The process may well be the same, but expect to see your enemy tactically arranged, and ready to fight you in disciplined formations. Satan's rather serious about fighting this war.

He's serious enough that he'll pull out the big cards. Facsimiles of Beelzebub and the demon Baphomet will become standard soldiers on the field as you approach the lair – this is in no way going to be easy, if you have issues facing one MVP alone, now you're going to go up against several at once. Thankfully, your insect companion could be considered a MVP by now, so you're not completely outnumbered. Just…substantially outnumbered.

Make it into the lair, and you'll be more than halfway there. The second queen however, is guarded by Satan personally. Satan Morroc – previously sealed underneath the desert city, now fled to the New World…and yet he's here guarding some Scarab Queen.

The Insects: A Devil & Queen

As you might expect, this isn't him, but he's got a proposal for you. He's willing to offer you a part of him so you can close the gate and keep his pursuers away – all he asks is that you leave him and his Queen alone. If you accept, you can return to Rune Midgard and close the gate. Your insect companion will follow you – save the Scarab Princess, who Satan will sacrifice to empower himself.

Should you fight him, Satan is as one might expect a formidable threat. He has expended a significant portion of himself both in creating the Beelzebub familiars, the Baphomet familiars, as well as this familiar you see in front of you – so if you've survived this far it should be too hard to survive now. Not to say that it would be a walk in the park, but certainly it would be far easier than fighting him at full strength…ignoring all of the scarabs he's suicide bombing you with of course.

But the familiar will fall – not before cursing you, but he'll fall and with that the attacks cease momentarily. The demon's hold on the scarabs is broken, and finally you can head back to close the gate. At the gate, your insect companion will force a choice upon you – do they stay with you, or will they stay here in the New World to carve their own future?

It turns out that the Maya Purple wasn't so much commanded, as it was threatened to follow you and as such sees no real reason to return to Rune Midgard unless you expressly require it to come along with you. It seems to have warmed up to you…slightly.

Similarly, the Mistress Bee has found you to be an excellent body guard – so that if you so wished it, it would follow you back, but otherwise the prospect of starting a new colony in the New World pleases her as well.

The Scarab Princess, or rather, now a Queen has the freedom of choice herself, but is more than willing to follow you if you so wish. You did save her species after all. Regardless of what you choose, you'll end up stepping back through the portal and closing the rift. Satan might still be in the New World, but he's not your problem anymore.

The Insects: Two Hives, Restabilized

If you choose to make them your companion, they'll gain 500 CP to work with. Back on the other side, the Insect MVPs have dwindled massively in number, but the few that have survived have recognized your efforts. Your work won't go unrewarded.

1) *Insect Communication Handbook*

This handbook was written by one of the Maya and allows you to communicate with insects. It's rather self-explanatory, though some of the details inside were not what you were looking for – at all. Humans just don't have the same culture as insects do.

2) *Stimulant Honey*

The Mistress Bee will finally explain the secret behind how they managed to muster forces in such a short time. The Maya have a special type of ant called the Vitata – whose royal jelly is a known delicacy. When mixed with the essence of a Mistress, it leads to the creation of a major birthing stimulant.

Animals fed this stimulant will breed rampantly. Never thought a special honey could become an aphrodisiac too.

3) *Brood Eggs*

If your insect companion was elected to stay, this actually doubles the amount of minions they can simultaneously control at any time, which are normally five for all of them. Should your ally have remained in the New

World, you may instead select a species of insect – and the eggs will hatch them on a weekly basis before regenerating.

Be careful about accidentally creating swarms!

The insects, for the rest of your time here, won't attack you unless provoked. But a year after the issue is resolved, the dimensional gap will fluctuate again – and eventually you'll start seeing small groups of Incarnations appear once more. Maybe Satan wasn't such a forgotten problem after all…

[Scenario Overview]

Scenario 7 – The Machine Uprising 200 CP

(This scenario can be taken at any time) Not compatible with 6 [SCEN_07]

[Server Instability]

You've been seeing that annoying message everywhere now. It shows up on posters, on flags, on signs, on noticeboards, and yet even so, nobody seems to have a clue what it is about. The longer you ignore it, the more it shows up, until it starts to feel like every piece of visible text only says that.

The locals are just as clueless as you about this matter – but a common piece of advice from plenty of civilians suggests you go to Kiel Hyre Academy – a prominent establishment whose benefactor and namesake was also a prominent researcher.

Kiel Hyre was a prominent robotics developer, who worked closely with the Rekenber Corporation until a fall out over a production series gone wrong. While you're not sure what he would have to do with the strange messages, you figure that if people are willing to refer to him, he might have something in mind after all.

Visiting Kiel Hyre's Academy, you'll soon realize that everybody here looks oddly…similar. With the exception of a few students, it appears that a substantial portion of them seem to have the same physical features – and wearing the same uniform doesn't help either.

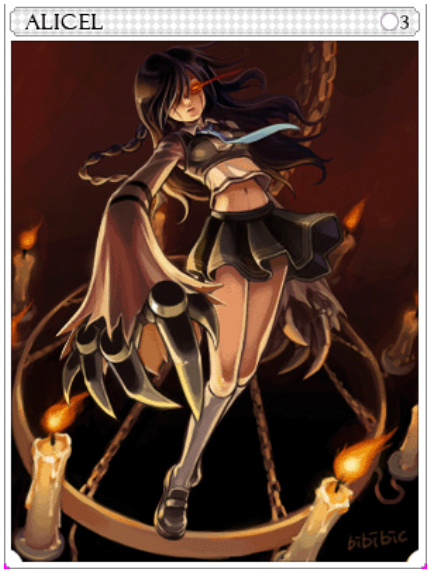
Kiel Hyre himself is a reclusive old man, but he's willing to hear you out. Unfortunately, he claims that he can't help you – as he has his own matters to deal with. He does point you however, to Juperos nearby – where he believes you may find some answers at the very least.

The Machines: Academia Mystery

Unfortunately, while Juperos is indeed close, getting access inside won't be as easy as you hoped. The gate into Juperos is locked, and from the seal over the locks, it seems that Kiel Hyre was actually responsible for locking it. Attempts to break the lock are fruitless, as there seems to be a strange oscillating barrier protecting it.

Without much luck, you may as well return to the Academy, where this time the old man's son Kiehl introduces himself to you, with great interest over your circumstances. He gives you a pocket watch of his – a memento for you to keep, and assigns a student to come along with you, as apparently they will know how to lift the lock. You're not quite sure why a student would know how to lift the lock, but as the old man is apparently away, this is the best lead you'll get.

1) *Alicel*



At a glance, she's a rather silent girl who doesn't seem to really like talking to anyone in particular. She doesn't seem to have much special about her – but that schoolbag of hers seems to be larger on the inside than the outside.

- A schoolgirl who is apparently an orphan.
- Not keen on fighting, not keen on talking, but knows when a job needs to get done and does it.
- Despite not being able to fight, she runs really well. Like surprisingly well.



2) *Aliot*

Much like Alicel, he doesn't seem to talk much. Thankfully, unlike Alicel, it seems that he at least has some interests that he's willing to talk about if pressed, namely exploring and experiments. You're not sure what's in his briefcase, considering you've never seen him open it.

- A schoolboy who is apparently an orphan.

- Doesn't fight, but for some odd reason nobody will ever seem to attack him.
- Thankfully, he'll make conversation with you…very minute, brief conversation.

3) *Aliza*



A maid who works at Kiel Hyre, but she is apparently also a student. You have to wonder what circumstances she could have grown up in that she has to work at the same place she studies, even though she hardly looks older than a teenager.

- A maid and student at the Academy, who is apparently an orphan
- Very single minded and loves to clean.
- Really, she'll fight, but she prefers not to!

It becomes apparent on your return journey back to the gate at Juperos that again, you've been duped by the Hyre family – as upon reaching the gate, your assigned "keymaster" will inspect the lock before promptly informing you that "it needs a key". Quite frankly, you don't think you needed to bring a student just for that.

The student will proceed to suggest that you head to the Einbroch mines, where finding a key should be possible. At this point it's starting to feel a bit like a wild goose chase – but if it's between this and seeing those messages replace everything – you're willing to bet on the former.

The machines inside the Einbroch mines are not a friendly bunch. Strangely enough, they don't seem to attack the student, but you'll have to push past them anyways in order to get to the bottom of the mine, where a massive mining machine awaits you. It appears that the student recognizes the key – and yet the machine has it. This is the MVP RSX-0806.

Originally a mining machine designed to replace human labour, the RSX has become a bit of a runaway automaton, as it now seemingly spreads its “awareness” across other inanimate objects. The little black sprite sitting at the controls appears to be the original machine itself.



Which would mean all of the machinery you’ve encountered so far may well be part of the machine as well. While defeating RSX is like any standard MVP fight – upon defeat it will leap off of the machine, and jump into another nearby. Eventually, it’ll jump into the student. At which point you’ll realize something bizarre.

The student is a robot. RSX, now having found a voice, is quick to explain some things. Firstly, Kiehl is at fault for the messages you’ve been seeing so far. Secondly, the fix does happen to be in Juperos, and thirdly, all of the students at the Academy are robots. When you question how it could know this – the answer comes rather bluntly.

The Machines: Shedding Light On The Matter

The sprite just ripped the information out of the student’s dormant memory banks. It should be evident now that everybody seems to have some sort of ulterior motive. RSX is more than happy to leave you with the key at this point, and unless specifically requested – will jump into the nearest Waste Stove and wait for the mining machine to be rebuilt. If you do want it to come with you, you’re going to have to find it a proper machine to inhabit – because it feels rather uncomfortable taking the body of one of Kiel Hyre’s dolls.

Venturing back to Juperos, regardless of whether RSX came with you – you’ll be able to use the key to open the gate in. As you’re still not a robot at this point – apparently it’s only fair that the robots will continue to attack you in massive droves. As you move deeper through Juperos, you’ll start to see

tidal waves of machinery attacking you. When waves come at you, these are literal waves of machines.

Fighting your way through to the core is relatively simple, if amazingly tedious and lengthy. But upon reaching the core, you'll realize that you have a different problem at hand. Kiehl is already here – and he thanks you for opening the door for him. Apparently, his father had locked him out of it, and you can only assume the old man had good reason. You're not quite sure who to trust at this point anyways.



The Guardian Automaton Vesper confirms that it received a warning activation signal – which is what has been propagating throughout the world slowly. In preparation for that, it has activated the production lines throughout all of Juperos – hence the massive machine waves assaulting you earlier. However, it does not respond to questions with anything other than the massive plasma cannons mounted to its arms. Kiehl only smiles as he walks away with what he needed.

In order to reset the signal, you'll have to reset Vesper – either by overloading his systems into a reboot, or destroying him completely. If RSX is present at this point, you can attempt to have him override Vesper – but unless you're keeping Vesper preoccupied at the same time it's not too likely to succeed. RSX will note however that perhaps extreme amounts of electricity can induce a reset.

Regardless of how you deal with Vesper, the message will finally fade, leaving behind a dormant chip which you can take along with you – and at this point you can pretty much go back to your normal state of life. The student will return to the Academy, and RSX if present will return to the mines.

The Machines: Continue?

If you were to chase after Kiehl however, things will change slightly. If both RSX and Vesper are still present at this point – Vesper will reset to inform you that the Charleston Third Variation is complete. You're not quite sure what to make of it, but Vesper will lead the way into a different wing of Juperos, in which a large robotic suit is being built.

As Vesper explains, while the child AI on this machine, called the Charleston, is sufficient to control its main plasma launcher, eight barrel rocket tubes, and gravity reversal drives, it still requires a core control AI to guide its movements. This is where RSX comes into play, as it can permanently inhabit the machine. You might as well call it RSX-III at this point.

Regardless of whether or not you decided to take the new RSX-III along, tracking down Kiehl will require you to return to the Academy. The student following you at this point will immediately sense that something is wrong. When you come in sight of the Academy, you'll be able to sense it as well. Every student in the Academy has apparently gone berserk.

The student following you threatens to go berserk as well – as you can tell by the red glow overtaking their eyes. If you still have the dormant chip at this point, or if RSX is present, you may override their main control logic. They'll recover…but with some peculiar changes

1) *Alicel*

Even though she looks physically fine, there's no ignoring the fact that she's hovering freely above the air, and her hands can be replaced by claws at will. She's substantially more talkative and inquisitive now, but sometimes when she shakes hands with people, she forgets she has razor sharp claws.

- A floating death machine with its programming fixed.
- Very curious, and sometimes doesn't seem to realize she's not quite human.
- Doesn't really walk or run, rather floats about and sometimes dashes through the air.

2) *Aliot*

If this was what he meant by his hobbies – then you hope you're never an experiment. Over ten blade appendages have appeared from his back, and though he can stow them, he seems to like having them out and about.

- A close quarters death machine that has apparently "reformed."
- Likes to cut things up into little chunks.
- Loves to talk, and sometimes when he talks, his parts then to flail around for dramatic effort – with consequences.

3) *Aliza*

The maid from Kiel Hyre doesn't seem to have changed. You're not quite sure if she's actually human or if she's a robot, and attempts to scan her don't seem to suggest either one.

- You're not quite sure what she is at this point.
- Yet she's still very single minded and loves to clean.
- After all this time she's gotten kind of used to fighting. Her broom must be reinforced titanium or something.

From here on out, infiltrating the Academy is better phrased as laying siege to the Academy. If you attempt to enter the Academy proper you'll be facing constant waves of student death machines. It feels a bit uncanny to you, but they seem to be increasing their strength and adapting to your abilities as they go along.

Kiel Hyre is nowhere in sight, and neither is Kiehl, but if the student is present when you've swept the Academy, they'll suggest heading out to the garden. A stairway down exists here – one that you haven't seen before on your first time here.

At a glance, it's nothing but yet another laboratory filled with machinery. Yet on the first floor, you'll come across Kiel Hyre, trapped inside a forcefield. He'll then explain to you – the ambitions of his robotic son, that is, Kiehl.

Kiehl seemingly intends to create a robotic army to take over the Arunafeltz region, and soon after the Rune Midgard region. Activating the message was an effort to lure you in – and you've certainly walked right into it. Your presence gives Kiehl one thing – a good template for the next generation of robots, whose creation is now possible as Kiehl has retrieved the core energy source from Juperos where Kiel had sealed it.

If you scour the floor, you'll be able to find the keycard necessary to open the digital lock – or perhaps you may already have one. But the time it takes you to scour the floor will give Kiehl time to get even stronger. A dubious trade off at best. Kiel will hand you an upgrade program, though he urges you not to use it brashly. Regardless of whether you free Kiel or not, he'll tell you that his son awaits you further below.

The Machines: Masterminds

Kiehl is indeed waiting for you. As he applauds everything you've done so far, he also comments that you were his greatest benefactor. He won't beat around the bush – he wants you to join him. Should you join him now, he'll be willing to see that you don't become part of the casualties, but the human purge is something that needs to happen.

Join Kiehl

If you join Kiehl, true to his word, he won't attack you or any place you are at when he begins his assault. With the element of surprise and superior weaponry, it's very likely he'll be met with minimal resistance. Furthermore, the other MVPs aren't inclined to help humanity, and many may take the opportunity to join in.

In recognition of your benevolence, Kiehl will give you the technology to create 4th Generation Clone Robots, the same ones which will form his MVP body. With it, you can make clone replicas of any humanoid target – though programming in emotions and personalities is a bit of an issue, and abilities will be near impossible. Kiehl didn't really care for such things either.

Fight Kiehl

Should you fight Kiehl, the robot will be visibly displeased before revealing he had accounted for this. By "having accounted for this", he means he's made a full set of robots in the likeness of your party and you. The abilities and skills are still a bit lacking, but the physical parameters are all there and somewhat close to yours in Kiehl's approximation anyways – and Kiehl has one critical advantage: he can create a constant stream of them, while there's only a single you.

Kiehl's body has been modified, and in the face of you and your allies, he has taken drastic measures to ensure he can at least hold his ground against you. To win you'll have to somehow control the field of battle entirely – even though Kiehl's swarm of clones and drones will not stop until he has fallen.

When you eventually win – Kiel will be released, and the old man will take a moment to grieve over his son. With this, he will have truly lost all that he holds dear in this world. He does understand however, that Kiehl's destruction was a necessary evil. He'll look to compensate you – as he has no one else to inherit his wealth anyhow.

You may choose from the following:

1) *1st Generation Cloning Technique*

The same cloning technique which created the Alice and Aliza series, as it turns out – though it had the highest potential to see faults as personalities could spontaneously develop. While the physical mimicry is very good to a high level of detail, there are still quirks that haven't been worked out yet. This generation boasted a very durable physical frame – as well as a natural potency for magic.

2) *AI Enchantment Chip*

The enhancement chip used to uplift a robot into sapience. Though it failed dramatically with Kiehl as the robot never had emotions besides a flawed memory programmed into it, that is likely avoidable given enough

care during the maturity phase. Robots uplifted by this also gain a small magic pool.

3) *Mass Fabrication Matrix*

The same matrix ultimately used to fabricate the full 3rd generation series before being stowed away in Juperos. A massive energy source which could power the entire city, it sees its full potential when used to create things repetitively from a template. Works well for stock machines – and even as it fuels the assembly line it can continue to power several other machines performing mundane tasks.

Oh, and if you had taken the time to free Kiel first, the upgrade program can be used either as an AI Enchantment Chip, or alternatively it can be applied to your robotic companion as follows.

1) *Alicel*

Granted full sapience finally, Alicel's first act as a sapient being is to slaughter a poring. You're not quite sure if that's a good thing or not, but it seems anyhow that her curiosity has not dropped a single bit. The upgrade program seems to have affected her power output somewhat as well.

- She's a girl! Or well, she's still floating, and still resembles a death machine, but she insists she's a girl.
- Since she considers herself a human now she tries to fit in with "human behaviour" – but just because novices kill porings doesn't mean you should too…Alicel.
- Her power output has increased significantly, such that she can perform short teleport hops at will.

2) *Aliot*

Thankfully, once he gained sapience Aliot realized that having blades out all the time posed a living hazard and has since stopped. With the upgrades, he's also been able to retrofit most of his "extra" appendages to suit other weapons besides blades.

- A nice polite young man – with lots of ways to kill people.

- Aspires to be a chef one day, all those blades can help.
- It turns out his appendages are more like hard points, but he can supply power to them – making attaching powered chainsaws a possibility. Please don't do that.

3) *Aliza*

She wasn't quite human, wasn't quite robot, but it seems somewhere along the way she settled for human after all. Aliza explains to you, post upgrade, that she was actually designed for infiltration and assassination purposes. Thankfully her programming didn't include killing you.

- You're pretty sure she's a human. Pretty sure.
- With sapience she's got other hobbies finally – but cleaning is still a priority. Just now cleaning…has different meanings.
- There's a blade within her broom – somehow you just aren't surprised.
- Her upgrades have allowed her to activate a passive invisibility field.

