Rise Of Legends

Jumpchain V1.1 by Songless

There is a world unlike our world - a world in which legends live and die, where magic and technology vie for dominion, and where mysteries buried for a thousand years have now been uncovered... to catastrophic effect.

Welcome, jumper, to Aio.

You arrive in a world tense with conflict, where every part of the great continent is struggling with civil war and danger. Fear spreads across the western plains and forests of the Vinci, as Doge Alessadri of Venucci moves further and further from ruthless ambition into outright tyranny. The desert-dwelling Alin once thought the corrupted genie Sawu was destroyed, yet they are now being pushed back by the corrupted Mezekesh genies and an endless siege of deadly glass constructs. And further east, whispers of an even darker influence tell of gods that seek to control all they see...

As conflict rages across the world, the dangers also present great opportunities. Those with the skill, drive, and ambition to make a difference become great Heroes, standing against their foes with the powers of technology, magic, or sheer, raw combat prowess. Fighting on your own might see you destroyed, but allying yourself with the right people can lead to even the mightiest lords being brought low. Unite enough cities under your banner, be it through cooperation or fear, and you can accomplish great things indeed. Will you claim your place in the history books? Will you rise to greatness? Or will you fall, and be forgotten?

You find yourself on Aio, roughly one year before a mysterious object is found in the Timonium mines of Vernazza... and the opening act of the cataclysmic Vinci war.

You begin with **1000CP**.

Background

You keep your gender from before you arrived in Aio, and roll 2d8 + 16 for your age regardless of your background. Alternatively, you may change both your gender and age for 50CP.

Drop-In

You arrive in this world as you were before, without any new memories or history. Of course, that might just be an advantage. As an outsider, you have no enemies, and if you manage to make the right connections success can come very quickly indeed. Whether you become a trader, an explorer, or perhaps a member of the new elite after conquering your own slice of Aio will depend on your choices.
Your starting location is your choice of one of three trade hubs on Aio: Padonia in the Vinci territories, the Meeting Grounds in the Kalahese Desert, or the Jalam Divide in the eastern jungles.

Vinci

You are one of the Vinci people, having grown up in the large cities of the west. It was not long ago that the Condottieri clans ruled this part of the great continent, but Vinci science is advancing rapidly and the balance of power has shifted greatly. Now, the Vinci people are split between half a dozen powerful cities standing at the forefront of the scientific revolution. Whether you align yourself with Miana and its focus on advanced machinery, Pirata's air fleets, the vast war machine led by Doge Alessadri of Venucci, or one of the smaller factions vying for power and influence is your choice, but choose wisely: unrest is brewing, and with tensions as they are it won't be long before the next great conflict begins.
Your starting location is your choice of one of the three great Vinci powers: the prosperous Miana in the east, the heavily industrialized Venucci in the north-west, and the mercenary enclave of the Pirata in the south.

Alin

As one of the desert-dwelling Alin, you live a life of magic and mystery, wielding the powers of sand, fire and glass. The great, floating cities of the Alin are a sight to behold, and your mastery of the desert is second to none. Once, the Alin people lived all throughout the great desert at the heart of Aio, but it is now but a shadow of its former glory. A great darkness is rising in the east, and the genies that once protected and guided your people are lost to the sands, leaving the Alin vulnerable. You can always seek to fight the corruption and hunt down the twisted mockeries of Sawu's glass forces, but it might be wiser to set your sights elsewhere and find some reinforcements...
Your starting location is your choice of three Alin settlements: Azar Harif, the capital of the Alin empire, the Southern Sands, home to the largest concentration of Salamanders in the Kalahese, or the King's Crown, the northern edge of the desert - rich in resources

due to high volcanic activity.

Cuotl

Hailing from the wet, gloomy jungles of the far east, you grew up in a society defined by its faith... or lack thereof. Most of the Cuotl are the fanatical followers of the four Cuotl Gods, mighty beings with powers unseen among ordinary men. However, the jungles of your home are wracked with the conflict of a bitter civil war, centered on the rebellion led by Kakoohla, the lord seeking to cast down the false gods and liberate the Cuotl people. Great stone statues and war machines now march through the wetlands, locked in a stalemate with a catastrophic death toll. Whether you fight on the side of freedom or seek to subjugate your own part of the jungle, this is now your world.
Your starting location is your choice of Chumuk, home of Kakoolha and the heart of the Cuotl uprising, the sun god's bastion of Tecuthli, or the storm goddess' rain-swept home of Teomqui.