4) *RSX-III*

If you do choose to plant the upgrade inside RSX-III, its performance will boost dramatically. But more importantly, it can now integrate other parts with ease – and the dramatically increased core output will be sufficient to compensate for the difference.

The first thing you do is to attach a module which allows for RSX-III to actually appear human. Hell, walking around with a massive robot carrying plasma cannons is bound to stir up problems.

With the upgrade program, whoever it was applied to will gain 500 CP.

[Scenario Overview]

Scenario 8 – Frost & Flame [SCEN_08] 200 CP

(This scenario can be taken at any time)



One day during your travels in Rune Midgard, you'll come across a rather peculiar little dragon. Unlike some of the other dragons who have been keen to try and eat you, this little critter seems to be imploring for you to stop and listen to it.

Well…you suppose it's a pleasant change from dragons spewing out fireballs at you – so there's no harm in giving this poor thing a couple minutes of your time right?

It seems that everybody else has either ignored him or ran away in fear, because the moment you and your companions give him some time of day, he starts bawling. Based on what you can make out between him bawling and your companions trying to calm him down, it seems that he got left behind by his mother, and he wants someone to help him find her.

Well then, are you willing to help this little guy out?

Frost & Flame: Into the Abyss

You figure, if you're going to have any luck finding this poor fellah's parents, you should find a place with a large amount of dragons. Asking around, the most obvious place seems to be Abyss Lake – where the legendary fire dragon Detale resides.

Thankfully your little dragon tag along is recognized by the dragons standing guard at the entrance of the Abyss Lake lair…but that doesn't mean that they're going to let you in that easily. You probably won't want to force the matter and make things physical – lest you traumatize your poor dragon tagalong.

However, they are willing to let you in – under the condition that you help them out with a slight problem of theirs. They've been having problems with their loot cave growing a bit too small for the amount of loot they actually have – and now they need to figure out how to handle this stack of loot before it interferes with the hatching chambers.

Problem is, their most recent attempts to open the chambers wider have resulted in many cave-ins – and now they're stuck in a dilemma. Either they relinquish a part of their loot…or they risk cave-ins collapsing on the hatching chambers. With you here though, they now look to you to solve their dilemma. If you find a way to safely expand their loot cave, they'll be willing to let you traverse the Lair freely. Regardless of how you do it, when you solve the dragons' problem, they'll grant you an audience with the fire dragon lord, Detale.



Unfortunately, the dragon lord has no clue about this dragon's parents. However, he does suggest that you should head to the island of Moscovia, where the Green Dragon Gopinich resides. Perhaps being the same color, he would have a better idea? He advises you to head to Alberta, where a boat can take you to Moscovia. The little dragon seems very keen to see the sea.

Before you leave however, Detale has a strange request to you – since you're going to have to be passing Al de Baran anyways, he wants you to deliver a package to a man there. From that twinkle in the dragon's eye, it doesn't seem like it's going to be that simple.

Frost & Flame: Merry Christmas (Optional)

In Al de Baran, thankfully you don't have to walk around to find the recipient of the package. Rather, as if he was already aware of your presence, a jolly old man in a nice crimson fur coat. He approaches you as you enter the town – and asks you whether you're ready to deliver the package.

When you ask him to elaborate, he explains that your package is actually a delivery for the owner of the Toy Factory, the Stormy Knight. You aren't too sure of what those things are, but the old man tells you not to worry about specific details and leads you to an old house where he hands you a set of red jackets.

"These will be good to keep you warm and they'll recognize you in the factory; now then, I better get you on your way!" When you give him the ok, he'll warp you into the town of Lutie, where they are currently celebrating Christmas! Or well…they celebrate Christmas every day.

Naturally, your little dragon buddy is ecstatic. He's never seen Christmas before of course, so this is his first festive party so to speak. Judging from his reaction, he doesn't really want to leave – but if you're in a hurry to deliver that package…he'll follow along.



The folks at the toy factory, true to what the old man says, will recognize your presence and let you pass. The Stormy Knight is a very visible individual in comparison to everybody else. And whatever you do, it's probably not a wise idea to call him a reindeer.

As it turns out, he needed a fire dragon scale in order to fuel a part of the Toy Factory, where they're currently expanding a new production wing and require more fuel. He doesn't really explain how a fire dragon scale is going to power the Toy Factory; instead he offers you a toy for your troubles.

Well…he offers it to you, but the way the little dragon is looking up at you makes it apparent that he really wants it instead. Well…it wouldn't hurt to give it to him right? The Stormy Knight guides you over to a production line, where there are a couple toys you can choose to take.

Myst Case Doll



It's a jumping present box! It likes to follow its owner around and is always up for a game of rock, papers, scissors. Except the only thing it can ever send out is rock.

While it doesn't do much besides jump around and launch out a fist on a spring, kids love this doll because it tends to leave a trail of candy wherever it goes.

Christmas Cookie Doll



A little elf in a distinctive red cap, this automaton is a nice toy to have around for kids, as it usually chases kids around while cleaning up after them. Perhaps on second thought, it's better for adults. While it isn't completely sapient, it does mimic phrases like a parrot might. Maybe with time though…

Just as its name suggests, these elves love to bake cookies, and often leave them lying around.

Cruiser Windup Doll



It's one of those nutcracker toys that you might have seen before! Or perhaps you know these as just plain toy soldiers. These Cruisers actually patrol around the Toy Factory, and despite their name, they don't need to be wound up in order to move. That little gun it's carrying isn't lethal, but it can pack quite a punch! Oh, it shoots candy canes by the way, so don't worry about bullets lying around.

The Stormy Knight has an extra request if you're willing to entertain him however, and he's willing to pay you in the form of an extra toy. Well…this is a toy factory after all. The little dragon seems very content with

the toy he does have (unless you chose to keep it for yourself!), so it seems that one toy is enough for him.

A stray baby Hatii wandered into Toy Factory just a short while ago, and the Stormy Knight would like you to escort it back out to Garm, who is waiting for his child to return. A rather straightforward task, and your little dragon buddy seems to have found himself a new friend.

Garm is indeed, just waiting outside of Lutie, in the same direction as the portal which will take you away from Lutie. You may spend a little bit more time here to enjoy the eternal festivities before you continue on with your journey to find this little dragon's parents.

Frost & Flame: A Trip Across the Sea

At Alberta, there is indeed a ship waiting to traverse the sea to the small island colony of Moscovia. The folks here are warm and friendly – but they warn you that Gopinich might not be as welcoming as they are. For one thing, the forest that Gopinich resides in is a terrible arboreal labyrinth. If it was just that alone – it wouldn't have been much of a problem, except apparently…the entrance to the forest moves.

You're not quite sure how the entrance to a forest can move, but apparently the forest sprites inside have been up to some mischief and are responsible for this mess. You're going to have to figure out how to attract them. The villagers, seeing that you're rather undeterred in entering the forest, offer you a clue.

The forest sprites are greatly attracted to purified water, and even more so to enchanted water. The villagers have been appeasing them in ancient rituals by offering "holy water" which the local priests make. If you had a priest in your party, you could probably make the same thing just by converting normal water.

The forest sprites will make the entrance apparent when you offer enough of the holy water, and as long as you have enough to offer…they won't turn hostile and they'll even lead you deeper in to the forest. It

becomes apparent though, that they aren't after the holy water without reason.



Gopinich lies in the center of the forest, marred with severe wounds, yet apparently maddened and rampaging. The forest sprites have been trying to calm him down, but their magic is not working in the slightest. If you're going to get any information out of him, you're going to need to calm him down first!

You need to keep in mind that killing him won't get any information out of him – but at the same time, unless you have something to calm a raging dragon beast, you'll probably have to subdue him the good old fashioned way…with your fist, magic, and steel.

Calming one head doesn't necessarily mean you calm all three – so make sure that every single one is taken care of. When he does come to his senses however, he has no clue where he is, and he also does not recognize any of you. He does know however, that the little dragon beside you is a Draco. Perhaps that's a bit of a clue?

As the three heads ponder, an idea seems to strike them. Perhaps if you were to take Draco along with you to Thor Volcano…the genie residing deep inside the Volcano could help you figure out the dragon's lineage. Mind you…the Thor Volcano also happens to be halfway across the continent near the city of Veins. At this point, Gopinich is content to just fall asleep.

The forest sprites, in gratitude for your help, will offer to whisk you out of the forest and should you take up their offer, you'll find yourself tossed into a portal. Well you might have realized by now that they never told you where you were going to go…

Frost & Flame: Hot or Cold

Thankfully, the forest sprites had an inkling of where you needed to go, and have left you in the city of Rachel, just a ways north of Veins. After wandering about the city for a little while, you'll regroup with your companions, as well as Draco, who has been bawling in your absence.

Thankfully, once Draco calms down, the journey to Veins is a relatively simple one. Well, Draco will be fascinated by the rolling plains and all of the creatures in it, and will probably stray off the path to chase some wild dogs. It's best that you keep him in line, or try to, anyways. You'll notice that he seems to be growing a bit. From the time in Abyss Lake to meeting Gopinich, Draco seems to have grown somewhat. At least he can defend himself if the need arises now. He still seems to prefer hiding behind you though.

Getting to Veins, you'll probably realize immediately where the Volcano is. The fact that it's still spewing out smoke just makes it stick out like a sore thumb. The locals warn you that before you venture into the volcano, you should probably pack plenty of water. Hopefully you've got plenty, or at least a method to conjure water, because even the trip there will be through an arid desert.

There's a quick path into the volcano and an easy path into the volcano. The former, as the locals pointed out, relies on an ancient train tunnel that led straight down to the bottom of the excavation camp. The latter is the main entrance through which most adventurers enter.

Should you rely on the former path, make sure you and your companions can react fast, because the tracks have long been disused, and you're about to go on one of the most dangerous, most unintentional roller coaster rides in the entirety of Rune Midgard. You won't even go ten meters without running into a segment of rail that will throw you into a corkscrew turn and that's just the beginning of it.

Should you survive the entirety of the train ride without falling off, and Draco will be clinging to you whimpering the entire time, you'll find yourself at the excavation camp, just as the locals had said. It's the very bottom of the volcano, and Ifrit has set up camp here.

The safer and less exhilarating path does indeed take longer, but that's partly because the path winds around in circles and the native wildlife of the volcano is rather belligerent, even towards a little dragon. Still, so long as you keep beating the magma crocodiles and firebirds away, you'll reach the base camp as well.



Ifrit seems rather pleased to see you, which is a bit of a surprise. It seems that the genie doesn't have visitors often, and he has a very important task that he doesn't want to do himself. Namely, he needs somebody to polish his collection of magic lamps.

On the other hand though, he's also rather curious why a dragon of the rift is wandering about with you – but that's something he only cares to discuss if you're willing to do that favour for him. Thankfully, he doesn't have that many magic lamps…Just a good hundred or so.

Hopefully you and your companions work fast.

Still, Ifrit has nothing to lose by telling you a bit about Draco, or what he knows anyways. For one thing, Draco isn't native to Rune Midgard, which might explain why his parents are nowhere in sight. Ifrit was actually assuming when he called Draco a "dragon of the rift". He suggests, as you finish up scrubbing his lamps, that you should go and look for a stable rift somewhere if you want to find this dragon's parents.

Frost & Flame: Looking in the Void

The only rift that Ifrit is aware of is the Dimensional Void left behind by the demon Satan Morroc as he fled into the new world, and unfortunately, it appears as though you're going to have to go through that opening. When you approach the Void in the middle of the Morroc desert, Draco seems a bit…apprehensive of the swirling vortex. As you approach, he grabs onto your leg and shakes his head – he'll be satisfied with not going on through, if it means staying here with you.

That's a choice you can make – but at this point it looks likely that you won't be finding Draco's parents without going on to the new world. With Draco in tow, you head through the portal…and thankfully, the base camp on the other side looks intact. If you've been here before, it's likely that the folks here are familiar with your presence.



The personnel here will definitely be familiar with Draco's species, and will point you towards the ice fields to the East. The first thing you'll notice is the extreme change in climate from the expeditionary camp to the ice fields.

But Draco seems to have caught the attention of something big. A literal mammoth has caught sight of the little dragon, and for some odd reason, she thinks that this would be a good playmate. She'll practically ignore your presence as she tosses Draco up into the air again and again until the dragon just drops into your lap in a daze.

But while the Hardrock Mammoth enjoys her fun, she's also well aware that a dragon normally would not be present in the Ice Fields, partially why she's so excited at the sight of one. She does offer to lead you to the edge of the Ice Fields where the Dragon's Dens lay, and you'll find that as a MVP, nothing will really bother you so long as you stick close to your Mammoth guide. Draco will warm up to her too – now that she's stopped tossing him into the air.

At long last, you've reached the dens, and from the warmth of the air that's blowing out, it seems that once again you're stepping forward into a completely different climate. Draco still seems a bit nervous, even though technically he should be pretty familiar with this place. Have you come to the wrong place?

You're not sure, but if you did, you'll just have to keep asking around and follow the trail of breadcrumbs. A thunderous roar as you enter however

doesn't make for a very good sign at all. Yeah, you probably notice the dragon by now. A red dragon, large enough that even a single nail is twice the size of Draco's body, is staring at you menacingly.



But it's not attacking.

It could be attacking, but instead it just continues to stare at you menacingly. You'll notice the eggs lying about, and some baby dragons that look remarkably like Draco.

It seems like you've come to the right place after all. Now you just need a way to actually explain the situation to the red dragon. At least that was your initial intention.

The red dragon has noticed Draco and its menacing expression suddenly vanishes. Instead it gestures with a talon for Draco to approach. But the little dragon looks up at you, and resumes hiding behind your leg. There is evidently something wrong here, but you're not quite sure what it is.

The red dragon merely sighs before it explains. You realize from the sound of its voice that it's probably a male. "That youngling knows I'm not his sire. For a youngling to have wandered so far, I would reckon that his sire has long since passed on. Perhaps slain by adventurers, and forced to leave this one behind." The red dragon seems to know more than it is letting on, and you probably don't want to press further, not with Draco around.

"He won't stay here, even if I were to request it of him. He needs to make his own way in the world now. Perhaps you could take him under your wing for the time being? He seems fond of you."

Again the red dragon gestures for Draco to approach, and though Draco is hesitant, it doesn't seem like the red dragon bears him any ill will, so perhaps you should give him an encouraging nudge or something. The red

dragon, proving you right, bestows a protective boon over the little dragon by licking him. You only realize that dragons have ridiculously long tongues.

"There. In time, this little one will find someone, or something that he will bond to. Whether it be somebody who needs him above all else, or a companion he cherishes above anyone else. When that time comes, this magic will activate to tie both of them together. The extent of my duties as a dragon is complete."

But the red dragon pauses for a moment before gesturing to you and your companions. "I nearly forgot my manners there, forgetting the part you played as well. Here…bring that youngling with you." With a claw he guides you to a cavern nearby, where an immense amount of scales have piled up.

"Behold my hoard of scales!" He seems rather pleased with the stash of scales, which look exactly the same as the scales he's covered with. "My scales are potent! Flames will simply roll off of it, and even spells of frost can't pierce it! Go ahead; take as many as you wish!"

You can't help but feel that he just wants you to help clean his cavern for him, but you supposed it would only be rude to refuse. When you do leave, it's with a big bag full of scales; maybe you could make an armour suit with these or something?

Well…your journey has come to an end, and though you still don't know Draco's true parentage, at least the little dragon is now in a better place to fend for himself and under the protection of a mighty red dragon. You can return to Rune Midgard by the same dimensional vortex and Draco will follow along with you.

If you choose to, you can take this little dragon along as a companion. All otherwise, perhaps it's time to part ways. Hopefully you don't become that adventurer that kills him one day.

[Scenario Overview]

Scenario 9 – War of Three Kingdoms [SCEN_09] 200 CP

(This scenario can be taken at any time after Scenario 5 is complete)

In the wake of what happened at Glast Heim, the land has begun to change. Reports are coming in of substantial activity among the tribes, and back at Prontera, the authorities are uneasy at how militant the other tribes of the land are growing.

Whether it's a bluff or not, the authorities have requested that you look further into this. To help you out, the Assassin's Guild have gone ahead and scouted out the three main tribes which appear to be causing the majority of unrest within the region.

To the Southwest lie the Orcs, who have started to organize themselves into war parties, led by the charismatic Orc Hero and the belligerent Orc Lord. Unfortunately, while the Orc Hero holds no ill will towards humans, there is something driving his Lord to muster all of the manpower the tribe can provide in an act of war.

The fact that they have not declared war outright just yet is worrisome. The authorities at Prontera want you to figure out just what it is that the Orc Lord plans to face with his growing army.

To the North, rumours are afloat of a crazed magic student and her pet cube. Pyuriel, a former student of the Wizard's Academy in Geffen, is now running amok for some reason in the forests not too far from Aldebaran. Witnesses to her initial rampage mentioned that she had been investigating the presence of a "sinister shadow" when she and her cube went berserk.

Her cube, assigned the name Gioia, is every bit as dangerous as she is, with the full capacity to manipulate light into the form of smaller cubes. Basically, Pyuriel is now wandering about with a "tribe" of magic cubes. The authorities at Aldebaran are convinced that Pyuriel can be captured and calmed – if they could figure out what drove her mad in the first place.

But even more disconcerting to the authorities at both Prontera and Aldebaran is the fact that a new presence has landed on the Western shore of the main continent. Rumours of a ghostly samurai, a massive serpent

monster, and a floating transcendent goddess leading a massive army have made their way to the authorities' ears.

And those rumours have been visually confirmed by the Assassin's Guild, though many did not live to deliver the report. The authorities absolutely need to know why this foreign army has landed now of all times, and the standard troops that they've sent won't cut it. So it looks like it's going to have to be you and your companions that do the deed.

With three forces to investigate and barely enough time to even reach one, it looks like you've got your work cut out for you. As the authorities state, you may set off at your leisure – but it isn't likely that any of these forces will wait for you.

Three Kingdoms: A Legacy of Hatred

Before you do any investigation, you're going to need to track them down. Both the Foreigners and the Orcs are rather easy to pin down, but should you decide to pursue Pyuriel first, you're going to have to rely on hearsay, second hand accounts, and some dedicated tracking abilities – because this angry wizard is not stopping around to rest.

Making contact with the Foreigners and the Orcs isn't difficult since they stay in one place, but the real difficulty lies in getting them to actually sit down and talk with you. If their reaction to you is any judge of their stance towards humans – both Prontera and Aldebaran are probably going to be reduced to ashes soon.

The only way you're going to get their attention is by proving your dominance, and unfortunately that means many lives will be lost if you don't have some awe inspiring technique. And these five MVPs are not easily fazed. Whether you draw their attention by shaking the heaven and the earth, or by decimating their armies, when they do eventually come, you're going to have to make a choice.

It would be easy to kill them now and end the supposed threat to human society. Well, not easy, but it would certainly be the easier choice compared to trying to reason with them. The crimson auras that surround all

of them suggest that there's some sort of magic at work here – something that might have taken over their minds. That would certainly explain why they haven't listened to a word you said.