Perks

Caravaneer (100CP, free for Drop-In)

There's great wealth to be found on Aio, be it from the countless relics and treasures or the many cities that would pay handsomely for your wares. You'll need to know how to travel, and how to prepare for harsh environments that might get in the way. You're very good at planning for any journeys, including how to handle hazards like sandstorms, tricky logistics,and keeping track of landmarks so you don't get lost.

The Right Price (200CP, discounted for Drop-In)

Money is power, and with enough coin one could build an entire army in a day. You've got a nose for making a profit, ensuring that you can easily acquire the means to pay your mercenaries, workers, and other associates. In addition, you not only have a good sense of what the prices of goods might be, but also what people will cost. Bribery isn't a very honorable means of achieving your goals, though, and it while it can get you what you need in the short term you might want to be careful before you expect people to stay loyal.

Inspirational (400CP, discounted for Drop-In)

Starting with little more than a small town and a handful of coin isn't exactly the best situation for founding your own empire, but people have managed with less and you intend to exceed them all. You've got the charisma and insight to easily convince large groups of people to join your cause, from bands of roving mercenaries to entire cities. After that, you can simply leave the details to your subordinates and focus more on how to use all that new manpower. While you might still need a trustworthy commander to lead your armies, you'll be able to supply them with plenty of recruits and workers to form their forces.

Adapt And Surpass (600CP, discounted for Drop-In)

As a newcomer to the region, it can be tricky to make a place for yourself, especially if you refuse to follow someone else's authority. You might be able to get a few men with guns or a few scorpions, while your foes might have mighty Juggernauts and Sun Idols. While you don't have any technologies or trump cards of your own, you do have something else: the drive to assimilate the best of those you face. You're adept at reverse-engineering other technologies, not necessarily to the point you understand how they work, but definitely on a level you can use and modify them... or even improve upon their workings. You also know how to combine all sorts of different resources such that they still work together. Powering your steam engines with bound Fire Elementals, attaching a Vinci control suite to a Cuotl superweapon, and so on. Building your army out of scraps of half-understood enemy machinery might not sound very impressive, but your enemies will realize their mistakes after you hotwire the corpse of a slain Cuotl god and turn it into your own personalized walker tank.

The March Of Technology (100CP, free for Vinci)

With how technology has begun to invade every part of Vinci life, from mining to trade to military operations, it's only logical that pretty much every Vinci has some skill in working with it. You are no different, and have learned how to more effectively maintain technology even without access to dedicated workshops. Fixing your broken-down steam tank in a ditch somewhere might not be as easy as having a foundry to restore your damaged parts, but you'll probably be able to get it working again anyway.

Steam Cannons And Rockets (200CP, discounted for Vinci)

Vinci technology might not be very subtle, but it's very, very effective. Often, when a Vinci needs to deal with some obstacles in their way, the solution involves either mining, or gunpowder. Possibly both. Regardless, you've got a sixth sense for how to use any explosives, bombs, and similar methods of fiery devastation you might possess. Finding that one spot where an Ultra Juggernaut is vulnerable to a cannon shell is as easy for you as picking the right placement of dynamite to break through a rock layer or landslide. You'll even know how to protect your ears from the noise, if you don't want to listen to the sounds of progress.

Tick-Tock (400CP, discounted for Vinci)

The many universities of the Vinci are ever pushing the boundaries of scientific knowledge, and you stand at the forefront of their advancements. You are knowledgeable in the latest breakthroughs in automata motivation and aeronautic theories, clockwork machinery and engineering, and many other things besides. Backed by the powers of steam, electricity and your own intellect, you'll have everything you need to bring the Vinci into the future.

Master Of War (600CP, discounted for Vinci)

Anyone can yell at a few troops and get them to shoot in vaguely the right direction. It takes a true leader to take a bunch of rabble, and turn them into the most disciplined, well equipped force in Vinci lands. Your gifts for warfare extend to every facet of the battlefield, but you are especially adept at wielding fear, both to your enemies and your own forces. Instilling a powerful sense of discipline and duty in your own forces under threat of punishment or prison is as easy as breathing, and developing new weapons of war to break the spirit of your foes takes only a little longer. You'll know how to build an industry based on ruthless efficiency, and if you choose it you'll easily bring all the artillery, chemical weapons, and men a battle needs...and your reputation might terrify your foes even worse.

Friend of the Kalahese (100CP, free for Alin)

The Alin have always relied heavily upon the creatures that dwell within the Kalahese desert. From the giant manta rays that escape beneath the dunes to the enormous scorpions and fire breathing salamanders, the Kalahese wildlife is not for the faint of heart. Through empathy, practice or plain cunning, you've learned how to effectively tame and train the monsters of the desert, and you'll find it much easier to use similar tricks on beasts from far-off lands.

The Endless Desert (200CP, discounted for Alin)

The sands of your home might burn blazing hot, but you appreciate them all the same. Not only do you possess a great deal of talent in magically shaping and controlling the desert sand, you've become particularly skilled at using it for construction. When you build a structure out of sand you'll not only ensure it remains sound after your magic fades, but that it shares the graceful and eye-catching sandstone arches and decorations that make the Alin cities such marvels. With time, you'll also be able to create the magical effects that allow such structures to float serenely above the desert sands, held aloft by a swirling vortex of air and sand rather than any physical foundations.

Summoner (400CP, discounted for Alin)

This is perhaps the most famous talent that the Alin are known for; almost every major figure of the Alin has some summoning skills through their magic. You've embraced this oldest of traditions, and your skill at wielding this power is extraordinary indeed. Any abilities you use to summon magical beasts or elementals will be twice as effective, with the specific advantages chosen by you at the time of use. The most straight-forward advantage would be to summon twice as many creatures to your side, but you could just as easily choose to strengthen your creations instead, or perhaps grant them some limited magical powers of their own.

Mysteries Of Mezekesh (600CP, discounted for Alin)

Sawu's mastery over glass is so great the entire kingdom of the Alin is slowly falling

under his influence. From the lost city of Mezekesh, his corruption reaches out through the Kalahese desert in the form of his genie servants, and the spread of blackened glass that seems to warp entire areas. You now possess a similar skill wielding the glass magic of the Alin. You can not only create forces such as Glass Golems and Glass Cannons, but by investing your power in another being, you can partially or wholly transform it into living glass. With a little effort you could use this to create creatures such as Glass counterparts to giant scorpions and spiders, which are merely tougher and stronger than their flesh-and-blood counterparts. However, the more power you channel into the transformation, the greater the strength of your servants. With enough practice and experience you might be able to rival Sawu's own powers, and create beings of such magical power they can truly be considered army-killers. In a similar manner,you can slowly saturate an area with your power, gaining you some measure of control over the landscape and allowing you to form glass structures that generate a constant flow of magical power, either for you to draw on or for strengthening any nearby glass forces. It is up to you whether you use your powers to corrupt, like Sawu did in his madness, or to take a different path and leave your glass untainted and pure.

Jungle Walker (100CP, free for Cuotl)

Arguably the greatest defense of the Cuotl jungles are the great plagues created by Czin, the god of death. Any foreign invaders that might threaten the will of the gods will quickly wither away and perish, leaving only the true people untouched. As all Cuotl, you are immune to these diseases, and since nature cannot hope to exceed the terrible wasting of the divine plague, you'll find that any other mundane illnesses will similarly leave you untouched.

Agent Of Opportunity (200CP, discounted for Cuotl)

The human forces of the Cuotl are largely restricted to the Sentinels, as the Cuotl gods prefer to use their mindlessly loyal stone war machines. However, the indifference of the gods to human suffering means that they also employ speed and sudden, powerful strikes by large groups of infantry. Consequently, the Cuotl people have had to adjust to fighting in near suicidal tactics, often with barely adequate support. You've become exceptionally good at understanding when to activate limited-use advantages such as sudden windfalls in resources or the short-lived energy shields and invisibility effects many Cuotl units can draw on. You might be left with little to use at the end of a battle, but steel is cheaper than blood and your fallen foes will have paid a far greater price than you.

Light Of Divinity (400CP, discounted for Cuotl)

From the humble beam staves of the Sentinels to the erratic lightning blasts of Storm Disks and the devastating beams of searing light used by Sun Idols, energy beams are the Cuotl's iconic weaponry. You understand how these weapons work and how to duplicate them, giving you an edge in the fight against the false gods. You'll also be able to upgrade any energy weapons you build, be they Cuotl designs or not, to make them

more accurate, powerful, or otherwise superior to their old forms. Xil might present himself as the divine manifestation of the sun, but your weapons will shine just as bright as his... and even the so-called gods will burn when faced with your wrath.

The Visages Of Devotion (600CP, discounted for Cuotl)

Ultimately, the Cuotl gods desire but one thing from their people: obedience. Through indoctrination, fear, or outright purging, they seek to maintain control over the Cuotl. However, they also have a more insidious method. By studying salvaged technologies from the most sacred Cuotl temples, you have learned more than just how to build many of the designs the Cuotl gods use. You have also gained insight into how to improve your machines such that they not only evoke the feel of divinity in any who see them through their aesthetics, but to enforce that feeling through their workings. The effect is subtle, but the fields generated by the machines and structures you can now create may be used to slowly brainwash those around them. Feelings of hostility towards you will begin to fade away, only to be replaced by respect, adoration, and eventually the devout worship of the truly fanatical. After that... should you not rule your people, if that is what they truly want?