If you had instead hunted down Pyuriel, you'll notice that the exact same aura is surrounding her – and the poor girl is just screaming unintelligibly into the sky above her. The Gioia seems to be calm, as well as all of the other cubes following it. They do take notice of you however.

If you have a Sage in your party, they'll recognize the strange shapes that the cube seems to be forming. Ancient runes – the cubes are communicating to you in the form of ancient runes. Your Sage can decipher this message – and it appears that something has indeed overtaken Pyuriel's mind, and the longer the madness goes on, the more she loses her humanity.

Kill them now, and you'll put an end to things early, when it's still simple and clean. All you need to do is kill every single living monster and that will put an end to it. Well, you could suppose that Pyuriel may well be more monster than girl now.

Should you choose to investigate into the root cause of all this however, things are about to get quite a bit more complicated.

Three Kingdoms: Genocide Time (If You Chose to Kill Them)

The act of dispatching all three "tribes" is a tedious task, because you find yourself essentially fighting everything which isn't human between the area of Geffen, Aldebaran, and Prontera. The fact that these bloodthirsty MVPs will fight with increasing vigour and strength as their minions die off isn't very neat and frankly, you're best off killing them off before tackling their minions. That is, if their minions will let you.

Kill one, and the other two will be provoked into action. Thankfully, it turns out that they're out to kill each other – and anything else that happens to get in the one. You apparently disrupted the balance between the three parties, and now they're content to simply slaughter their way through.

Still, once the victorious party emerges, you're going to have to put them down so that they don't threaten human society. In which case, you should probably stalk the battlefield and wait for an opportune moment to land the final blow.

They're certainly not pushovers, but crazed with bloodlust, they won't have the common sense to fight in a smart fashion, so even if you weren't as strong as them you could easily just outsmart them. Compared to other MVPs out there, these will fall easily so long as you know what you're doing. And they should too, because their purpose was solely to die. With their deaths, a portal tears open a hole in the sky.

A towering skeletal demon floats down from this gateway, wreathed in a cloak of fire, with a blade of fire and a blade of ice in its hands. And crudely, it applauds you as the last MVP dies. "After all the promises that Valkyrie made…" Its voice is deep and rich, in stark contrast to its appearance. "…it turns out a human is the one to open the way."



Nacht Sieger will simply fly away unless you attempt to stop it. It is wise enough to know the difference in power between you and him. Returning to Prontera or Aldebaran, you'll be congratulated for a job well done and given a sum of cash.

It isn't until you leave this world that Nacht Sieger will burn the human cities down as it collects soldiers for its army.

Should you attempt to kill him however, it will use everything in its arsenal in order to defeat you. Nacht Sieger is not one to underestimate an opponent of your calibre, and that means you're about to face an entire dimension's worth of demons. Enough to sustain you for ten years as Nacht Sieger retreats back into its realm temporarily.

Now that the rift is permanently open, it can come back any time it wants. Every minute of every day for the rest of your time here, you'll have

to either guard the rift from invading demons, or you'll have to choose to let the demons overrun the land of Rune Midgard.

Should you happen to kill all of them and Nacht Sieger in a miraculous act, the authorities at Prontera and Aldebaran will reward you with your own fiefdom in the land. After all, you have defended humanity from the MVPs as well as invading demons. Your mark of authority will be recognized anywhere you go – enough to make even demons afraid of you. Granted, if you could defeat a dimension's worth of demons, everyone should be afraid of you.

Three Kingdoms: A Time for Diplomacy (If You Chose to Investigate)

There's an inherent difficulty with attempting to figure out what is causing the possession: the fact that these three "tribes" are continuing to grow their armies is just the tip of the iceberg. Should you have any way to assess the size of these "tribes", you'll realize that the size of their armies is rapidly increasing. Should they stop increasing – that probably will be the moment when a war breaks out.

You could try to distract them or whittle them down – but somebody needs to do the research to figure out what is even afflicting them, and that means either going to the Sage's library in Juno, or at least getting word out to either Prontera or Aldebaran that somebody needs to go in your stead.

Should you have companions present or happen to be capable of creating clones, this might be a simple problem to resolve. But otherwise, you're going to need to decide how it is that you want to proceed, and quickly too. Naturally you're going to need to have a way to place surveillance on the MVPs and monitor their behaviour to get some information.

If you, a companion, or somebody else goes to Juno's Sage Library with all of the information you could collect on the behaviour of these MVPs, the scholars there will quickly realize that they've been afflicted with a variety of madness not too dissimilar from what led to the downfall of Glast Heim. Considering the MVPs came from three separate directions, there must be either one common culprit, or multiple culprits acting in close coordination.

The Sages have only one solution in mind – you're going to need to confront the MVPs head on to draw out the true culprit. They surmise that whoever actually put all these MVPs under the spell is likely hiding some place close to every affected MVP, as in this is not a spell that could be maintained from afar.

The Sages will offer you the use of the Legendary Sage's Diary, a book that apparently was written in by a sage of yore. You probably will have no clue how to use it, but thankfully, the Sages have left bookmarks to key points inside. Thankfully, the Sages prescribe to common sense more so than most in Rune Midgard.

Using the Sage's Diary is simple – the Sages propose that to draw out the culprit, you'll first need to disrupt the spell. In order to disrupt the spell, you're going to need to first get to the subconscious of the MVP in question. That's where the book comes into play, as the Legendary Sage had kept careful notes on each MVP while she was still alive. Well, that's handy.

With that clarified from the Sages' plan however, you should probably get down to work before the MVPs kill each other off…

Pyuriel & Gioia



Pyuriel is not a happy girl, and unfortunately, because her rise to power was so recent, the Diary is actually completely useless with regards to her. You could try to investigate into her past and determine the best approach to actually reaching in to her subconscious. Certainly, there are plenty of people who are willing to tell you about this prodigy.

It seems that Pyuriel has a very strong distaste for demons, and also has a temper that is vaguely reminiscent of a meteor storm spell. Though her classmates remember her

fondly, they also remember to tell you that when Pyuriel gets angry, you should run as quickly as you can.

Well, they certainly weren't very helpful. Thankfully, one of the wizards in the Wizard's Academy has at least something to offer. Pyuriel has a very strong fondness for Dragon Breath Cocktails. Well if you happen to be a brilliant chef that tip might help you, because otherwise, you're going to have to buy these cocktails, and they are ridiculously expensive.



As you leave though, the wizard does mention that Pyuriel only kept Gioia around because the magic cube could create cocktails on demand. Well, if he had told you everything in the correct order you might have been done sooner!

Alternatively, you could have skipped trying to investigate Pyuriel entirely and attempted to approach Gioia instead. The magic cube is oddly passive, seemingly immune to the effects of the spell that has enthralled everything else.

If you have no way to speak to magical cubes, thankfully the Sage's Diary does have a page where the ancient runes have been matched to an alphabet. You're going to have to draw it out, but surprisingly enough, Gioia will stick around and the little cubes following it will arrange themselves according to your choice of runes. It's the beginning of a conversation!

Unfortunately, while Gioia can calm down Pyuriel, it simply doesn't have enough power to do so. The cubes that it has been constructing so far are there to keep Pyuriel's growing power in check, so hopefully you haven't been killing them off. It does have a plan however.

If you can drain Pyuriel's magic powers, Gioia will focus on making a massive stockpile of Dragon Breath Cocktails. Then after that, you just need to toss them into her mouth. The moment you engage Pyuriel at all, you're

going to realize that there's a bit of a dilemma: Pyuriel never opens her mouth except to scream – and when she screams, even the earth around her starts to shake. You have a feeling the cocktails will never make it into her mouth.

Still, there's seemingly no alternative except to go for it, and thankfully the longer you can withstand Pyuriel's furious magic assault, the weaker she starts to become. The process seems to accelerate if you were to counter her spells back at her. Thankfully with all the power she's collected she's rather durable.

As long as you don't give up halfway, eventually you will drain Pyuriel enough that either you or Gioia can stuff her mouth full of cocktails. It seems a bit bizarre that you have to intentionally intoxicate a school girl, but given the grief that she's given you, maybe this isn't such a bad change.

When Pyuriel comes to, she'll be completely lost as to what is happening – and the first sign of your culprit will show up in the form of assassins that attempt to kill the young wizard. Looks like you're going to have to fend them off if you want to get anything out of Pyuriel.

Unfortunately, Pyuriel doesn't quite remember anything, but Gioia does advise you that you should get moving if you still intend on figuring out what's going on. Thankfully, Pyuriel, Gioia, and Gioia's army of Elvira, the smaller magical cubes, will come along with you as you continue to try and pin down the true culprit behind all of this.

The Foreigners

The three MVPs from the foreign lands will prove to be extremely difficult to contain, especially considering the only advice from the Sage's Diary seems to be related to very obscure and bizarre items which even the sages in Juno have not heard of.

As the notes indicate…*A geomungo, a taiko drum, and a bawu, to be procured and played in harmony, tames all beasts. Surely music is the universal language which was once lost to us.* While a sage might not know what this is, the note implies that a Bard or a Dancer might, and if you

happen to have one in your party, they might have the expertise in such instruments.

If not, there's still one man who might know, and if you've ever visited a tavern in Rune Midgard you've probably heard him play. The legendary Wandering Bard, who drifts from town to town, is a master connoisseur of all instruments, and he knows where to find the ones that you seek.

Unfortunately, to find him, you'll have to spread yourself out thin to try and track him down in one of the towns. Even then, the instruments that you're looking for are to be found in the distant Eastern islands. He can however, teach you how to make them, should you explain the situation to him. He'll even offer to teach you how to play these instruments, so long as you're willing to let him witness your performance.



The easiest MVP to perform for is most likely the giant snake that happens to be running amok even within its own army. The Sage's Notes indicate that the snake is but a construct of the ink – perhaps explaining why you see a terrible face grinning out at you from a puddle of ink.

To begin clearing the magic that is gripping its mind, you'll need to play a very sharp melody, something intense to give it a jolt. Having some companions helps here, because otherwise you'll be attacked by floating nymphs even as you try to play. When the nymphs start dancing in tune with the melody instead of attacking you, you'll know that you've finally lifted the spell. The Snake Lord will help you by blinding anyone who tries to disturb your performance with a cloud of ink.

The lady floating from the ground, which the Diary refers to as Bacsojin, is seemingly far more peaceful in comparison to the other MVPs, except for the fact that her mere presence seems to incite the minions around her into a dangerous frenzy. She's content to flit around, and all of her minions

around her are content to try and murder you with a glee that screams out the presence of madness.

Bacsojin's madness aura seems to weaken slightly in the face of music with a very turbulent rhythm, but the moment you begin disrupting her aura, you'll unfortunately trigger a very strange battle with the flying nymph MVP. Bacsojin won't fight normally, instead, she'll start singing at you, and suddenly you find yourself in a musical battle with this nymph. Hopefully you have a good vocalist around.



As your party squares off against Bacsojin in this musical confrontation, you'll slowly sap away at her strength as well. Strangely enough, it seems like the spell never actually took away her senses – it merely made her normally peaceful aura become a bloodthirsty and malevolent one.

And from the wistful smile she has on her face as her aura slowly normalizes, you can't really tell if she actually preferred inciting crowds to go into murderous frenzies instead of lulling them into peaceful tranquility. Still, she thanks you for quelling the rampage of her minions, and will lend her aid to you by attempting to calm down whatever comes your way.

You may want a drink of water if you were the vocalist during all of that.

The third MVP from the East, the Incantation Samurai, seems to be the most bloodthirsty of the three MVPs. He's bloodthirsty enough that even his minions give him quite a wide berth, and frankly, even the Sage's Diary suggests that you should attempt to placate him with the help of Bacsojin.

Still, should you have been so unfortunate to be forced to kill Bacsojin at any time, or did not lift the spell on her yet, you should make careful note that the Diary specifically calls for the aid of Bacsojin's entrancing voice. That seems like the most crucial aspect.

Hopefully you have some confidence in the power of your voice, or perhaps a companion who has more confidence in their vocal abilities than yours. With Bacsojin present, you could attract the Samurai's attention while Bacsojin worked her magic voice. Without her assistance, you're going to have to rely on your companions, or perhaps clones.



If you decide to go at it alone in a physical clash, the path of applying brute force to lift the spell is a treacherous one, as the Incantation Samurai is a spectral being, and only materializes to strike. The Sage's Diary suggests that the real conjurer of the Samurai is hiding somewhere among all of the minions, and they aren't about to give up the location of their master. If you can find the real conjurer and hurt him sufficiently, the spectre should fade.

Should you successfully quell this spectral beast's rage however, you can feel pretty safe, considering the minions will literally avoid you, mostly due to his presence hovering above you.

Unfortunately the moment you lift the spell off of one of these MVPs, assassins will once again appear and attempt to kill everyone within vicinity, including you and all of your allies. You're going to have to release the remaining MVPs while attempting to fend off the assassins as well. It would seem that whoever orchestrated this definitely intended for the three "tribes" to fight in bloody fashion, intending for them to die afterwards.

Once freed, the three MVPs inform you that they had only departed for the main continent of Rune Midgard when their villages in the Eastern islands were attacked by a mysterious mage. Considering all three of them have near identical stories with nearly identical time frames, it seems that the perpetrator may not be working alone or perhaps he had this well planned out in advance.

The three of them, or whoever has survived, will offer to help you in finding the true perpetrator, even if that means they need to move against the other MVPs.

The Orcs

The Orcs are very easy to approach, given that the location of their tribe is well known, and they have no issues with letting you into the village. The only difficulty appears to be the Orc Lord, who would rather you stay in the village forever and preferably five feet under the ground as well.

The Orc Hero, apparently not wanting to give the wrong impression, will intercept you to explain that not too long ago, the village was attacked by a large group of assassins, and unfortunately in the process of the attack, the Orc Lord's wife was killed. Since then he's been gripped by a terrible madness.



Admittedly, the Orc Hero has been struggling to keep the Orc Lord under control, and he's also been suffering from moments of homicidal rage himself. He believes that the assassins must have poisoned the water supply or something similar while they were here, but in his impaired state of mind, he can't stay calm for long enough to investigate properly. In fact, it's likely that he'll attack you even in the middle of your conversation.

So long as you don't kill him outright, he'll come to his senses eventually. Should you retaliate however, you can expect the entire tribe to turn on you. The Orc Hero is very charismatic and that counts for something. When the Orc Hero is lucid enough, he'll tell you to start by investigating the ancient burial grounds.

But the assassins aren't going to wait for you to go around investigating the burial grounds. They'll attack the village in waves, and while the orcs can certainly handle themselves, the Orc Lord seems to be getting

more incensed with each wave. Before long, you might not be able to calm him down at all.

The Orc Hero pointed you in the direction of the burial grounds, but regardless of where you go, your ultimate aim is still to figure out if his claim that the water supply is poisoned has any merit to it. The water source for the village seems to be in the fields to the west and certainly, the orcs here are quite a bit more vicious than the ones in the village.

There are cloaked figures doing something to the water source alright, but the barrier that's been put up is keeping you from doing anything about it. If you have something that can break barriers you could probably just smash right on through. Otherwise if you've bothered to investigate the burial grounds and found the totems lying about, you'll probably have noticed that those things were maintaining a barrier to keep the dead inside. Perhaps there are similar ones around here somewhere…

Dispatch the cloaked figures and the magic that they're casting on the water source will cease. The orcs around don't seem to have changed in the least, but if they've been stuck around the water supply for this long, it may take quite a while for them to recover.

The Orc Hero is also still experiencing his "brief lapses" in judgment, though these come much less frequently than before. Hopefully you didn't take too long to take care of the water supply problem, because the Orc Lord has only been growing in strength with each assassin that he kills. It seems if you want to remove the spell's influence on the Orc Lord, you're going to need to subdue him first.



The Orc Hero will help you in subduing his Lord, and so will some of the other orcs that have not yet fallen to the assassin attacks, but the assassins will actively attempt to hinder you – and from time to time the Orc Hero will also lose his clarity for a short period. Be wary that you don't accidentally kill both of them.

When you do finally subdue both of the Orc leaders however, the remaining assassins, if there are any, will turn on you in suicidal fashion, and attempt to take the entire village with them. You'll have to act fast if you want to save as many orcs in the village as possible.

With a bit of sanity back, the Orc Lord apologizes for his actions, and tells you that he's rather certain a mage was behind the initial attacks – and the Orc Hero remembers that his scouts had seen a mage sneaking around the village not too long ago…

Both of them will offer to help you subdue any of the other MVPs, should that be necessary.

If you didn't split up to tackle all three groups at once, by the time you finish cleansing two of the "tribes", the culprit will appear as you approach the third group, and will consume them right in front of you. Otherwise, he'll appear once all three groups are freed from the spell, and all of the Assassins have been dealt with.

Zanzibar Hellmod, the director of the Wizard's Academy. In addition to possessing one of the most bizarre names in Rune Midgard, he also lays claim to being the perpetrator behind all of the events thus far. From spiking Pyuriel's drink to instigating the death of the Orc Lord's wife, to starting the wildfire in the foreign lands that provoked the invasion, he claims credit for all of that.

He doesn't bother to explain why he did it, instead the same red aura glows around him, and suddenly the atmosphere takes on a drastic change…

Three Kingdoms: A Time for War

Something has possessed Zanzibar, and while you're certain he probably instigated everything with a clear mind, it's now rather apparent that he was not working alone. The sheer amount of magic surging out from this man far outstrips even Pyuriel and the other MVPs' powers – and should Pyuriel have survived, she'll confirm that the crazed director has somehow established a link to a different dimension.

It's something that shouldn't be possible, but Gioia can confirm from the sheer instability of the local space that it has happened. If you don't want demons dropping on you from the sky, you're going to have to break the link, and that means shutting down Zanzibar.

Considering the director has lost all sense and reason, unless you plan on diving into his mental subconscious and fight off the demon that has possessed him before rewriting his personality, it's not likely that you'll find a peaceful resolution to the problem at hand.

Zanzibar isn't even fighting as a normal wizard might. He stays rooted to the spot where he stands and simply attempts to block whatever you throw his way. Instead of fighting you head on, he spawns hordes of demons around him to overwhelm you.

The longer you take to break him down, the more complete the seal beneath him seems to become; evidently Zanzibar is attempting to summon something from another dimension into existence.

When you do end him however – the connection doesn't fade away. A man's voice echoes inside your head. "And in the end…it was still a mortal that opened the gate. Is this how a Valkyrie upholds her end of the bargain?"

The MVPs present will recognize this demon as Nacht Sieger, one who should have been sealed away long ago. The fact that this demon has returned is enough to convince them that they all need to work together – even if Zanzibar's plot hadn't been enough to give them a common foe.

Three Kingdoms: End of Strife

The arrival of Nacht Sieger onto the battlefield is heralded by a darkness that covers the sky, regardless of what time it is. Hopefully you're close by to the other survivors, because soon all light will fade except for the light which you bear on you. When that happens, "he" will strike from the darkness.

A massive crimson fist lashes out at you, the fleshy texture of which will immediately make you remember the battle that you fought a long time

ago. You'll probably remember the battle that you fought against Amdarias, back in the depths of Glast Heim. Which is entirely correct, as Amdarias indeed has returned.

Except once again it is not alone; these flesh demons really don't know when to quit.

If previously you had let the Amdarias run amok into your time, well – they're all here now. Nacht Sieger has somehow corralled them all up and has tossed them against you. The skeletal demon has vanished into the darkness, but the horde of Amdarias is present to keep you company. In the utter darkness, you can't tell for sure where they are – but judging from the heavy vibrations on the ground, there are quite a number of them. It would be best to stay close to your allies and ensure that everyone survives.

When you cleave through the last of the Amdarias, the darkness will lift, revealing that the summoned demon is nowhere to be found. Nacht Sieger is no fool and won't fight you on even grounds, and certainly not while it's at a disadvantage.

However, the pressing calamity has passed, and you've finished the job that you were asked. The authorities will reward you with a hefty sum of cash, and the survivors from the three tribes will also bestow upon you a gift each, for your efforts in lifting the curse. Naturally, if they unfortunately perished in the process, you won't get anything out of them.

Pyuriel will hand you an old tattered spell book, one from her early days in the Academy. She has no plans to go back now since the truth of the Academy head has come to light. Documented in her spell book is a massive repertoire of spells, though each and every spell happens to be related to cooking or brewing in some fashion.

She never did introduce herself properly did she? Pyuriel is a prodigy wizard of the culinary arts, and one of the few of her kind too. Naturally, should you wish it; she and Gioia will continue to travel with you as companions, though the two of them are inseparable and count as a single companion. Don't try to separate them; Pyuriel really likes her cocktails…

The Orcs will give you and your companions an emblem each, allowing you to be recognized by any orc across the land as a friend of the orc tribe. You shouldn't expect it to work for orcs of different lands, but oddly enough the emblems have an odd motivational effect on those who bear them.

When you're in the presence of somebody else with the same emblem, both of you are slightly empowered. However, attempts to reproduce this emblem won't be able to reproduce the magic; limiting you to the companions you have now.

The Foreigners offer to join you on your journey, but the trio of them are rather peculiar in their offer. They're not very keen on fighting, though they're quite experienced at it, but they come as an ensemble team, with Bacsojin as a vocalist, the Dark Snake Lord on trombone, and the Incantation Samurai with a bass. That's right; they're a three MVP band.

The three of them count as a single companion, just don't expect them to help out much in fights, since they'd much rather spend their time holding impromptu concerts and dragging you into them.

The matter of Nacht Sieger still remains – and it isn't long before a tower is discovered off the shores of Izlude where sightings of the skeletal demon are reported once more… You certainly can attempt to lay siege to the tower and take down the skeletal demon once and for all, but with the tower connected to Nacht Sieger's own realm, the authorities are hesitant to make a move. So don't expect much support.

The Sage's Diary vibrates violently, and a new bookmark appears. It appears that the Endless Tower has descended upon Rune Midgard once again…

[Scenario Overview]

Scenario 10 – The Black Sands [SCEN_10] 200 CP

(This scenario can be taken at any time after Scenario 1 is complete)

Beelzebub's return to Rune Midgard has not gone unnoticed by the denizens of Arunafeltz. In response to Beelzebub's demonic host which has advanced from the Nameless Island, the Church in Rachel has deployed large teams of exorcists and priests. The two forces have now reached an impasse as the sizeable response from Arunafeltz has clashed against the massive horde of demons, quite close to the town of Veins.

Seeing as you have had experience with the demon once before, the authorities in Prontera would like to request that you lend your expertise to the teams in Arunafeltz once again.

It seems like it's time to venture into the desert once again.

Black Sands: Halting the Demon

A High Priestess and a Swordsman greet you when you approach the town of Veins. They, along with the rest of Arunafeltz's dispatched forces, have camped inside the town to protect the townsfolk. However, everything south of the town has now been occupied by the dead, and they're going to need your help to beat them back. At least, that's what the High Priestess insists after hearing about your previous exploits.

The Swordsman corrects her that they don't actually need you or your companions, they just need somebody who can cut the bureaucratic red tape and organize the priests and exorcists into an actual army. Apparently, no one wants to listen to the Swordsman, who introduces himself as Joe, and introduces his High Priestess companion as Rachel. She just laughs it off.

Still, if you take a look around, Joe seems to be right about the Arunafeltz folk being completely disorganized. From a quick walk around the camp you'll realize quickly that the Arunafeltz priests are divided by several opinions. Some of them feel that Veins should be sacrificed and they should regroup with the main clergy in Rachel, others feel that they need to make a stand here and now. Still more feel that the dead need to be investigated, requesting a push towards the Nameless Island.

The dead don't have the same problem, they'll be constantly harassing the town of Veins, and that's partly why some of the priests prefer to retreat. Don't expect to get a good night's sleep until you can clear the surrounding area. Unless you can muster up a unified front from the priests, you're going to have to get things done yourself.

Beelzebub has fallen back to his old tricks, and you'll probably remember your friend the Fallen Bishop. Turns out with Beelzebub's return, the poor Fallen Bishop has come back with him, and now acts as the coordinator for Beelzebub's invasion force.

Joe is more than willing to help, and he demonstrates how a Swordsman has kept up with the forces thus far. This Swordsman has a phenomenal level of speed, enough to cover a large part of the desert within hours, and with his help, you'll be able to pin down Hibram's location without much incident. You might not need his help, but certainly, it wouldn't hurt to let the Swordsman think he's contributing.

Hibram doesn't seem too happy to see you, in fact he'll start retreating towards that very familiar dock the moment he does. But the priests and Rachel are certain that so long as Hibram is not exorcised, the invasion won't stop. Even exorcising him is probably a temporary measure so long as Beelzebub is alive, but with this many priests around, "temporary" should be quite a long time still.

That being said, with him running away from you, you're going to need to get a bit inventive if you're going to get the priests to exorcise him. Perhaps chasing him towards the priests would work? Or beating his decaying body to the point where you can drag him to the priests?

Should you fail and let Hibram escape, the forces of the dead will become slightly disorganized, but more and more waves will land on the shores of Arunafeltz in increasing amounts. Capture him and exorcise him however, and the current wave will slowly fade away. Regardless of how you do it, eventually you're going to have to face down Hibram one more time.

Should you do nothing but remain in the area however, eventually the horde will simply stop pushing forward. The priests might not engage them, and you don't have to either – you'll all just enter into a deadlock.

The High Priestess Rachel is a bit leery at the sight of this however. Since you've shown up, events have happened just a little too smoothly for her liking. Though she did believe you could turn the tide, now it just seems like you were set up to come and turn the tide.

Almost as if this was just a distraction to draw your attention….

Black Sands: Retaliation

The advanced scout Joe confirms High Priestess Rachel's suspicions. Beelzebub's target was neither Veins nor Rachel. His massive host has been here to stall for time as the majority of his force moves onwards to the mainland. Already, a detachment in the Northwestern outskirts of Morroc has confirmed sightings of Banshees and Dead Priests establishing a foothold.

Over the next few days, the remaining horde of zombies and wraiths, should there be any, will retreat into the sea, and it becomes apparent if you advance onto the Nameless Island that Beelzebub has left completely. The force at Veins is far too large to move to Morroc instantly, but a specialized squad consisting of you, your companions, the High Priestess, and John could still make it in time.

At this point it seems like there isn't much of an alternative. Frankly, you had come to investigate what Beelzebub was up to, and now he's basically fled to the mainland for some reason. The fact that he set up a diversion for you specifically only raises suspicions that perhaps his plans were meant to target you specifically.

You've got a different problem to deal with at this point however. The teleport spell worked, it just didn't take you anywhere close to where Beelzebub and his forces have landed. You've found yourselves instead quite close to the ruins of Morroc, specifically rather close to the Pyramids and the Sphinx. The locals certainly don't have any problems with random priests and

adventurers warping in, but some other creatures have noticed your arrival, and your presence is cause for alarm for them.

Something stirs out there in the sands, and as you head towards where Beelzebub's forces have made camp, they'll make their presence known. A massive sandstorm traps you as you make your way towards the shoreline, and the lords of the sands will approach you.

Osiris, Amon Ra, and the Pharoah of old – all three of them are not very happy that you are probably involved with all of these dead creatures now invading their shores. They want you to get rid of them, and they don't particularly care how you do it, as long as you get rid of them quickly.

However, this does present an opportunity. You likely don't care to face an entire horde of dead creatures alone, and these three MVPs are likely to have armies of their own. You wouldn't lose anything to try and ask them for aid. They don't mind helping out either if it means beating the dead creatures back quicker, though ironically they happen to be dead themselves. However, there's still a problem.

Once rulers of the desert sands, now dead and engraved in history, it would be foolish to believe that these MVPs are powerless by any means. Osiris, the Pharoah, and Amon Ra all stand at the front of countless legions of dead monsters. Besides the physical appearance, they really don't seem too different from Beelzebub.

Each of them can recognize the severity of the situation, but in order to even take a step outside of their domain, they need a priest to become their physical anchor. If Beelzebub were to take the fight away from the sands, they would instantly turn powerless.

Anybody could become a priest, but the more devout an individual, the stronger the anchor will become. Then there's the catch – the one who becomes the priest will become one with the sands when their duty is done. You most likely do not want to volunteer yourself for this.

But Rachel is willing to do so.

If she's to act as the priestess however, she will need time to prepare, and unfortunately, Beelzebub isn't inclined to give her that time. His armies have been marching, and they've already secured the southern ports to cut off any reinforcements. With far greater mobility than the Arunafeltz army, the lord of the flies has managed to lock down most of the paths to Morroc. Now he marches down on you, the only obstacle left.

The MVPs will conjure their forces and from time to time, you'll be reinforced by the priests that managed to warp through into Morroc, but the ruins have now become a battlefield between the dead, the mummified, and the living. The lords of the sands have a plan however. Once they've anchored to Rachel, they can channel the sands through her, and banish the dead. All you have to do is make sure she does become a priestess. The MVPs will take turns channelling more of their magic into her as you defend her.

It's around now that Joe sees his strength is needed more than ever, and he throws off his disguise, revealing that he's the MVP Doppelganger. Having long since left the confines of Geffen, he's been travelling here and there, living life as a normal swordsman would. But for the moment, he needs his full strength as a MVP to deal with the threat at hand.

How you choose to defend Rachel is up to you, but she'll be unable to move once the ritual begins, and you should expect Beelzebub to throw everything he has at you. You may want to make good use of the Priest reinforcements that warp through, should they survive the arrival.

Black Sands: Demons' Banquet

Chaotic would be an understatement for what is happening around you. Zombies and ghosts are fighting against zombie dogs, serpent women, and mummies. The priests around you have no clue which side they're supposed to be supporting, and as a result, they've been forced to fend off whatever comes their way.

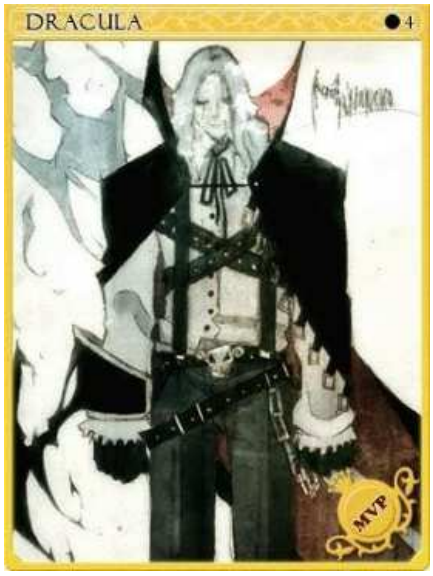
Thankfully, for the most part, Osiris' forces have been refraining from attacking the small group of priests remaining, but in the heat of battle, a bit of friendly fire seems to be inevitable. You'll have to do your best to keep the priests together and stop them from provoking the desert forces.

Beelzebub still has plenty of cards to play, and as soon as he realizes that you're actually resisting his assault, several portals will open up, from which more demons comes out. These aren't just random demons that get called into the fray – rather, three more MVPs have arrived onto the field, leading demonic armies of their own. If you're very aware of the situation you'll notice that for just a moment, Beelzebub's forces seem to pull back, as if to the newcomers some space to move in.

The arrival of the demon MVPs has added yet another front to this battle, and the forces that came with you are dwindling. The demons will attempt to kill the priests indiscriminately; the priests will be forced to counter them, even as the two armies of the dead continue to contest the battlefield. At this point the objective seems to have changed from protecting Rachel and stopping Beelzebub to simply staying alive.

If you're to find any form of order at all, you're going to need to somehow align yourself with the newcomers against Beelzebub. You're not quite certain that Beelzebub sent them here to whittle you down, and from their reactions to Beelzebub's forces it seems apparent that the two parties are not friends. You simply need to capitalize on that, all while keeping in mind that Rachel is practically immobile.

If you could just reach one of the demon MVPs, you might be able to parley with them. You'll probably have to subdue them first, but if that's all it takes to take the pressure off of the priests and the desert forces, it would certainly be easier than trying to wipe out the demons and Beelzebub's army all at once.



Of the three, Dracula and his host of vampires is likely to be the weakest, but they're also the most crafty, slipping in and out of the battle to minimize the amount of damage that they're taking from each confrontation. As the battle continues, they'll start to turn on even their demon counterparts, adding to the chaos

ongoing. They seem to ignore Beelzebub's army, if only because they don't see it as a threat. However, should you force Dracula into a corner; he'll switch sides without hesitation – an ally so long as you continue to keep a tight leash over him.



Baphomet the goat demon however, is ironically the easiest to convince through a show of strength. So long as he's convinced that you are far superior and there is something to gain from working for you, he'll direct the smaller goat demons to lay down their lives for the High Priestess. That's certainly something that you don't see every day. The only complication would be reaching him, considering how he tosses himself in the thick of battle, and that scythe he's wielding will make it hard to approach.

The Dark Lord will simply refuse to follow your orders. While you can certainly manipulate him and pull him in different directions, he and his host of skeletons refuse to serve any human, especially not for anything related to a High Priestess. If you're strong enough to mentally control him this might not be an issue, but with centuries of experience, the Dark Lord isn't your normal mage. Once he falls however, his forces will back down and depart from the battlefield, or simply linger listlessly.



Beelzebub's army has been a constant throughout all of this, but if you have been successful in protecting Rachel up until now, the ritual will almost be complete, and the signs are showing as the sands begin to claw away at Beelzebub's army. The massive sandstorm that descends over Morroc is probably a good sign, and this is likely to be one of the few instances where you can say that.

With the arrival of the sandstorm, Beelzebub's army is effectively split apart, and while more of his forces will attempt to push through the storm, the majority will be torn to shreds as they throw themselves against the raging tempest.

You've managed to control the tide somewhat, but Beelzebub still has a trump card to play. In the brief time that he's disengaged from the battle with the arrival of the sandstorm, he has summoned another MVP from a different dimension to support him. Suddenly the armies arrayed against you seem to be looking much bigger, Beelzebub's army in particular.



If you had successfully turned any of the demons over to your side, they'll recognize this newcomer immediately. Entweihen Crothen has been conjured forth into Rune Midgard once again.

Even the priests will recognize this skeletal monstrosity upon seeing it. The crucifixion he rests on is rather distinctive, and the legends are countless about all of the demon legions that he commands.

Entweihen is first and foremost a conqueror, and all of his legions are now prepared to bear down on Rune Midgard, and bring it under his heel. You're not sure if this was Beelzebub's objective all along, but there's no doubt that the situation has spiralled out of his control by now.

Black Sands: The Banishing

Entweihen's arrival with his army was definitely the bad news, but it isn't all bad, as his army arranges itself outside the sandstorm. The good news, with the presence of the sandstorm, the ritual is finally complete.

Now a full-fledged Priestess of the Sands, Rachel leads a band of Marduks in the ritual to seal the demons back to their own realms. Oddly enough, besides Beelzebub and Entweihen, the rest of the surviving MVPs

have joined up forces in defending the ritual site. It seems like they want to banish the giant fly and the bone demon as much as you do. As the ritual begins, the sandstorm drops – and the battle continues.

By all accounts you should have full numerical superiority, even if you were to compare the number of MVPs present. Yet as you look at the sea of dead that surrounds you, you don't feel like you have numerical superiority at all. Entweihen and Beelzebub are lingering on the outskirts of the battlefield, directing the tide of corpses to smash against you. For the moment, they seem content to merely direct the battle.

You'll have to endure wave after wave of dead creatures, and the combined blessings of Entweihen and Beelzebub means that these are not dead creatures that will fall to simple exorcism. Entweihen's magic ensures that once deceased, the dead will simply regenerate at the outskirts of the battlefield – enough to ensure steady waves of dead soldiers.

Thankfully as Rachel proceeds ahead with the ritual, the waves seem to ebb a little. But it is only a matter of time before the wave returns in doubled intensity. By now, the demons have likely realized that the situation will only be resolved with the death of Rachel.

Of the two MVPs, only Beelzebub responds by rushing forward. The swarm of man sized flies is something you've faced before and this time you have a bit more support in facing him. But he's not alone either. Entweihen demonstrates the power that makes him worthy of being a demon general as he creates clones of both Beelzebub and himself.

In order for Rachel to identify a proper target for the seal, she's going to need to pinpoint the target down to a single MVP. Accordingly, you're going to need to take down the clones one by one until only one remains. Keep in mind that so long as Entweihen remains on the battlefield, the army will keep coming back. So long as Beelzebub remains on the battlefield, should a MVP die – he will absorb them into himself.

When Rachel completes the preparations for the ritual and you have narrowed down the enemy MVPs down to one each, the Priestess will activate the sealing spell. The undead caught within the pulse of magic that

radiates out will instantly collapse into a pile of sand. The wave will catch both Entweihen and Beelzebub if they're close by…and have no effect on them.

Rachel insists that you simply need to take them down one more time, and if it's any sign of confirmation, both of the demons will immediately attempt to pull away from the battlefield. You'll have to make the choice of whether you pursue or not.

Of the two, Beelzebub is far easier to hunt down and dispatch, though the battle with him is no different than the first time you fought him, this time you happen to have substantially more allies than before – and the desert is not his domain.

Dealing with Entweihen is a different matter altogether. His army is disciplined, and it quickly becomes apparent that even with the success of the ritual, not all of his army could be trapped and sealed. They're covering his retreat, and if you've already destroyed one of his bodies, then you'll realize the nature of this demon – his real body was never present in the first place.