Hero Power (100CP per purchase, variable discount)

With each purchase, you may gain one normal power held by an existing Hero from Rise Of Legends, such as Giacomo's Augmentation or Andromolek's Summon Glass Cannon. You will start at a beginner's level, but will quickly master your chosen ability if you put in the time and effort. Powers from heroes of your faction are discounted. Drop-Ins don't have a faction, but may discount a single Hero Power or Hero Ultimate for each of the three factions. You may also create a new Power of your own design with a similar level of power, but such abilities will never receive a discount. See the 'Notes' section for more information.

Hero Ultimate (200CP per purchase, variable discount)

With each purchase, you may gain one ultimate power held by an existing Rise Of Legends hero, such as Czin's Death Gate or Yontash's Split Wounds. You will start at a beginner's level, but will quickly master your chosen ability if you put in the time and effort. Ultimates from heroes of your faction are discounted. Drop-Ins don't have a faction, but may discount a single Hero Power or Hero Ultimate for each of the three factions. You may also create a new Ultimate of your own design with a similar level of power, but such abilities will never receive a discount. See the 'Notes' section for more information.

Transcendent Form
(300CP for one form, 400CP for two forms or 500CP for all three)

Normally, you would enter this world as a human being. This perk instead grants you a more powerful, inhuman alt-form based on one of the three factions. All forms share certain benefits: they make you significantly larger (roughly as big as a tank), they

increase your resilience, physical strength and stamina, and your new form removes your need to eat, drink, breathe or sleep. Finally, you new body will give you access to some form of ranged attack such as a built-in rocket launcher, the ability to breathe blazing hot, magically charged sand, or energy beams you can form from your limbs. You may design your own appearance (within limits), provided it stays within the described theme. You can give yourself a form with flight, though at a substantial cost to your combat abilities - typically trading away some of the resilience you would otherwise have gained from a ground-bound form.

For your specific form, you have three options:
First, you may become a clockwork A.I. within a large machine form, not unlike the clockwork scavengers of Monte Laguna. This form will improve your talent with all Vinci technology and abilities. Your second choice is to become an Alin genie, similar to Dakhla or Sawu. This form will grant you a natural talent with all Alin magics and abilities. Finally, you may choose to take the form of a magitek-powered statue similar to Cuotl Gods like Czin or Shok. This form will increase your talents with all Cuotl magitek and abilities.

Items And Infrastructure

All options can be bought multiple times if desired. Multiple purchases may be used to either give you additional copies or increase the power of an existing one to two, three or more times their normal effectiveness equivalent to how often you buy them. The Crossroads becomes more well known or covers a larger area, the Doge Hammer can fire multiple shells, and soon.
You may freely share command access to any infrastructure such as the Doge Hammer with others (such as Companions), but the activation limits remain shared between all users: activating a Citadel to summon a Fire Golem, for example, means that a Companion with access to the Citadel will have to wait an hour before they can summon their own Fire Golem.

Leading from on high (50CP)

A personal vehicle or mount can do wonders for one's battlefield mobility. You gain your choice of a personalized Vinci vehicle, a trained magical beast from the depths of the Alin deserts, or a floating altar-like construct such as those used by Cuotl priests. You may choose your own design (within limits), provided it stays within the described theme. It comes complete with a fairly powerful attack (guns, fire breath, and so on), and you may include flight at no extra cost, assuming you're okay with being two hundred feet high on something that doesn't quite agree with conventional physics. Your vehicle or mount will respawn in the Warehouse a week after it is destroyed or killed, and may be upgraded just like like units (see the 'Companions and units' section for details).

Crossroads (200CP, discounted for Drop-In, free with Palace)

You're the owner of a place of interest, and while it has little military value it still has considerable use in terms of tradition and influence. You might be the recognized lord of an old and obsolete but culturally significant fortress similar to Condottieri Castle, the caretaker of an important oasis along a desert trade route, the controlling interest in a mining or trading company, or otherwise be the one who makes the rules in a similar nexus of regional activity. Regardless of the exact nature of your property, if you play your cards right you'll find you can easily use the status of your position to gain an advantage in politics, trade, and other such connections with the rest of the world. The Crossroads doesn't follow you from jump to jump, but you'll own a different property in each world you visit beyond Aio.