Should you allow both of them to depart without pursuing further, it's only a matter of time before Beelzebub's body, drained of life force, will be found at the edge of the Morroc desert. From the traces of combat and the corpses of dead demon soldiers all around him, it appears that Entweihen successfully killed and absorbed the majority of Beelzebub's powers. Looks like whatever the fly demon had planned did not come to fruition after all. Entweihen's campaign will begin, first by targeting all of the MVPs to take their powers one by one, before aiming for you, and finally the Gods themselves.

The authorities at Prontera don't really know what to do with the news you give them, but in recognition of your efforts, they've dispatched a small unit of four acolytes to serve under you for the remainder of your time here. Though you're not sure why they thought compensating you with babysitting duties would be adequate, the acolytes do seem eager to learn, and they can take care of themselves, so it can't possibly be that bad.

Strangely enough, if you actually take up their offer, you'll realize that these acolytes are a bit abnormal and most likely handed to you because the Prontera authorities did not want to deal with Rekenber test subjects. These acolytes don't follow a standard progression with regards to their professions, and while they are magically inclined, they have no hindrances in terms of what they can become – up to their second job. With 300 CP to spend, they have discounts on any three paths of your choice.

On the other hand, you'll part ways with the surviving MVPs on relatively amicable terms. Joe the Doppelganger will continue wandering, unless you invite him to come along with you. Rachel, or whoever you chose to become the Priest of the Sands, will fulfill their end of the bargain and become the custodian of the Morroc desert.

Amon Ra, Osiris, and the Pharoah have collectively pulled together a little piece of their essence each to form their own tribute to your efforts. You did hold up your end of the bargain after all. The symbol of the sands, a golden eagle bearing two ankhs and a small sun, will allow you to generate sand and heat in a large area around it so long as it is continually fed magic. Considering the desert is the domain of these three MVPs, it seems like it's also a way for them to expand their territory, but that's only pertinent in Rune Midgard.

You may choose what you wish to do with the demons, should they have joined you for any reason. Dracula prefers to return to his realm underneath the city of Geffen, but Baphomet is content to serve you so long as you prove to be both stronger than him, as well as a source of amusement. He's not quite a High Wizard and not quite a Lord Knight, but acts like both, with the ability to summon smaller goat demons, so he might come in handy.

All said and done however, you should probably keep a good watch on Entweihen, and perhaps interfere with his plans. Should he succeed in devouring all of the MVPs – you may well find yourself with a very troublesome opponent.

[Scenario Overview]

Scenario 11 – Jungle Fever [SCEN_11] 200 CP

(This scenario can be taken at any time)

It happens so quickly that you barely have time to react, but one day, a courier will literally toss a large golden envelop at you before running away. Either he's on a ridiculously tight schedule, or whatever he just delivered to you was something he does not want to return to the sender.

It's addressed to you alright, though you're not sure you want to know how they got a hold of you – especially since you don't really have a designated address.

Inside are three sets of envelopes, each with its own distinctive seal, as well as a letter of introduction. The letter specifically says that you've been enlisted as the fourth member of a certain team, which are detailed in the envelopes, though you'll have to settle with choosing one.

Each envelope contains the other three members of the team, but once you settle on a team, you won't be able to switch. The objective is simple – you merely need to find the other members of the team, round them up, and head to the finish point. A logo at the bottom of each envelope suggests that there's a sponsor behind this: the Kafra Corporation.

It seems traveller, that you've been invited to some sort of publicity event. You should probably take a moment to see if somebody is filming you.

Jungle Fever: The Start Line

You could ignore the invitation entirely, but if you choose to accept, the letter of introduction only tells you that the start point is up in the idyllic city of Hugel. You might have been there before. When you get there, a Kafra is there waiting for you. Well she's actually here to confirm your choice of race partners, by taking the envelopes of the ones that you didn't want.

If you haven't checked the envelopes already, now would probably be a good time to take a look before you make your decision. The three teams are as follows…and you might realize upon reading their descriptions that these are not normal team members you're going to have to round up.

The Kafra informs you that your prize awaits you at the finish line, though where exactly that is won't be divulged until you've chosen and assembled your team. Perhaps it hasn't been decided yet?

Payon Division

This team is best described as a group of Payon natives, very comfortable when it comes to navigating through forests and grasslands, which may come in handy through the first leg of the journey. Of course, you're also going to have to trek through forests in order to find them, so by the time you round them up you'll probably be an expert at navigating through forests yourself.



Of the three, the Moonlight Flower is the easiest to find, given that she stays inside the burial caves north of the city of Payon. Unfortunately, that does mean in order to find her, you're going to need to do a bit of dungeon delving.

A bit of an air head but ridiculously strong, this little fox lady is an expert at clearing paths with that massive golden bell of hers. The fact that a bunch of foxes follow her around means that she'll always have access to some advanced scouts, but hopefully you're not allergic to foxes!

She's well aware of the nature of the race, probably more than you are at the moment, and she has no issues with coming along. However, she does demand that if you're going to ask her to join your team that you pay her in royal jelly, or another honey of some sort. You'll soon realize that she is very picky when it comes to food. While she's great for clearing paths and scouting ahead, she absolutely refuses to do anything domestically useful, like cleaning or cooking.

However, she is well aware that with Eddga present, you shouldn't have a problem in terms of domestic concerns at all! Granted, considering you still have to hunt down the Tiger, perhaps you shouldn't get too far ahead of yourself.



Eddga wanders around the edge of Payon forest, and likes to think of himself as an extraordinary gentleman. Normally this wouldn't be an issue, except the "Tiger" isn't a title or a label – Eddga is quite literally a giant anthromorphic tiger.

While there is no denying that he's very polite and courteous for a massive tiger, he also has a very terrible tendency to forget that instead of human hands, he has massive tiger paws. Be careful when you shake his hand!

Having Moonlight Flower around is actually more likely to make Eddga refuse to join you outright. It would seem that the two of them don't have the best history with each other. For one thing, Eddga tells you that if you happen to want the two MVPs to cooperate with each other, you better be the one to supply the cooking supplies. You'll also need to demonstrate that you actually can supply the cooking supplies – or better yet, you can cook. He's not coming on this camping trip without a proper chef, not while the Moonlight Flower is around. The fact that he calls it a camping trip is a bit strange though…

Eddga, like the Moonlight Flower, is very effective at clearing paths, as well as scaring monsters away. He also is very well versed in the different beast languages, and perhaps that might come in handy depending on where you need to go. Which reminds you, nobody has mentioned where the finish line is yet.

But before that, there's still the third and last team member, who thankfully can be found in Payon. However, he's not willing to budge until

you've gotten both Eddga and the Moonlight Flower to cooperate. Unlike the former MVPs, General Daehyon is a very dedicated and very serious fighter. He's coming along to ensure that this expedition succeeds, and again, you're getting different reactions to this race event already. Either one of the three MVPs is telling the truth, or everyone has been deluded into participating.



General Daehyon even comes prepared with his own retinue of guards. You only get the feeling that as long as he's around, even the MVPs won't need to fight if something comes up. But frankly, it's just a race right? You don't see any reason why a fight should arise…

Eddga and Moonlight Flower both warn you well ahead of time that Daehyon is a no nonsense sort of character and you definitely can get those vibes coming from him. From the moment he joins you he practically commands you to lead the way – an awkward request to say the least. Hopefully he'll lighten up with time.

But with him recruited into the team, you'll be ready to depart.

Southern Sea Squadron

You might want to bring some scuba diving gear for this one, as most of the members from this team live in aquatic domains, and should you try to hunt them down without causing a ruckus, you'll probably end up diving into the sea more than a couple times. All of them have remarkably keen senses even for MVPs, and this team is recommended for an adventurer who likes to take things slow and move carefully.

The letter in the envelope tells you that if you're looking for these MVPs, you had best start by asking around in Alberta. You should expect to receive plenty of strange looks from the sailors as well, but there are regular

shipping routes to the islands where these MVPs reside, so transportation won't be as much of an issue as you might have suspected initially.



The MVP Boitata resides on the island of Brasilis in a dungeon hidden behind the massive waterfall at the centre of the island. But before you think of dipping into the river to wade to the entrance, you should probably read the sign that cautions you about the piranhas that swarm the river. They'll be everywhere in the dungeon as well.

The fortunate thing to note is that Boitata is very easy to find. Granted, it's a massive fire serpent inside a partially submerged cave. Monsters flock away from it as it moves, and even the piranhas give it plenty of room. While communicating with it isn't impossible, it's very hesitant to leave the cave, largely due to the fact that it abhors sunlight. That being said however, if you're willing to guide it during the daytime, it would be interested to see how much the outside world has changed since it fled into the waterfall cave.

Boitata is an expert at sensing the movement of everything in a wide direction, regardless of whether it is underground, underwater, or even in the sky. So while being blind in sunlight is an inconvenience, it has no actual problems with moving about during daytime. You had best make sure that adventurers don't panic upon seeing this massive serpent however. Once night falls, Boitata is in its element, as without the annoying sun present it is much more mobile than normal.

On the nearby island of Port Malaya, rumours tell of a moving treasure chest – which happens to be one of your targets. Unfortunately, while the description on the envelope literally just said "a moving treasure chest", this is no simple mimic or robot that you're facing. For one thing, nobody told you that there was a crocodile involved.



Buwaya is a moving treasure chest alright, just that it happens to be moving on a crocodile about the size of a tank. The crocodile is ravenous, but Buwaya unfortunately grabs all the food that the crocodile tries to eat and stuffs them into its chest.

It seems to be acting entirely on instinct, both the chest as well as the crocodile, and instinct demands that it tries to eat you and your companions as well. If you have enough food on you to sate its appetite however, the crocodile will regain some semblance of sanity. Should you have no food, you could try to lure Buwaya about to the other monsters inside the cave. It's probably best to try to feed it until it calms down rather than to beat it halfway dead however.

Looks like hunger can drive even a crocodile and a treasure chest mad. Once sane however, Buwaya has no problems with joining up with you, provided it gets even more loot (for the treasure chest) and more food (for the crocodile) along the way. These two are greedy fellows for certain.

Buwaya is surprisingly fast for a treasure chest mounted on a crocodile, and despite being mounted it still has a pair of shadowy arms that it can use to manipulate things. Buwaya's one specialty however, is that it can actually toss you and your companions into the chest, acting almost like a car…if your car could get hungry, was green, and had very sharp fangs. So long as Buwaya is unharmed, you won't be harmed either. You might want to organize all of the stuff that it's tossed inside the chest however…and toss out some rotten food.

The last member of this team resides on one of the few islands where normal shipping routes do not exist. You'll have to convince someone in Alberta to ferry you to the volcanic island near Dewata, a place that the locals call Krakatoa.

The demon MVP Leyak, or Leak as the locals call her, resides in the lower sections of the volcano. Besides fending off waves of curious komodo dragons, you're going to have to find a way to convince Leyak to even stay still long enough to hold conversation.



Contrary to folklore, Leyak doesn't want anything to do with humans. In fact, she finds you to be a very substantial threat, and will do her best to run away from you in hopes of avoiding a fight. Should you press her for a fight however, she'll give you one, and those claws of hers are awfully sharp…

Still, if your point is to get her to join your team, then you want to actually stop her in her tracks so you can explain your situation. She joins you on one condition – you need to find a way to disguise her as a normal human, since she literally can't take her demonic mask off. If you have such means, she'll join you without another demand. It does feel like she's only doing this so she can get it over with.

Leyak does possess very potent fire magic, something that might come in handy if you ever have to fight dead creatures or plants. Her specialty however is in detecting traps and demons alike, a beneficial trait of her own demonic heritage.

With your three team members gathered up, it's time to depart!

Tropical Madness

This team isn't quite sure how they got chosen for this, and they're also not quite sure what they're supposed to do. Possibly the most random team that was picked, all they know is that they were contacted by someone overwhelmingly strong and coerced into joining this event. It even says as much on their introduction letter, which only leads you to suspect there's something very wrong with this whole affair.

That being said however, each of these MVPs can hold their own, and if you could actually organize them together, with their pooled talents they could likely form a pretty good team.



Looking at the first team member, you have to wonder just who it was that actually recruited all of the MVPs. Introduced as an "impudent escapee" from the Lighthalzen Bioethics Facility, the only last known location recorded for her is listed as "Her Home". These are likely to be the worst set of directions that you could have possibly been handed.

Still, at least you managed to get a name from the roster. Described as a very capable swordswoman, should you head to the swordsman guild in Izlude the guild register there will list her as deceased. But her last known place of residence was on a distant island called Ayothaya. The sailors nearby tell you that some of the ships coming from Alberta that pass by Izlude sail to Ayothaya, so that's probably where you should go first.

As you may have suspected, the Lighthalzen Bioethics facility is simply another name for the Somatology Laboratory. Should you have any clone companions following you about from a venture inside there, the moment you land on Ayothaya, you'll literally find yourself dragged off the boat by an insistent swordswoman. Otherwise, you're going to have to trawl through the town to find her. Thankfully, there's a picture in the envelope for you to recognize her by. Looks like your sponsor didn't give up on you completely.

Ygnizem is hesitant to join you, granted that she's just settling back in to a normal civilian's life – as normal as an experimental swordswoman test subject can get anyways. However, she's a bit concerned that not only could the mystery sponsor find her – but also you as well. From her perspective, it's only a matter of time before Rekenber tracks her down. She'll be willing to team up with you, if you agree to help her remove her tracks afterwards.

From her extensive modifications, even though she never took the examination to promote beyond a Swordsman, Ygnizem fights on the equivalent of a Lord Knight. Should you ever need some heavy muscle on your team, she'll be reliable in a pinch.

That said however, Ayothaya is also the home to another MVP on your roster. Lady Tanee is thankfully much easier to find than Ygnizem. This little girl hides within the temple at Ayothaya, and while the temple guardians are hardly friendly, Tanee herself just likes to play around.



Well, her style of playing around consists of tossing bananas at you, and if you don't realize it initially, you'll eventually come to understand that the banana tree is the actual MVP rather than Tanee. While Tanee benefits from all the powers a normal MVP may possess, she's actually a separate entity from the banana tree. You could almost say she's a two for one deal.

In addition to being an everlasting food source since both Tanee and her tree are capable of generating bananas on demand, the little girl is also an excellent translator, able to quickly adapt to languages of beasts, monsters, demons, and other folks without issue. That's probably a good sign that she's not actually human herself.

That said though, she's rather frail for a MVP and much prefers to hide behind you when she's outside. Certainly she and the tree don't mind to come along with you, but you should keep an eye on them before they start tripping people with banana peels and enrage others by playing more pranks on them. Having been stuck with adventurers and the temple guards for so long, Tanee doesn't have a very good grasp on what is socially acceptable in the outside world.



The third member of your prospective team would benefit greatly from having Tanee present however, largely because he's literally does not speak in human tongue. Tao Gunka is quite literally a floating set of jars, born from an enchantment spell gone horribly wrong. In the caves just West of Comodo, you'll find Tao Gunka usually floating about. On rare occasions, you'll find him in the town, masquerading as discarded pottery.

With Tanee present, negotiating Tao Gunka's aid is simple, and he'll join you unconditionally. Without a way to communicate with him however, you'll have to find a way to convey your intentions to it. Unfortunately, due to the typical reaction that humans have towards enchanted jars that can fly, Tao Gunka won't react well if you try to approach him head on.

Without Tanee to facilitate communication, you could alternatively try to link with it telepathically if you have that sort of ability, but that's quite likely to scare him away as well. Whatever you do, once you do manage to make your intentions clear, Tao Gunka will probably join you without any substantial problem.

Tao Gunka favours roles where he can sit back and fire off laser beams from afar. Consequently, he and Tanee work rather well in supporting Ygnizem together as a unit. However, as he may well have proven to you in Comodo, he also has very potent illusionary magic that he typically uses to infiltrate human society.

With all three members assembled, it's time for you to depart!

Jungle Fever: The Tree of Yggdrasil

With your team members assembled, the Kafra will reappear to inform you of your destination. The other MVPs don't seem very surprised, but it isn't every day that you get sent on a race to the realm of the dead. The finish line rests in Niflheim, guarded by the lord of the dead.

Regardless of where you depart from, the path towards Niflheim is rather straightforward. Well, straightforward to get to the gate, but not so straightforward to get past. Niflheim lies separated from Rune Midgard by the massive tree of Yggdrasil, and in order to enter the dead realm, you'll need to find a way to part its roots.

Getting to the tree of Yggdrasil means going through the southern swamp lands, and depending on what team you chose, you may already be rather close. By the time you get to the thick jungles at the outskirts of Umbala, you'll notice the tree of Yggdrasil towering into the sky.

The people in Umbala can barely speak the common tongue, but they're well aware of your intentions, and will guide you to what you need in order to part the tree of Yggdrasil. Judging by their familiarity with you and your task, it seems that they've been told to expect you.

Your journey thus far has been rather uneventful, but upon entering the tree of Yggdrasil, the playing field is going to change. Yggdrasil has grown for so long that its roots stretch deep underground, anchoring the entire Rune Midgard continent.

The way to get to Niflheim is marked not with signs or trails; rather it's marked with souls. Inside Yggdrasil, when something dies, their soul will linger for a moment before it is drawn towards the gate of Niflheim. In order to reach the gate, you'll have to either kill a path through, or observe the natural flow of souls as monsters kill each other as they normally would.

But with the copious font of energy in Yggdrasil, the monsters here have adapted and you can expect even the weakest of beasts to have quite a substantial level of strength. Many of the beasts that have survived here possess centuries of experience, unlike the monsters out in the normal world.

Along the way, you'll find the bodies of dead adventurers, but strangely enough, something seems to be rooting their souls in place. Around their corpses are deposits of blood stained tar, and if you investigate these deposits, you'll see brief glimpses of the adventurers' last moments. Something is lurking in the darkness of Yggdrasil's roots and killing off the adventurers who venture in.

Disrupting the deposits will free the souls of the adventurers, but in their last moments, they'll warn you that you're merely following in their footsteps. By now, you probably have no doubt that there is something very wrong with this whole affair.

Follow enough souls, or wander around for long enough, and you'll reach the boundary between life and death. At the very edge of Yggdrasil's roots, there lies a still lake, which marks the last safe refuge before the realm of Niflheim. There, you'll find something even more disturbing.



The corpses of the other MVPs who were in the envelope, the ones that you did not choose, rest here on bloody crucifixes. Even as you notice them, a massive creature will burst forth from the lake. The Eclipse Eater, Bakonawa, is here to ensure that you end up with the same fate as the ones you see before you. Judging by the strange tar monsters which start to push out from the lake, Bakonawa is also responsible for what happened to the adventurers in the Yggdrasil tree.

Gnawing on the roots of Yggdrasil has made Bakonawa strong, and he isn't alone. If you have the ability to detect invisible creatures, you'll have noticed the large mass of flesh that seems to be floating around all of the crucified MVPs. As Bakonawa engages you head on with the power of Yggdrasil and the waters of the enchanted lake, this other MVP will slowly infect you and your companions with all sorts of curses and diseases.