Foundry (200CP, discounted for Vinci, free with Palace)

This smelting installation is installed in to the Warehouse, and can be used to store and process any Timonium (and similar metals) you possess in various ways. Smelters, smithing equipment and industrial machinery of all shapes and sizes can be found here, and it's remarkably easy to adjust or upgrade to account for your changing needs. In addition, it provides a constant trickle of molten Timonium or other metals you possess (in any combination(s) you wish), with the amount provided over any given time span inversely proportional to how expensive or rare a particular metal is.

Treasury (200CP, discounted for Alin, free with Palace)

This seemingly endless vault is linked to your Warehouse, and allows you to directly access any financial assets you possess regardless of their type. Secret caches buried halfway across the continent, numbered accounts in the Central Bank of Miana, and piles upon piles of precious metals from your factories will readily appear here if you but think about them as you walk through the ornate vault door. Likewise, once you leave you can have anything stored here moved to such places for safekeeping, and they will be converted to the appropriate currency without issue. Finally, the treasury will provide a limited income on its own, slowly filling itself with riches such as gold or precious gems (according to your wishes) without any effort on your part.

Reactor (200CP, discounted for Cuotl, free with Palace)

This structure is linked to your Warehouse, and can be used to transfer energy across vast distances. The reactor allows you to wirelessly connect any of your energy sources and energy-using equipment, with at most a few small modifications necessary to convert the type of power to one appropriate for the item in question. The reactor can handle a nearly unlimited number of power sources and drains, but it provides only a small supply of energy on its own.

Palace (500CP)

This magnificent structure provides lavish living areas, a fantastic view of the surrounding area, and everything an aspiring lord might require to live a life of luxury. It

initially appears as would be appropriate for its starting location, but it also seems to subtly shift according to your wishes. You might start with the steel-and-wooden decor of the Vinci, only for the palace to eventually begin to include the sandstone arches and crystals of the Alin or the carved rock of Cuotl architecture when you no longer appreciate the old aesthetics. The palace is placed at the Crossroads (and provides that purchase for free), allowing it to serve as your center of operations for this location if you so choose. It also comes with the Foundry, Treasury and Reactor as free additions, which may be placed on the Crossroads and integrated into the Palace for a second access point outside your Warehouse.

Doge Hammer (300CP)

This gigantic artillery piece is powerful enough to decimate entire armies, and now you've got a copy hidden away somewhere. By designating an area to target, be it through a walkie-talkie, psychic link, or simply pointing at your target and shouting your orders, you can call down a strike from the Doge Hammer. About ten seconds after ordering an attack, the fired shell will crash down upon the area you marked, causing widespread devastation. The weapon can fire shrapnel shells for use against soft targets, demolition shells that are effective against buildings and fortifications, and toxic gas shells to cover areas with a lethal gas that lingers for several minutes. Each type of shell may be fired once per hour.

If you have also purchased at least one copy of the Citadel, this artillery can fire a fourth attack once per hour: a powerful magical shell that detonates in a violent conflagration of arcane power. Though only mildly damaging, the explosion encases all survivors in prisons of scorching hot glass.

Citadel (300CP)

This mighty tower is tied to the sources of magical power of the Alin: sand, fire and glass. Using one of three gestures, you may direct the citadel to bring forth several mighty servants of magical wrath. The first symbol will create a swirling mass of sentient sand cyclones that seek out your foes to rend the flesh from their bones. The second symbol will form a gigantic fire golem strong enough to pulverize fortifications and immolate entire swaths of the battlefield. The third and final symbol will condense magical energies into the gigantic glass form of a Spider Queen to imprison your targets or slice them to ribbons. Each summoning may be performed once per hour and lasts for two minutes (unless they are not destroyed before their time runs out).

If you have also purchased at least one copy of the Crypt Of Knowledge, this magical palace can access a fourth summoning once per hour: the creation of a short lived and semi-sentient void that seeks out any nearby foes. Drawing in any victims with a powerful gravity well, the flickering vortex deals devastating damage to any caught in its grasp.

Crypt Of Knowledge (300CP)

This Cuotl relic has the terrifying power to permanently mind-control your foes into

becoming willing, fanatical servants. Simply focusing your thoughts on your target and willing them to yield will activate the massive machine, converting those you target to your side. Weak-willed targets can be subjugated in groups of up to twenty men at once, but the stronger the minds you seek to break the less targets you can control with each use. Opponents with truly mighty willpower will be able to fight off this effect and will not fall under your control. Attempting to use the Crypt on a foe who is too strong will not waste the charge, but the attempt may still be noticed by your target. The crypt can be activated once per hour.
If you have also purchased at least one copy of the Doge Hammer, the Cuotl archive can access a second function: firing a powerful laser blast similar to that generated by the ancient Cuotl artillery known as the Eye Of The Gods. Striking down from the heavens with zero warning, this beam of concentrated light deals major damage over a wide area while blinding and disorienting any survivors.

Companions And Followers

All forces purchased here will slowly replenish their numbers without needing any intervention on your part. All forces will be rebuilt, replaced, magically bred or otherwise added to your reserves in a week after their predecessor's untimely demise. You can buy any number of units, increasing your total army size to two, three, or more times the original size as appropriate.
Units and Master Units can be upgraded if you possess the means to do so, and will retain any upgrades with some limitations. For any technological improvements, magical enchantments or other methods you use to improve your forces, you need to be reasonably capable of mass producing those methods before your reinforcements will include them. For example, installing laser cannons onto your Clockwork Men works fine if you can fairly easily build or acquire such weapons yourself. Giving your Glass Golem a one-of-a-kind mythical sword that you can't replicate will mean that if it's destroyed, the replacement will not have that item (though you might be able to recover the original weapon from the battlefield). Every replacement is a new unit, without any memories of previous lives (insofar as that even applies to them).
Both regular army units and any Master Units you purchase will stay in a special barracks attached to your Warehouse when not deployed. If you possess any property at the time you enter a world (such as the Crossroads), you may have the barracks placed there as well, though this is not required for bringing your units into a new world.

Allies (Cost varies)

If you don't wish to remain solitary in this world, you may import or create a new Companion for 100CP each, or up to eight companions at once for 300CP. Each will have a background of their choice and 300CP to spend on perks, items and units.
Companions will receive half the bonus CP you do from Capped, Elites, Masterful, and True Legend. They may take Changed, Wayward, Voiceless, Served In Two Wars, Hubris, and Whispers for further CP.

Heroes of History (100CP per purchase)

With each purchase, you may convince one existing character, such as Distruzio or Belisari, to become a Companion so they can accompany you on your travels. They receive bonus CP for any Drawbacks you've taken that they may spend at the end of the jump, similar to the Allies option above, but may not take Drawbacks themselves. Any normal powers and ultimates they might possess are 'fiat-backed' as if they purchased them here.

Foreign Mercenaries (200CP per purchase, discounted for Drop-In)

Sure, they're a bit... unkempt, and prone to drinking, but these brawlers are more than capable of handling themselves in a battle. Ten Berserker squads, led by a Berserker officer on a war beast, provide you with top-notch manpower suitable for any fight. They also have a Cargo Dirigible for travel and support, and they've even managed to patch up an old Siege Zeppelin!

Wild Hunt (200CP per purchase, discounted for Drop-In)

Not so much an army as a collection of (mostly) trained wild beasts, these creatures are somewhat difficult to control but excellent for use as expendable shock troopers. A pair of Giant Scorpions draw fire from enemies while the pack of four subterranean Sand Horrors will sow chaos among enemy defenders, cutting through foes with their blade-like arms before burying underground again. Finally, a trained Siege Elephant will flatten anything standing before you, be it buildings or infantry. Just send them off in the right direction and watch the carnage.

Clockwork Army (200CP per purchase, discounted for Vinci)

Though individually weak, the six Clockwork Men and four Clockwork Spiders that make up this squad have some pretty useful synergies when working in a group. The more clockwork units that fight closely together, the greater the strength of every individual unit. In addition, the use of interchangeable parts means that these forces can replace damaged parts with more intact ones scavenged from their fallen brethren even in the middle of a battle. Consequently, while they are not too resilient in and of themselves, these units pack a mean punch, and they will remain combat-capable far longer than opponents might expect. They are mostly suited for ground combat, but the Clockwork Spiders can use small rockets and an electrical web launcher to fight and trap air forces.

Siege Battalion (200CP per purchase, discounted for Vinci)

Built to smash fortifications with overwhelming firepower, this team of Vinci demolitions experts will make short work of any enemy defenses. Three Steam Cannons provide unmatched long-range siege support, while the thick armor of the Juggernaut and Air Destroyer give them enough resilience to hold the line while they bring their cannons and rocket pods to bear. Their one weakness is the relatively slow speed at which they move.