Bakonawa's partner is the silent death, Bangungot, and the culprit behind all of those who have died thus far. Invisible and silent, Bangungot operates in the shadows, stacking toxins, curses, and parasites inside everything close by until it detonates everything in one massive viral bomb. Of the pair, Bangungot is the one who is by far more dangerous, and should

be taken care of immediately. But that would require you to be able to see it in the first place. Though your MVP allies and companions can naturally see Bangungot – they'll recognize Bakonawa as the bigger threat, seeing as Bakonawa is actively attacking all of you. Hopefully you can finish these two off before they turn you into another macabre display case.



The deaths of Bakonawa and Bangungot are not within consequence. At the death of the water dragon, the waters of the Yggdrasil pool will turn violent, and the passageway that you took to get to the gates of Niflheim will seal shut behind you. As Bangungot dies, a black mark appears on you and all of your allies. It seems that even in death, the demon still has one more card to play.

Now without a way back up to Rune Midgard and marked with a strange symbol, it looks like you might as well complete the journey, and see your way through to Niflheim. With the death of so many MVPs, the gate to Niflheim will open to let their souls and your group through.

Jungle Fever: Dining with Death

Niflheim is a cold, desolate place, filled with spirits that have long guarded the dead land. They won't take to your intrusion kindly, and being in their own domain, you can't put them down for too long before they come back. Along the way, some of the less belligerent spirits will suggest that you should seek an audience with the Lord of Death.

It would do you good to seek him out soon as well, as they recognize the mark on your body as the mark of death. You might be able to resist its effects for some time depending on how strong you are, but your companions may not be able to say the same.

The Lord of Death, according to these ghosts, is an unmistakable individual. You literally can't escape him, but you probably want to find him before he's supposed to find you. The inner city of Niflheim where he resides has many ghosts, but these ones are not as inclined to attack you on sight. Just don't invite any of them to dine on your life force by getting too close.



Even before you see him, you'll feel the sheer cold of his presence. He and his entourage will notice you as well, and as any good host would, he invites you to dine with him at his humble abode.

Considering he is the master of Niflheim and likely to be the only person who can remove both the mark of death and show you a way out, you may want to take him up on his offer, even though dining with death is never a wise decision.

Despite his title however, the Lord of Death does prepare quite a lavish banquet for you. It isn't until you take your first bite that you'll notice anything wrong at all. For one thing, the food lacks any taste despite their appearance. The Lord of Death merely smiles.

He's well aware of what you came here for and who sent you. An avatar of the demon Satan Morroc has arranged all of the events which have come to pass, including the appearance of both Bakonawa and Bangungot at the pools of Yggdrasil. If you continue to eat, you'll notice that the mark seems to be slowly fading. At least it looks like the Lord of Death isn't out to kill you, though you don't know what other effects this dead food may have.

As the Lord explains, Satan Morroc is after a fragment of the Yggdrasil tree which has fallen into Niflheim, a crystal fruit which would give him the power he needs to fully reform even as an Avatar. As you might expect, the

Lord of Death isn't too keen on handing that over to him. If you insist on taking the fruit however, then the Lord of Death's hospitality ends here and now. Satan Morroc can't step into Niflheim unless the gate is being held open, so he wouldn't be able to enter the realm himself.

By now you've probably clued in on who had crucified all of those MVPs at the gate of Niflheim, as a large earthquake heralds the Avatar's transformation back into Satan Morroc.

Jungle Fever: 666



If you've ever crossed the dimensional vortex, it's likely that you've heard of this demon. The demon Satan Morroc rampages across Niflheim. While the demon can't kill what's already dead, the Lord of Death does not find the demon's presence acceptable to say the least.

Beware that should your allies fall in the realm of death, even the powers of life and rebirth that you may have won't have a very substantial effect. Hindered by all the death around you, healing magic of all sorts is weakened significantly.

Regardless of whether you help him or not, the Lord of Death will engage Satan Morroc directly. Leave them alone for too long, and Satan Morroc will likely overpower the Lord of Death, absorbing him and the entirety of Niflheim's power into himself. Then you're next.

He's already absorbed the souls of all the MVPs outside, and as you fight him, he'll exhibit all of their abilities – namely in conjuring wave after wave of minions to fight against you.

Despite being a demon, Satan Morroc does have several disadvantages weighing against him. For one thing, he's in Niflheim and not in Rune Midgard where all of his powers are available. On top of that, the Lord of

Death's powers are actively eating away at him, with the only thing sustaining him being the power coming from Yggdrasil's Crystal Fruit.

If you work together with your companions and the Lord of Death, bringing down the Satan Morroc shouldn't be a severe issue. It doesn't look like he's about to give you any compensation for your efforts so far anyways. On his defeat, the demon will revert back to the form of a Kafra girl, which you recognize as the agent who has been guiding you since the start.

The Lord of Death will lock him/her up in chains and prevent you from killing the Avatar, because killing the Avatar without the proper tool is no different from freeing the Avatar to head back to the main body. If you're keen on killing him off, the Lord of Death suggests that you go to find a blacksmith nearby, one who can forge the necessary weapon.

Jungle Fever: The Forging (Optional)

Should you go to find such a blacksmith, the Lord of Death will give you a badge so that you can speak with the dead – without them trying to gnaw on your leg.

The Dead Lances, as the Lord of Death calls them, can be forged by any of the blacksmiths residing in Niflheim. However, in order to do it, they're going to need sufficient magical energy, as well as a good quantity of blood. The former would be easy if you possess any form of magic, since the dead blacksmiths can capture them into the pieces of soul oredicon that they use to forge with. The latter is also rather easy…if you're willing to let them stick a needle inside you to draw blood.

Just remember to tell them when you feel faint, because it's been a long time since they were certified blood donors themselves.

However, while that's sufficient to create the body of the lances, in order to make them potent, you're going to need to weave in some very deadly curses. For that, you're going to need the aid of some of the locals around. About the locals…

The Gibbets are specialists in curses that are related to suicide, depression, and remorse. The curse that they'll contribute to the spear will make it so that the spear's victims will suffer from related thoughts.

The Ludes however, are specialists in curses which have to do with thoughtlessness, forgetfulness, and general weakness of mind. Their contribution to the spear will make it extra potent against mages.

The Bloody Murderers wandering about deal with curses which are related to their name. The spears that they contribute to inspire sensations of bloodlust, blind rage, and gnaw away at the victim's soul.

The Loli Ruris prefer to make spears which bewitch their victims and corrupt them with false temptations and hallucinatory visions. Spears that are blessed by them seem to be made to target opponents who prefer to use brute force over magic.

Before you start visiting the locals to get their blessings, the blacksmiths will clarify on some things. Each spear should only contain a single blessing to have optimal effect. Any more than that and you'll find that the potency gets diluted. Also, while the blacksmiths can make you additional spears, they'll only make one spear for each person in you party. The Lord of Death doesn't like too many of his weapons floating around Rune Midgard.

Lastly, the blacksmiths will tell you that you need the blessing of a Dullahan, which will allow the spear to rip out a soul. If you're going to extract the souls of the captured MVPs, you're going to need their help.

With the spears prepared however, all that remains is to gut the Avatar and watch as the stolen souls are extracted into the lances. With each soul that comes out, the Avatar's features will turn a little more demonic, until you're literally looking at a demon chained in front of you. Considering what he's done up until now, it's probably best to end this creature before it can do even more harm.

Jungle Fever: Death, and Back Again

The Lord of Death recognizes your efforts, so long as you didn't aid Morroc in fleeing Niflheim. Regardless of whether you forged the dead lances to kill the Avatar or not, he'll agree that your part in this is over. However, the presence of the demon is still out there in the world – as you've only destroyed a single Avatar of his. With the Crystal Fruit no longer an option, it's not likely that anyone else will fall to another Avatar's plots.

The Lord of Death will arrange for you to be placed back in Hugel, where this journey first began along with your companions. But in the process of the fight you did liberate the souls of the other MVPs from Satan Morroc's body, and if you were so inclined, the Lord of Death may be able to breathe life back into them.

In exchange for the dead lances in your possession, the ones that actually bear the souls you've freed, the Lord of Death will raise the MVPs in physical form. That choice is ultimately up to you.

The surviving MVPs however, will have a gift for you. Whether you decide to ask them to come along with you as a companion is up to your discretion.

Survivor	
Eddga	**Gentleman's Pipe –** The mark of a gentlemen, as Eddga likes to claim. Frankly, you're not sure what a tiger would know of being a gentleman, but over the time you've spent with him, he has acted like you might expect a gentleman to… However, this pipe has a terrible effect on fires nearby, turning nearby blazes into veritable torrents of fire – though naturally they also burn out much quicker.
Moonlight Flower	**Golden Bell –** A bell made to herd rowdy foxes, the sound made by this can only be heard by those you've inducted into your "pack", and they will respond, bringing any friendly allies with them to you regardless of distance. The Moonlight Flower likes to use this to call foxes from all over the place. Should you use this with no "pack", you'll start calling wild animals to your side, which may end up becoming rather chaotic.
General Daehyon	**General's Armour –** This suit of armour doesn't do much more than a normal suit of plate mail might, but it's seen enough action that when worn, people will instinctively get the impression that you're a

	weathered veteran. Your decisions are far less likely to be questioned, though that's only when it comes to military decisions.
Boitata	**Fireskins –** It's actually a cloak, but the fact that it's permanently on fire will lead some to believe that they need to call the fire department and probably an ambulance as well. Though it renders you completely immune to fire, the blaze is strong enough that it can light things around you on fire accidentally, so be careful!
Leyak/Leak	**Demonic Mask –** Leyak would very much love to give you her own mask so she can stop hiding on a volcanic island, but in the face of not being able to do that, she'll settle for this replica. When worn, in addition to scaring people away effortlessly, you can also talk to demons that usually may be more inclined to kill you.
Buwaya	**Temporal Chest –** It's a small treasure chest, just like the one that Buwaya…just happens to be. It doesn't quite make sense why Buwaya, a mobile treasure chest, is giving you a chest, but you can hide in this in the event of an emergency! Just like Buwaya, there's enough space inside for ten people to comfortably fit. Just don't expect it to endure as much damage as Buwaya can. Good for those times when you go for a picnic, encounter a storm, and don't have a good tent.
Ygnizem Seniar	**Experiment Notes B9217 –** The notes that Ygnizem's been carrying since her escape, they detail the process to making growth potions, the ones that Rekenber used to make giant clones. Hopefully you haven't had to face them. The growth potions will only work once, so don't try to guzzle gallons of this stuff down. Clinical trials suggest they'll increase your size by a quarter of your current size, and your size related capabilities scale accordingly. However, the ingredients do call for a lot of growth stimulants, so you better get collecting!
Lady Tanee	**Banana Cap –** As you might have expected from Tanee, it's a banana related gift. Wearing it makes you look absolutely silly, but you'll be able to effortlessly avoid people's attempts to prank you, and keep perfect balance while doing it! Maybe you should just let Tanee keep it, considering the amount of things people throw back at her.
Tao Gunka	**Enchanter's Notes –** Quite possibly the same notes that made Tao Gunka in the first place, these notes detail a magic used to animate inanimate objects, though while you can give them life temporarily, without a sufficient amount of life force and supplemental magic, the process isn't permanent.

[Scenario Overview]

Scenario 12.1 – Priestess & Tower [SCEN_12] 0 CP

(This scenario can be taken at any time after Scenario 8 is complete)

Should you have taken Draco as a companion previously, one day, he'll feel a strange urge to head towards Rachel again. For a short time, he'll part ways with you, telling you with strange pictograms to come find him after the passing of some seasons.

Perhaps he's off to find a similar red dragon to mate with?

Regardless of whether you took him as a companion or not, with the passing of some seasons, should you head to Rachel, you'll hear whispers of a "girl and her dragon". Considering how girls and dragons don't usually mix very well in Rune Midgard, you have a feeling that your little buddy has resurfaced…

It's probably time to see what the rascal has gotten himself involved in.

Priestess & Tower: Sadie & Draco

In the town of Rachel, you'll indeed find Draco, now looking like a smaller version of the red dragon you saw earlier, accompanying a young blonde girl who seems to be a novice. She looks helplessly lost, but the moment Draco notices you and your companions, he'll literally charge over with the little girl in tow.

See, Draco's bonded himself to this little girl, because she's trying to find her mother too. But the pair has run into a bit of a dilemma. Before anybody is willing to let Sadie even leave the city, she needs to pick a profession to specialize in, because the townsfolk are afraid she'll just be watching to her death.

Draco, never one to explain things properly, has omitted many details, but thankfully some of the clerics passing by to check on Sadie are kind enough to fill them in. Sadie was dropped off at the Church of Rachel as a baby, with her parents unknown. However, since then, she's only been able to stay as a novice, a fact that puzzles many of the clerics.

Sadie certainly has the potential to become any profession she cares to be, but it seems like the little girl simply has no motivation at all, besides to find her mother. Since you apparently know the dragon that has become Sadie's friend, the clerics will request that if the Sadie insists on heading out to find her mother, you'll follow along and watch over her.

You probably shouldn't leave a little girl and a little dragon out alone in the wilderness anyways. If you talk to Sadie however, you could influence her to take on a profession. With simple reasoning that it would be easier for her to find her mother with more skills under her repertoire, you'll find that Sadie will master the first job of your choice within a matter of days. There's something seriously bizarre about this little girl's learning abilities.

With the clergy satisfied, the clerics that helped you previously will tell you what they do know with regards to Sadie's heritage. Well, not exactly her heritage, but they have an idea where to go to start the investigation. The first stop happens to be in the Ice Caves to the north, where the Ice Wyrm Ktullanux resides. The sage that Ktullanux is guarding will probably have an idea as to who Sadie's parents are.

Well, it's as good of a lead as any.

Priestess & Tower: The Wolf, The Lizard and…the Ghost?

Rachel and the Ice Caves are separated by quite a stretch of grasslands, and as your little band travels, you'll probably get into some fights here and there. Draco finds it to all be good fun, a bit reminiscent of when he used to travel with you – and true to form, he's still hiding behind the party, but now he tosses out fireballs to help out occasionally.

Sadie however, seems to be very scared of any form of combat, and practically afraid to hurt any monsters at all. You'll find that given the chance, she'll actually try to help the monsters that you beat up, or bury the monsters that you've killed. This girl is seriously quite bizarre in comparison to everyone else you've met.

This all comes to a head when you meet the king of the plains…



Atroce, the beast king, has caught sight of your group, and will quickly catch up with you. He's quite interested in why such a bizarre group is travelling through the plains, but more importantly, if you've been allowing Sadie to tend to the wounded after a battle, he'll be very interested in the little girl.

While you certainly can attempt to fight him, Sadie wants none of it. In fact, she just wants to sit down and have a chat, perhaps this big wolf who has stalked the plains for years might have a clue as to who her mother is? She explains to the MVP what her plan is, and your role in it so far.

You're not quite sure that talking to a MVP is a sensible thing, but Atroce is also a bit too surprised by this little girl to put up a fight. So instead of trying to bisect her with his cleaver, the MVP sits down and starts questioning the little girl about her mother. This is a rather bizarre development, for a MVP that sends adventurers to the infirmary on a daily basis to sit down and chat with a little girl.

You might have heard it from Sadie already before, but Sadie will describe the only memory of her mother that she has – a woman with wings and silky blonde hair that trailed behind her. You can tell from the puzzled expression and his furrowed brow that Atroce has no clue if Sadie is really right in the head. For one thing, a human doesn't have wings.

Still, he recognizes that there's something special about this girl, so he'll pledge to ensure that your passage through the plains will go unhindered. Well – that clears off any worries you might have for protecting the little girl. The wolf king runs off into the distance, in the direction of the ice caves as your band resumes the trip to the Ice Caves.

True to his word, nothing will hinder your progress through the plains from now until you reach the Ice Caves. Sadie seems a bit more open to training as you move along, and you along with your companions can help her hone her skills as you travel. But with the main hazards out of the way, it'll only be a matter of time until you reach the Ice Caves.

The clerics had told you that the Caves were being sustained by Ktullanux's magic, and perhaps that's why the temperature inside isn't as cold as you might expect. However, hordes of ice beasts and elementals will attempt to block your path as you progress towards the center. Sadie asks you to try and spare them where possible, and just as she did before, she'll try to tend to them after you've beaten them up. It seems she is getting quite a bit of experience travelling with you – you're just not sure what kind of experience she's attaining.



The Ice Caves are deep, but in the best case scenario with Sadie tending to the wounded monsters, you'll actually find your party growing substantially as monsters rush to her defence. In a very odd fashion, this little girl is finding her own way to fight. Ktullanux has taken notice as well, given that as you enter the final floor, the ice wyrm is there to greet you.

Ktullanux is the guardian to the Sage in Ice – a boy who has been frozen to artificially preserve his lifespan. Ktullanux serves both as the boy's guardian as well as his mouthpiece on occasion. News of Sadie's arrival came long before your party actually arrived, and Ktullanux has been waiting, unfortunately to give you bad news.

Despite his prodigious life and memory, the Sage in Ice does not know who dropped Sadie off in Rachel. He does know however, that deep within the halls of Rachel Sanctuary, there lies a spirit who has watched over Rachel since time immemorial. If there's any creature in existence who should know, it would be the Gloom Under Night.

If you gave in to Sadie's demand to spare the monsters on your way in, Ktullanux will bestow his blessing upon Sadie and Draco in recognition of her charity. As a lingering aura of frost that blankets both of them, his blessing can turn into a defensive blizzard if the need arises. With that, he sends you off on your way once again.

Returning to Rachel, if you explain what has come to pass to the clerics, they'll open the way to the underground sanctum, which is where the spirit beast Gloom Under Night resides. They'll leave you with one warning – make sure that you don't linger too long around some of the more fervent devotees. Naturally, they don't want Sadie to linger inside for too long either.



The underground sanctum is massive, but if you ask some of the devotees, they'll point you in the right direction. Unfortunately, as the clerics warned you, some of the other devotees have literally lost their minds and will instead attack you on sight. Given her reaction to the monsters before, you might want to reconsider killing these crazed devotees.

It might take a bit of work along with trial and error to find the right set of staircases that will lead you all the way to the absolute bottom of the sanctum, but you'll know instinctively when you reach the floor where Gloom Under Night resides. For one thing, the temperature on this floor takes a sharp spike upwards. If you stick around Sadie and Draco, the blessing of Ktullanux – should they possess it – will do its work to keep the environment cool. Otherwise you might want to consider some ice magic. It's little wonder why most of the devotees here have gone mad.

Gloom Under Night, as Ktullanux predicted, is fully aware of what happens all over Rachel and consequently is fully aware of why you've come. It does happen to know who dropped Sadie off, but if you're going to find that person, then you're going to prepare for a much longer journey ahead.

The name that Gloom Under Night mentions, Fenris Fenrir, is not one that Sadie recognizes, and with good reason. As the spirit explains, Fenris came to Rachel with Sadie on the behalf of somebody else – possibly Sadie's actual parents. However, Fenris is now sealed up at the top of Thanatos Tower, due to crimes against the Valkyries.