Burning Skies (200CP per purchase, discounted for Alin)

Showing the Alin's talent at speed, flexibility and striking foes where they are the most vulnerable, this group of air forces can leave your enemies' rear guard in flames before they have time to respond. The four Afreeti are excellent raiders that can attack while on the move, while the two Fire Elementals are tougher but more powerful for when you need to handle stronger targets. Finally, the lone Rukh provides devastating area-of-effect damage with its dive-bomb attack, decimating entire groups of infantry and melting through even heavy armor with ease.

Glass Legion (200CP per purchase, discounted for Alin)

These magical constructs are exceptionally well-armored, capable of fighting under prolonged fire using their wickedly sharp weaponry. You receive three Glass Spiders and Glass Scorpions to wreak havoc among your foes, as well as a pair of Glass Golems to rain down attacks from afar. While their focus on toughness means they don't have as much raw power as some other options, the magic that infuses their glass bodies and projectiles will often cause them to splinter into countless tiny slivers on a hit, leaving wounds that create wicked scars that never quite seem to heal right.

Heralds Of Death (200CP per purchase, discounted for Cuotl)

Once dedicated to the service of Czin, the God Of Death, this group now bows to your will. Four squads of Sentinels provide basic support with their staff weapons, supported by a pair of Death Snakes as well as a Holy and an Unholy Ark to turn the tide of battle with their healing and attrition fields. Finally, a Death Sphere stands ready to close with the enemy, crushing and poisoning any that cannot escape its approach.

Faithful Of The Sun (200CP per purchase, discounted for Cuotl)

An army with great potential, this group is also somewhat tricky to use effectively. The four Sun Jaguars that form the vanguard of the army are fast, hard-hitting melee constructs with blazing eye beams - excellent at hit-and-run attacks behind enemy lines. Meanwhile, the two Sun Cannons and the Sun Idol are much slower to move but bring devastating offensive power at long range. You'll need a good sense of timing to use them together, but these forces can carve a burning path through your foes without ever stopping their march if you use them right.

Master Unit (300CP per purchase)

Rather than a collection of units to bolster your ranks, you instead receive a single, powerful addition to your forces. Each Master Unit is effectively an army on its own, capable of immensely powerful attacks and various unique tactics unseen anywhere else on Aio. Each can easily handle most regular armies, requiring massed use of elite forces like Juggernauts, Rukhs, or Sun Idols before it might actually face a challenge. With each purchase you gain one of the following six units. Multiple purchases may be used to acquire multiple different Master Units, or one variant multiple times.

First, the **King Leviathan** is a gigantic clockwork crab with devastating drill pincers and tunneling tactics, an array of mighty rocket launchers, as well as the ability to 'hibernate' and rapidly repair any sustained damage. The **Scavenger Leviathan** is a similar design, but it sacrifices raw durability for an increase in movement speed and cooldown on special abilities.
The **Elder Glass Dragon** is a mighty flying unit that can release glass storms to shred entire squadrons of infantry, and it can quickly regenerate health using its magical power even in the middle of combat. The **Elder Glass Golem** is a massive ground-bound titan that can cause devastating eruptions of glass to kill and imprison foes, and it splits into smaller halves that continue fighting if it somehow is destroyed.
The **Great City Of Vengeance** is a floating fortress that looks more like a piece of architecture than a unit, and serves as a massive troop transport. It also possesses over half a dozen different energy attacks that each operate independently,from mighty laser beams to a devastating energy shockwave. Finally, the **Moon Gorilla** is a heavy siege unit that is unmatched in close-quarters combat, tearing down fortifications and decimating your foes through raw melee power and resilience rather than tricks and magic.

Drawbacks

Vengeance (+0CP)

Perhaps you have the right allies or enemies, ownership of an important location or unique strategic resource, or perhaps you were just in the wrong place at the wrong time. Whatever the reason, you find yourself inevitably drawn into the greatest conflict Aio has seen for a thousand years, as a young Vinci inventor sets out to avenge his brother's death. Whether you fight on Giacomo's side or not is up to you, but you will fight.

Changed (+50CP)

You are marred by a rather bizarre change to your appearance. Whether you've been fiddling with any Cuotl doomsday machines or not, it's quite likely something has exploded into your face. Streaks of bluish glass or metal are all that's left of your skin on parts of your face, neck and scalp, giving you a somewhat inhuman appearance. It's not that much of a hindrance, but it's probably going to be fairly off-putting until people can get over it and learn to stop staring. No, it doesn't give you any magitek powers, either.

Wayward (+100CP)

You might be a genius (or not), you might be a capable battlefield combatant (or not), and you might even be eccentric (or... probably yes, actually). You're also the type who's made a bad habit out of small mistakes, especially when you're under a lot of stress and need to hurry. Some minor clumsiness, being a bit twitchy, accidentally grabbing that healing grenade instead of the shrapnel bomb, that kind of thing. Nothing you can't solve with some quick thinking, but with the extra rush that adds, these things tend to

snowball, don't they?