Gloom recognizes that if Sadie is going to insist on meeting Fenris to find her mother, then she's going to need to venture through the Tower. The room in which Fenris is sealed can only be accessed from inside the Tower, which will require Sadie to battle her way through. On top of that, there is the wrath of the Valkyries to consider…

Not one to forsake a citizen of Rachel, Gloom bestows its own blessing on Sadie. Seeing as she's not much of a fighter, Gloom's blessing allows Sadie to instead calm the hearts of those around her. Almost ironic, considering how Gloom seems to incense everybody around it – judging by the crazed devotees surrounding you. The blessing similarly extends to Draco as they are bound to each other.

Thankfully, as you prepare to leave, the crazed devotees will part to let you pass. Gloom does have one last piece of advice. Should you not know the way to Thanatos Tower, perhaps a visit to Thor Volcano would help – seeing as a wish upon a Genie might do the trick.

Priestess & Tower: The Genie

As per Gloom's advice, you're going to have to make your way to Thor Volcano once again. Remembering the last time you traversed into the volcano, you probably remember the bizarre task that you had to do for the Genie Ifrit, as well as the particular choice of pathways to get into the base camp. Better pack some wipe cloths this time.

Sadie's request still stands, she wants to minimize the amount of damage that her journey causes as much as possible. Perhaps it is best to take the makeshift rollercoaster to go inside; though this time you'll find that both Draco and Sadie will be clinging desperately to you if you do so.

Ifrit is pleased that you've returned – considering he hasn't had a conversation partner in quite a while. He'll eagerly listen to why you've come, but in return for lending you any assistance at all, he's going to want you to listen to a problem of his. This genie doesn't believe in free wishes.

The humans, when they abandoned the base camp, had left behind a large amount of machinery in their hurry. Ifrit is running out of room to place his lamps, so he'd like you to clear some of that machinery out. Unfortunately, a lot of that machinery is comprised of war automatons from Rekenber – the same guardians that are used to defend castles.

He'd like you to dispose of them, and points out an airship to you amidst the camp ruins. If you could get it up and running, Ifrit doesn't mind pointing out the direction you need to fly in to get to Thanatos Tower undetected. You can do whatever you wish with the war automatons.

You scratch the genie's back, and he'll scratch yours – just remember to wear fire resistant clothing. As soon as you deal with his domestic concerns, Ifrit will prepare you for travel.

He does have a warning for you however – the girl Sadie is not the child of a mortal. By the way that his Salamanders and Kasa pets are cuddling up to her, he can tell she cannot be fully human.

He also confirms that Fenris Fenrir is no friend of the Valkyries, and should this girl be related to Fenris in any way, you may jeopardize any relationship you have with the Valkyries. The genie suggests you to tread carefully – in case you've bitten off more than you can chew.

Priestess & Tower: The Base of History

The airship works well, and you'll find yourself at the base of the Thanatos Tower, recently reopened by Rekenber Corporation. An employee greets you inside, though it's quite obvious from the look on her face that she's completely petrified and really wants to leave. You're not quite sure if your arrival had that much of an impact, or if it's the monsters hiding behind pillars which have left this employee in a state of sheer terror.

There are stories written on the walls, the poor employee explains, but the scholars that were researching them have long since fallen to the monsters that stalk the tower. Nowadays, Rekenber has cut back on funding, and so this poor employee is all that's left to hold down the fort.

If you explain what you're here for, she'll hand you the key before making a beeline out of the Tower. It seems like she's somehow handed down the mantle of responsibility to you. Well, she's right about one part at least – there are tons of monsters in here.

Thanatos Tower is twelve stories of traps, mazes, and monster dens. But the employee did get another thing right; it's also filled with murals detailing the same story over and over again. Though many of the murals are damaged, if you take the time to piece them together, you'll realize that there's a very distinct story here.

A story about a knight with a massive black blade, a winged woman, and what appears to be the relationship that they had. There's a demon involved, and if you've ever seen Satan Morroc before, you'll recognize him instantly. According to the murals, the knight seemed to have fallen against Morroc, but with the help of the winged woman he had also taken the demon down.

More murals depict the knight struggling against demons of various shapes and sizes, but taming them one by one. The knight and the woman then clash…but the woman must have kept him alive – as other murals depict them together. Beyond that, there are no murals to suggest anything else.

It's a pretty story, but you have a bad feeling that the knight depicted in the murals will be somebody you have to face – considering you've already seen and fought the demons depicted in the murals as you've made your ascent. It also doesn't feel right that the way is clear and open at the topmost floor. It's as if somebody has been waiting for you all along.

It would have been nice if there was nobody except Fenris Fenrir at the top of the tower, but your luck has run out. The knight depicted in the murals stands before you, Fenris Fenrir lies in a cage of light behind him, and though he smiles wistfully at Sadie – he also draws his sword.

Oh, there's no mistaking that massive chunk of obsidian.

Priestess & Tower: At the Summit

Thanatos, guardian of the seal, will not falter should you declare your intention to release Fenris Fenrir. Since the first defeat of Satan Morroc, he's been locked up here along with Fenris Fenrir, and while he's gotten used to the isolation at the summit of the tower, he's not about to let some random adventurer disrupt the duty assigned to him.



He's well aware, from the presence of Sadie and Draco, that your party has travelled to all of the seals and surpassed them one by one. However, as the final guardian of Fenris Fenrir, he's not about to back down. Thanatos warns you that if you were to break the seal, the Valkyries will hunt you down. Fenris Fenrir is not meant to awaken so soon – and yet you need her if you're to figure out who Sadie's parents are.

Thanatos points his blade, not towards you, but rather towards Sadie. His intention is clear, and you didn't come all this way so an apparition could kill your charge. You're going to have to take him down.

Thanatos himself is just a swordsman, fighting as you might expect a master Rune Knight to fight. However, his skill with the blade is superb, and on top of that, he has control over four demons, each of which will work together with him in a perfectly coordinated fashion.

Sadie's influence on the battle won't be apparent at first, but granted that Thanatos is much more durable than his demons, you'll see her influence soon enough. As the demons fall – they seem to waver, fade, before reappearing at Sadie's side. If you haven't clued in already, Sadie definitely isn't human. Thanatos doesn't seem too disturbed by this turn of events – if anything, he seems to be overjoyed by it.

When all four demons have been completely taken by Sadie, Thanatos will cease fighting. His time has come, and whatever happens next, will no longer be within his control. Having accepted that fact, he plants his sword, and walks to pat Sadie on the head – but even as he approaches, his body has already begun to fade away.

"The seal is there – should you choose to break it." His last words fade away into the wind, and it seems that you'll have to choose whether you want to break the seal on Fenris Fenrir with the sword.

You'd ask Sadie, but the girl finds herself paralyzed as tears start flowing for reasons that she can't explain. The choice – for now – is up to you.

Whether you choose to break the seal or not, some things have permanently changed. Sadie and Draco are now bonded permanently, and count as a single companion. Sadie and Draco will possess the abilities that they possessed as you travelled throughout the land, though Sadie will be the second job equivalent of whatever profession you chose for her in the beginning.

Following the passing of Thanatos, Sadie will bear full control over his four phantoms, and they serve her as a minion might serve a MVP. Due to their soul bound nature, Draco has some proficiency in shadow manipulation magic as well.

Should you choose to break the seal – scenario 12.2 will occur immediately. It's time to make your choice…

[Scenario Overview]

Scenario 12.2 – Sandra [SCEN_12.2] 0 CP

(If Taken, This Scenario Happens Immediately after 12.1)

Fenris Fenrir



The woman with purple hair wakes up as the seal of Thanatos lifts and takes a moment to reorient herself with her surroundings. Judging from the confusion written all over her face, much of the world has changed – even on top of Thanatos' Tower. But a smile briefly flashes across her face as she notices Sadie.

"For a moment there I thought I saw your mother. But without a doubt, you're Sandra's daughter."

Sadie nods eagerly, even though she's obviously never heard of Sandra. But for the first time since you met her, she's found someone who knows about her mother. It seems like the end is finally in sight.

But Fenris Fenrir isn't up to explaining anything as she looks to the skies and ignores Sadie's tirade of questions. When the eager young girl finally stops, it's because Fenris has placed a hand over her mouth.

"Hush child. The Valkyries are here, and I'd rather that they don't learn the fact that you're Sandra's child." Sadie and the rest of your companions look to the sky as the Valkyries descend from a portal in the sky.

Himmelmez is the first that you probably recognize, should you have encountered her before. She certainly doesn't seem pleased to see you at any rate. As she lands onto the top of the tower, Fenris draws a staff out from a portal and prepares herself for battle. But the Valkyrie does not respond.

A second Valkyrie descends and Fenris's frown only grows deeper as she seems to recognize the Valkyrie personally. The name Randgris escapes her lips, and you may have heard of this Valkyrie should you have ever visited Odin Temple. Depending on your stance with the Valkyries, she might even recognize you.

But Randgris is followed by a third and fourth Valkyrie; both already have their weapons drawn and are evidently ready for a fight. Fenris seems ready to fight all four of them at once, though you may not find the situation appealing.

So thankfully, when the Valkyries raise their weapons – they aren't raising them at you, but rather at each other. This development is strange enough that even Fenris holds herself back.

A Clash of Valkyries

The last Valkyrie to land, a blonde woman with a massive sword, has immediately pointed her blade at Himmelmez. In response, the Valkyrie draws out her wand and a standoff between the pair begins. Based on what you can hear, the two Valkyries seem to be arguing about Freyja and the Heart of Ymir, though you can't make out exactly what they're saying as Randgris approaches you with her vorpal sword drawn.

The last Valkyrie, an elven woman with snowy white hair, also approaches you, and between Randgris and this Valkyrie you have enough on your plate. Thankfully, though the blonde Valkyrie and Himmelmez have begun to clash with one another, the two Valkyries approaching you have yet to attack.

They seem to be sizing each other up however, and Randgris launches a quick jab at her counterpart. "I didn't realize the seal breaking was important enough to draw you out of your hole in the trees, Zenobia."

The elven Valkyrie just responds with an indignant huff before focusing on Fenris. "The last time we sealed this mad dog away, I remember you needed my presence. But with Sarah and Himmelmez about to kill one another, I figure we won't be able to seal Fenris again this time."

If You Aided Freyja, or a Valkyrie Elsewhere

If you had resolved the situation with Freyja amicably, Randgris will sheath her vorpal blade as she approaches you. As Randgris explains, they're here for Fenris, rather than you or Sadie. She is, however, aware that Sadie is the daughter of a Valkyrie.

Fenris happens to be the reincarnation of the Wolf God, and a very dangerous individual who has some sort of connection to an immortal called Sakray. Both of them are dangerous enough that Randgris is ready to end Fenris here and now – though the act would likely cost the Valkyrie her life. She's only restrained herself out of respect for your actions in the past.

If you can convince Randgris that Fenris is not a threat, and is necessary for your intentions, she and Zenobia may relent and hold off for now. That still leaves you with Sarah and Himmelmez to deal with, but they've now gone into a full blown battle, something that you can't interfere without incident.

Neither Sarah nor Himmelmez are inclined to listen to reason, and Fenris will be eager to stop the fight by taking one of them down. Thankfully, the Valkyries are not stupid enough to fight under overwhelmingly disadvantageous circumstances, and will pull back when anyone else interferes.

Without any Relationship to the Valkyries

However, if you've never encountered Freyja or the Valkyries before, both Zenobia and Randgris will automatically engage you. You'll have just enough time to fend off their initial attack before Sarah and Himmelmez join in the fray.

Once engaged against the Valkyries, they won't listen to reason, and they won't back down until Fenris is dead. When pressed, Himmelmez will spawn hordes of dead against you, Sarah will conjure ice giants on top of you, Zenobia will call upon verdant wyrms, and Randgris' vorpal blade will start tearing open the dimension. In short, they're very serious about killing Fenris, and if you happen to get in the way they don't mind collateral damage.

Should Fenris fall, your only chance of finding Sadie's mother will fall apart as the Valkyries vanish – you've effectively hit a dead end.

If you manage to subdue a Valkyrie however, the four of them will collectively disappear. As Fenris explains – the twelve Valkyries under Freyja's control are tied to each other. Only a Valkyrie may kill a Valkyrie permanently, otherwise they will disappear back to their own dimension, resurfacing in time under a new body.

If Zenobia and Randgris did not disappear, they'll give Sadie a clue as to Sandra's whereabouts, to look for the Heart of Ymir in the depths of Juno. You remember overhearing Sarah and Himmelmez argue over the Heart of Ymir, and Fenris advises you that you should take Sadie to visit the scholars in Juno anyways. If the young girl wants to read up about her mother – the best place would be in Juno.

Heart of Ymir



The Valkyries are gone, but Sarah hasn't let go just yet. You'll find the blonde Valkyrie at the gates of Juno, and she's not very keen on letting you or Sadie through. On top of that, since Fenris has taken to following you and protecting Sadie, she's just given Sarah another reason to hunt your little group down.

If you had previously managed to maintain cordial relations with Zenobia and Randgris, neither will intervene with this battle. Himmelmez also seems to be absent, and that means it's your party up against the irate Valkyrie.

The odds are definitely much better now than when you were fighting all four at once, and once you've subdued Sarah, you can choose whether to temporarily banish her – or spare her conditionally. Should you banish her now, it'll take some time for Sarah to find a new body, perhaps enough time for Sadie to find her mother.

Alternatively, Sarah will grudgingly join you as you venture deeper into Juno. It seems that one of her duties is to defend the Heart of Ymir – and by following along with you, she can ensure that you won't do anything crazy with it.

With Fenris Fenrir in tow, and especially if Sarah is along with you, the Sages have no problem with you venturing deep into Juno's inner workings. The city of Juno has long been held up by the power of a crystal called the Heart of Ymir, as the Sages explain, but that very same crystal has also been tied to the legendary "Transcendence" that some adventurers on second job experience during their travels.

If Sarah is present, when you arrive at the entrance of the Juno underground, she'll immediately sense the presence of Himmelmez. Fenris Fenrir can sense the presence of a Valkyrie, but she won't be able to pin down who it is.

The way to the Heart of Ymir is perilous, not because of any natural hazards, but due to the fact that raised zombies appear to be guarding the halls. Fenris and Sarah will know for a fact that this is not supposed to be the case and the bodies of dead Sages lying about is probably a good clue for you too.

This intruder into Juno definitely does not want to be followed. Fighting through the passageways until you get to the core – Himmelmez is there in the flesh waiting to receive you. Behind her is the Heart of Ymir, a massive crystal, whose energy is being drained by Himmelmez as indicated by the chain of light joining her to the crystal.

Himmelmez just laughs at you as a barrier falls between your party and her. If Sarah is present, the two of them will continue their exchange from earlier, and it becomes apparent what Himmelmez wants. By absorbing the power from the Heart of Ymir, she can become a goddess like Freyja, and ascend from her current status as a Valkyrie.

If you've had any past history with Himmelmez, you probably don't want her to become as powerful as Freyja. But before any of you can muster anything to stop her, Himmelmez will exert the power of the Heart, and you

will have first row seats to watch as the space around you distorts and collapses…

A Fragment of Frozen Time

Himmelmez's power breaks open the dimensional wall for a very brief period, but it's enough to toss you and all of your companions into a completely different space. You're in some sort of strange limbo space, and the floating gears and hands around suggest that you're inside some sort of clock.

Fenris recognizes this place instantly; it's the same place where the Valkyries had sealed her in the first place. If Sarah is present, she'll also recognize your new temporal prison, and she knows where to find the Warden.



The Timeholder is a nightmare entity that patrols the Valkyrie's temporal prison. Managing the flow of time between the prison realm and the standard realm, it acts to ensure that its prisoners are kept in stasis, but in order to do so it must stay inside the prison it guards.

The vast majority of prisoners are kept subdued by the wandering clock beasts that act as guards, but they won't be a match for you. Perhaps if you were to start a prison break, you'll draw the attention of the Timeholder. Only with the defeat of the monster will you find a doorway to exit this bizarre realm.

It isn't difficult to defeat the Timeholder with your experienced party; it's just that Himmelmez is still waiting for your party upon your escape from the prison. The Heart of Ymir lies behind her, apparently untapped for some reason.

Himmelmez's wrath is directed at Sadie – it seems that the presence of the young girl has sparked off something inside the Heart of Ymir. The

Valkyrie is now dead set on the notion that Sadie needs to die in order for her to pull the power from the Heart of Ymir.

Fenris will naturally leap to the young girl's defence, and Zenobia along with Randgris will make their appearance as well. Should you have spared Sarah earlier, she'll stand to fight against Himmelmez. The twisted Valkyrie possesses an extraordinary amount of power based on what little she could draw out of the Heart of Ymir, and should anyone besides a Valkyrie deal the final blow, in time she will resurface again.

If you're looking to ensure Sadie's future isn't tormented by a crazed Valkyrie, perhaps you should let Zenobia, Randgris, or Sarah end their sister here. Sadie and Draco might have grown far stronger during the journey, but they aren't enough to match a Valkyrie alone… It's best to make sure that they stay alive by actively trying to take Himmelmez down.

When Himmelmez falls however, things come to an end, hopefully for good. The fact that the Heart of Ymir is still glowing might suggest otherwise.

Priestess & Tower: Mother & Daughter

As Sadie approaches the Heart of Ymir, the crystal only glows brighter still, and Fenris finally comes to realize what it happening. The warlock warns you not to interfere with what's about to happen. The Valkyries present will not attempt to stop the young girl either.

So you can stand by and watch as the young girl and her bonded dragon approach the Heart. The light from the Heart has become so bright that most of the group have closed their eyes, but if you strain against it, you might be able to witness as the Heart of Ymir charges up completely and warps all of you to a different space altogether.

Through a path that crosses the boundary of dimensions, Sadie has opened the way to the Halls of Valhalla, and a strikingly familiar looking woman is waiting for you. Familiar…she looks like the older version of Sadie, with longer hair and two sets of very pristine wings. They're evidently strong enough to keep her afloat effortlessly.

Sadie recognizes her mother instantly and Sandra doesn't need to see her to know that her daughter has finally arrived. The daughter and mother share a moment as the Valkyries converse among themselves over the fate of Himmelmez. Fenris Fenrir is content to just relax now that her charge has finally arrived at her destination, and Draco just wants you to play with him just like old times.

But a bright light draws your attention, and turning back you notice that Sadie's physical appearance has changed substantially. She is now the transcendent equivalent of the class that you had decided for her, back then when you first met her in Rachel.

Well, it seems like she's picked up some experience from being around your fights after all. Sandra approaches you to thank you for watching over her daughter and her companions all the way through. She's been watching over all of you of course, but in the end it was you who defended Sadie when she needed it the most.

The Valkyrie bestows her blessing upon you – allowing you, or a companion of yours to take on a Transcendent class, though this is restricted based on the second job that you had originally chosen. Should the receiver of this blessing already have a transcendent class, they receive a second one based on the same tree – such that a Lord Knight may take on the abilities of a Paladin.

Sadie and Draco, being soul bound to each other, are more than willing to continue adventuring with you as your companions, though sometimes you're not sure what Draco considers as adventuring, given that he seems to like chasing things around in circles. Sadie is a Transcendent of the class you had chosen for her from the beginning, with 300 CP to spend. Draco is a Super Novice, with no CP to spend.

Fenris Fenrir too, is open to joining you, but with the condition that you let her watch over Sadie, as she feels obligated to protect the young girl. As a warlock, she has no CP to spend, but if you permit – Sadie, Draco and Fenris will all be considered as a single companion.

[Scenario Overview]

Scenario 13 – Ragnarok [SCEN_13] 200 CP

(This Scenario shifts significantly depending on which Scenarios you have taken, and is always taken after every other scenario. It does require that you take at least one other scenario.)

Culmination of Consequences

The legend of Ragnarok has been circulating among the citizens, and with good reason – all over Rune Midgard, strange phenomenon have been occurring, suggesting that there is a storm brewing from just beyond the horizon. The Dimensional Vortex is unstable once again, and the dead are increasing in terms of both activity and number.

From the humans, a new coalition has been formed, one calling themselves the Band of Twilight. Having heard of your exploits across Rune Midgard, they want you to serve as their leader, and your first act will be to decide where the Band will set up their base of operations.

The scouts of the Band have done most of the groundwork – and you have some of the following castles to choose from. Each castle has its own peculiarities, so choose carefully.

Region	Key Characteristics
Aldebaran	Castles here have many waterways and favours any army that would draw upon water to use against the enemy. Entire chambers can be flooded and drained, and passageways can change effortlessly just by controlling the flow of water through the infrastructure. You'll also have plenty of alchemist volunteer defenders.
Geffen	The natural presence of magic here in Geffen is stronger than normal, and the effects benefit anyone who uses magic to a far greater extent. The castles here are also more resistant to magical assaults of any sort, and you can use the abundant teleport devices to your advantage.
Payon	The natural forest near the Payon castles makes it easy to conduct ambush and guerrilla operations of all sorts, and favours a defending army that relies on traps and stealth of all sorts.
Prontera	Situated in the town of Prontera proper, you'll find that in this location, you'll have no shortage of human volunteers of all professions ready to lay their lives on the line. The walls here are quite a bit thicker than the other castles, which will prove advantageous should a siege occur.

Rachel	The castles in Rachel are a bit further away, situated in the middle of a desert. It makes spotting the enemy an easy task, but the castles here are designed such that the enemy is expected to enter inside. Many layers of defence have been put up, with each internal wall being more reinforced than the last. Many priest devotees will flock to your aid should you choose to defend from this location.
Schwarzwald	Being situated in the sky, these castles are possibly the easiest to defend when the enemy army has no way of accessing them save for the lone land bridge that keeps the castle connected to the main continent. However, that advantage is lost the moment the enemy has mages or fields units capable of flying.

But they haven't actually explained to you what their intentions are, and they won't be in a rush to do so until you've set up base somewhere. All they're willing to feed you with at first is that they need a reliable leader in the trying times ahead. Once you do set up base however, the Band of Twilight is more willing to divulge what they know to you.

The Band of Twilight has been tracking the movements of a cursed immortal called Sakray for quite some time, and now finally, this man that they call the Cursed Prosecutor is making a move. The Band of Twilight explains that Sakray himself was originally a kind and virtuous man, but after being possessed by the cursed sword Tartanos, he changed very dramatically for the worse.

Sakray has been gathering up demons and devils, forming a makeshift army that is only accumulating by the day. But remaining inside a subspace in the Dimensional Vortex, only brief glimpses of Sakray and his army have been seen when they momentarily appear out of the Vortex. The Band of Twilight fears that it is only a matter of time before the army marches on Rune Midgard.

With a front line base set up however, the Band of Twilight is confident that Sakray – or rather the Tartanos sword – will guide his army directly towards you, in search of the biggest threat to his army. While you have the time, it would be good to rally as many willing bodies to defend your fort and hold out against Sakray's challenge.

Now would probably be a good time to call upon some of the folks that you've helped in the past. You don't have to, but the more people are present at your fort, the more likely Sakray will come to face you, possibly preventing the demon army from ravaging Rune Midgard. Depending on who you've helped, some of the following folks might come to your aid…

Scenario Completed	The Reinforcements
2	Should you have chosen to assist Rekenber at the conclusion of the scenario, they will dispatch an elite team of Gunslingers and Rebellion to assist in the defense. After all, they don't want to present themselves to Sakray as the most worthy challenger. Should you have instead aided the clones; a large group of clones representing all of the transcendent classes will appear to aid you.
3	If you chose to bring down Odin at the end of Freyja's journey, a host of Valkyries will come to your aid. Otherwise, you'll have to rely on the power that Freyja nested within you, should you have accepted it.
4	The Turtle General and the Kraken will both dispatch an elite squadron of their respective troops. While they prefer to fight in a more amphibious environment, they don't mind fighting on land, especially for such a pressing cause. If you aided Drake instead, the spirits of the dead pirates will temporarily return, at least until the end of the battle to come. With a glorious second death, their spirits may finally be laid to rest.
6	Depending on which host you decided to aid, a swarm of those insects will come to your aid. Thankfully, you can communicate with them sufficiently that they won't attempt to slaughter all of the humans in the fort.
7	Should you have aided the machines, a detachment of them will come from Juperos and the Academy, each one prepared with the directive to heed your orders to the bitter end, should that be required.
9	All of the MVPs who survived will return to aid you, regardless of whether they were your companions or not. In addition, Prontera and Aldebaran will send you extra aid, regardless of how far you've placed your main camp from them.
10	Rachel, Joe, and the other MVPs who survived will rally their own forces from among the desert folks and the demons to join you for the time. Just be sure to work out how the folks from Arunafeltz will deal with all of these demons wandering about in your fort.
11	The MVPs who formed your team will return to aid you if you didn't take them along as companions, and as recognition for your efforts in Niflheim, the Lord of Death will attempt to hold back the tide of dead creatures that the enemy may throw against you.

12	All of the companions who you parted ways with amicably at the end of your journey will return to fight by your side now, each bringing a small host with them. This includes the host of Valkyries should you have left them on amicable terms. Sandra instead sends a team of Transcendent warriors to aid you, should you have helped her reunite with her daughter.

Gather your allies fast; because even though Sakray won't strike during the time he gathers together his forces, it won't be long until the army is amassed and ready to strike. If you aren't ready by then, Rune Midgard may well be swept over by the first wave of demons.

Before the inevitable battle however, the Captain of the Band of Twilight who originally approached you has something she wants to entrust to you. Wrapped in thick velvet is a hilt and shards fragments of what must have been an ornate long sword.

"These are the shards of Balmung, the legendary exorcist blade. The legends say that it will only reform in the presence of necessity." Well, if her words have all been true thus far, then Balmung should be reforming pretty soon.

For now, all you can do is make what preparations you can.

Dusk

There is no mistaking when Sakray's army makes their arrival in Rune Midgard. The skies will darken, slowly but surely, and the light of day will not return. The only light you see in the distance will be the fires from those demons that are approaching in the distance.

The fact that it's still bright enough to see with is rather disconcerting, considering all the light is coming from demonic magic. The army will bear down upon you as expected, and Sakray will not hold any card back in this initial confrontation. You can see all kinds of demons here, and the Captain points out that all of the demons have their own equivalents of the professions. These are not just stock monsters that you're facing.

But Sakray himself is nowhere to be seen, and the lack of his presence suggests that this may well just be a test. Indeed, there are no declarations of war, no attempts at parley, and no requests for surrender. The demons will simply surge forward in a giant wave – and you need to hold out against them. The sky only grows darker as the fight drags on.

Countless hordes of demons will throw themselves at your walls, and hopefully your defenders have prepared themselves for a long and drawn out battle, because it won't end, even when there are enough corpses for the demons to nearly walk up your walls.

The Captain will attempt to coordinate the defence efforts, but she's only one woman – you should probably help her as she works. There is no place in the castle for anyone who can't contribute to the defence in some fashion. If you could get rid of the demon corpses, you might have a far better time at stemming the tide.

As more demons die, Balmung will start to slowly reform into the shape of a blade. The power of Balmung will make itself apparent as it becomes a glowing beacon with the death of more demons, banishing the darkness around it.

As the fight continues, you'll probably notice that the demons are starting to grow more disciplined. Almost as if they're working like they were part of an army. You might have never faced him before, but Entweihen Crothen has returned to Rune Midgard, called by Sakray, and his army resumes the assault on your fort.

If you've fought Entweihen previously, you may well remember the fact that he has no real body in Rune Midgard. However, if you wield Balmung or have a companion wield Balmung, you'll notice that the sword seems to sever demons entirely – erasing them from existence outright. You might not be hitting his real body, but if you can bring down the crucified skeleton with Balmung, you're willing to bet that you can sever whatever connection he has with Rune Midgard.

The army he has at his disposal is massive – this may well be the moment when you should prioritize the commander rather than the army.

Nightfall

The first wave doesn't end until Entweihen falls. But as he does, Balmung's glow becomes just a little bit brighter, and a warm aura manifests from it, raising the spirits of all those who see it.

As the twisted old bones collapse once more, this time permanently as Balmung seals the demon away, a strange calm seems to fall over the battlefield for the first time since the demons attacked. The calm lasts for seconds – long enough to make a difference – and long enough to take in the first volley of meteors as they streak towards you.

Giant globules of shadow are being hurled at you, and though the sky is pitch black, you can still make out the outlines of these projectiles from the magic trails alone. At the front lines finally is Nacht Sieger – but he's never at the front lines without reason. Protected by his elite guards, Nacht Sieger is merely waiting for the opportunity to waltz in once your walls break down. More and more of his forces are appearing close to your walls, and it's evident that they're waiting for the structure to collapse.

You may well have fought Nacht Sieger before – but back then he was weakened, and without the support that he has now. If you have any means to attack the back line of his army and take out his siege support, you could see an end to the bombardment. Just don't give him too much time – or else the back line will rebuild.

As with Entweihen before – you need to cut off the problem at the neck, and watch the body bleed out. Nacht Sieger is much smarter than the desiccated corpse; he'll teleport about if he gets the chance, so cleave him down with Balmung when you get the chance.

Midnight

Balmung's flames will overwhelm Nacht Sieger, and the dimensional demon will finally collapse. No more teleporting about, no more shadow meteors falling on your castle. With the demon's energy sealed inside, Balmung now literally burns away at demons that come too close to its blade.

Two armies down, and you've reached the moment where finally face the core of Sakray's army. That's rather obvious, because of the massive array of teleport spells that have popped up across the battlefield. There are so many demons teleporting in that the light from the teleport spells alone is giving you a clear view of the entire battlefield.

Now at the peak of Sakray's brutal assault, his mighty general will finally take to the field. Should you have ever faced him in the Dimensional Vortex, you'll recognize the hideous demon that others call Satan Morroc. If you recognize him, you've probably fought him before – and he's no different now than he was before.

A beast with regards to durability, a beast when it becomes to destructiveness, Satan Morroc is a monster in every way. This being his true body, you'll see many of his Avatars moving about on the battlefield, and while they aren't nearly as destructive as he is – so long as they're on the battlefield, he can consume their life force to sustain himself for each mortal wound he receives.

This beast needs to die once and for all, and if it means killing all of his Avatars – then that's the way it'll turn out. Regardless of how you do it, the battle will rage on for as long as Satan Morroc has any energy left in him to continue his rampage.

The Gravity

Entweihen has crumbled, Nacht Sieger has shattered, Satan Morroc has fallen, and finally Sakray deems you ready to receive his challenge. Balmung pulses steadily nearby, as though it were waiting for somebody to wield it, and Sakray gestures for you to pick up the sword.

It's time for things to come to an end.

How things come to an end is for you to decide. Sakray is likely the strongest that Rune Midgard has to offer, short of Freya and Odin. Tartanos has centuries of experience, and Sakray's body does not understand the meaning of pain.

Balmung whispers in your ear – the wielder lasts only as long as the sword does.

Shatter the sword, and all things will come to an end.

It's time for your final battle.

Dawn After Ragnarok

How long did the night last? You don't know, but as Tartanos shatters and Sakray breathes his last, the spell of eternal night falls apart and the light of day finally returns to Rune Midgard. The demons which remain will attempt to disperse and hide out through the land – regardless of whether you give chase; the threat of Sakray has come to an end.

In the coming days, the Band of Twilight will prepare to disband. After all, with the threat of Sakray gone, their raison d'être has come and pass. In the coming days, the survivors from the battle will slowly return to whence they came. But for now, you'll have time to say your goodbyes.

The Band Captain will be the last to say her farewells to you as you prepare to depart yourself with your companions. In her hand lies the completed Balmung, the sword that you and everyone else strived to reassemble – the blade to finally break Tartanos. Regardless of who landed the final blow, the Band Captain only found it fitting that as the Leader of the Band, the sword should be kept in your possession.

Balmung's holy effects are something which you are no stranger to. As its runes glow with a blazing fire, those demons who would attempt to stand against it will fade to ash. The power of Balmung is so strong that whoever wields it will be immune to any form of holy magic. The sword is in your possession now – and you will decide whose hands will guide its edge.

There's still a world out there left for you to explore. After all, seeing as you saved the world, it's only fair that you get to enjoy it. Make good use of what time you have left.

[Scenario Overview]

A Decade Comes to a Close

[FINALE]

On the first day of the eleventh year, you awake to find yourself in the castle once again. The old man and his companion are there waiting for you. It looks like they're rather relieved that you've returned as well. The old man is the first to greet you, just like when you first arrived.

"I'm hoping you explored Rune Midgard to your satisfaction and enjoyed your time here. But now you're going to have to move on – well, it's never that simple of course! We're here to offer you the final choice you'll have to make in your time here."

His tanned companion only grins at you.

"I think he knows the drill."

(Return) The End of A Journey – The old man nods as you make your choice. "Certainly, we'll arrange for your possessions and companions to be sent back to your place of origination. The pleasure has been all ours, so best of luck in your days to come, back home."

(Reside) A Permanent Harbour on a Distant Shore – The tanned man's grin only grows wider with your choice. "Well, I can't say I wouldn't make the same choice if I were you, there are still plenty of adventures to be had here! We'll leave all of your belongings here with you. See you around sometime, maybe down at the pub in Prontera?"

(Moving On) Another Step Forward into the Unknown – The two men nod as they open the door that has popped up behind them. "Time for you to move on. We'll see if the fates are fickle enough to bring you back to us again. Best of luck, traveller."

[To Terminal]

=Notes=

This is now version 2 of the Ragnarok Online Jump and likely to be the last major overhaul.

In addition to the addition of the final intended scenarios, the final overhaul was made to the perks in all branches. It's been, quite a long ride, and this overhaul has benefitted from all of the jumps that have been made since it was first done. Systems were taken from other jumps that I've made and implemented here as the world permitted. I have not deviated from my personal modus operandi, to give the Jumper all of the tools that they may need in order to tell a story – all while giving them foundations for stories, should they not have a good concept of what they want to do.

There are substantial changes in Version 2 over Version 0.1. If version 0.1 happens to be your preferred choice, you may stick with it. Version 2 is however, more faithful to the state of Ragnarok Online, as it stands today.

However, some things still have not changed. Ragnarok Online was never meant to be a super high power setting. There are choices here to be made – and frankly, a bit of bias and focus on companions.

The following is a list of what was changed from version 0.1

+Overhaul of the visual formatting and layout – reason: end user ease of use.

+Extra fluff to "align" Ragnarok Online with my other jumps – reason: personal consistency

+Last set of scenarios – reason: Equal representation of the actual subject material

+Further clarifications in the beginning regarding the subject material – reason: For people not familiar with the setting.

+Some drawbacks shifted: reason: In order to remove the more "virtual game" elements and make it more of a real world.

+Overhaul of some of the actual systems, including job perks/companions – reason: streamlining what was trialed in other jumps to fit in with Ragnarok Online.

+Item descriptions clarified. 1 New item added (Silverine Fruit), Some perks added, Third Job Perks clarified. Reason: Changes according to what happened from version 0 to version 0.1

Notes – How Do I Jump This?

[SPEED_UP]

Completely overwhelmed by the length of this jump? Here's a quick and dirty guide for those of you who hate being overwhelmed. Using all of the hyperlinks will help; they're there so that you can quickly move from place to place.

The Administrative details are normal. Pick a background and note down what free stuff you have. Pick a second job from the initial chart, and if you want, go take a look at what skills they have on the database online. You don't need all of those skills of course, but they're there if you want them.

How do you choose what job you want? Well, most of the jobs are exactly what the label on the tin implies, and you really should just choose based on what interests you. That's really the whole point to playing in an mmo, right?

Go to perks, take a look at what you want. Repeat with job perks. Repeat with general perks.

Take a look at companions, see what options you want, repeat with items. There aren't really any "trap" options with either, so it's hard to go wrong – just choose what you want. You'll notice a bit of a lean towards companions – this was aligned with the original philosophy of MMOs being party games.

Not enough CP? Go grab some drawbacks if you want. Maximum CP is 2200, 1000 + 600 + 600 from drawbacks and scenarios.

You don't need to touch a single scenario if you don't want to. (That's all the stuff from here onwards) If you're bewildered about how the scenarios link up with each other, take a look at the following!

Scenario 13 is a culmination scenario, and draws from whatever other scenarios were done.

Scenario 1 & 10 are chain scenarios, as are scenarios 5 & 9, and scenarios 8, 12, and 12.2. The later parts cannot be done without the former. They are however, optional, and can be omitted.

As a fun fact, there are 69 pages to the jump as per normal jump requirements. (Perks, Drawbacks, Items, Companions and such) There are 149 pages for Scenarios.

[To Terminal]

=Notes – For Information=

For information regarding classes:

http://ratemyserver.net/index.php?page=skill_db_class

Do note: The Soul Linker's Kaizel skill will not save you from death multiple times – you *can* die if the damage is too severe.

For both dead branches and bloody branches

http://ratemyserver.net/index.php?page=misc_db_list

For pets

http://irowiki.org/wiki/Pets

For anything creation related.

http://ratemyserver.net/index.php?page=creation_db

Most of the monsters mentioned in the scenarios can be found on RMS. Keep in mind that the scenarios are – entirely optional –

The only scenario monster you might not be able to find is the Charleston since its Japanese content right now. This can be found here.

http://roworld.s249.xrea.com/mob/3124.html

Fanwank when in doubt – but **scenarios aren't meant to be free CP**, and MVPs, being elite marks as they are, are meant to be a challenge. **The folks who are both MVPs and Gods? Well…they're not going to be any pushover**. **Doing what they do best, MVPs will summon hordes at you – some literally fielding armies of followers.**

Oh, and thanks for Jumping!