Voiceless (+100CP)

Aio has numerous heroes, yet more than a few of them are so very... quiet. Does anyone know what Battaglion, Venza or Andromolek actually sound like, for example? Of course, they might simply be introverts by nature and not actually mute... but you are. You can't speak at all for the duration of your stay. You can still communicate using written orders, hand signals, and so on, but you'll probably need to put in a bit of effort to adjust. This applies to all forms of speech - both regular talking as well as more exotic methods such as telepathy.

Served In Two Wars (+100CP or +150CP)

Your past conflicts have left their scars on your body. Maybe you've fought in wars of times past, maybe you haven't, but much like Carlini you've lost one of your legs somehow. You've got a mediocre replacement that lets you walk with some difficulty, but you can't upgrade it to anything more advanced than the clockwork leg Carlini had. Other powers you might possess won't let you regrow it or otherwise replace it either, and any other methods you might use to move around (such as flight) are likewise crippled. Losing a single leg gives you +100CP, but you may also choose to sacrifice both your legs for +150CP instead. Perhaps you should get a decent horse to carry you around...

Capped (+150CP)

It's tricky getting everything to work just right. No matter how hard you try, you always seem to run into problems getting enough infrastructure to process all your resources, enough equipment to outfit all your soldiers, and so on. Expanding the support you gain from nearby cities and independent sites can alleviate the issue, but your side will never quite operate at full capacity without investing substantially more than anyone else.

Hubris (+200CP)

You're confident in your skills, and your ability to lead your forces to victory and achieve your goals is second to none... if you go by how things are in your head, and not in reality. You are overconfident to the point you've pretty much utterly abandoned caution or patience, and your leadership and battlefield skills suffer as a consequence. No matter how many times people point out your mistakes might lose battles and cost lives, even your own, you refuse to listen. After all, you know you are the greatest commander alive...

Elites (+250CP)

Well, you've pissed off the wrong guy. Anyone you might be facing in battle will have the biggest, baddest toys around. Steam Cannons? Hah! Try Ultra Juggernauts, instead. And Elite Sun Idols, and Glass Golems that are downright scary when you think about just how much magical energy they've got coursing through them. In short, expect to face

the most well-equipped, thoroughly upgraded forces on Aio. Of course, your own side (and any allies you might have) will need to make it all work without such miraculous shortcuts to power.

Masterful (+300CP)

Your foes have advanced more quickly than you thought possible, gaining in power and infrastructure such that they will bring a great and terrible threat to you in each battle. Every enemy commander seems to enter the battlefield with a Master Unit of their own, as suitable for the faction they represent. Yes, this means you might have to survive a war where every skirmish could see three or four King Leviathans or Elder Glass Dragons duking it out. For some reason, this doesn't affect you or your allies, only your enemies. Changing sides doesn't help either.

True Legend (+400CP)

This world can see people rise to greatness with nothing but their own skills and drive to succeed. Now, you get to prove this fact yourself. You lose any powers and other advantages you might have brought with you from previous worlds, and lose access to your Warehouse. Do you have what it takes to rise to Aio's challenges with only this world's powers?

Whispers (+600CP)

Your mind is under siege. Somehow, somewhere, you've picked up something that's latched onto your psyche, whispering words of dark power into your very soul. Knowledge. Insight. Dreams of glory, and a realization that the rest of the world is plotting against you, your most trusted friends and allies chief among them. Every day you grow in power, and every day your newfound strength acts as proof for your ever-more deluded mind, that the whispers are true...and this power and corruption can never be split from one another. Every night, it works to turn your own mind against you, corrupting your thoughts, your memories, bypassing your greatest defenses until you can rely on nothing but your own, mortal mind. Even Sawu, the mightiest and wisest of the Alin Genies, fell before such power... only to arise even greater, annihilating all he ever held dear. The effect is insidious, and the whispers never rest, but if you can reject that power, to hold yourself to your own dreams no matter the strength it takes...can you fight it? Can you win, day after day and night after night, on a battlefield more unpredictable than any on Aio?

Ending

So, you've spent ten years on Aio, you've lived in its lands and probably fought over them tooth and nail. But as much as your choices may have changed this world, for better or worse, you have one last decision to make. Will you stay, and call this world your home forevermore? If not, then move on to worlds unknown, or decide to end your jumping and return home.

Notes

In the game, heroes can be summoned and resurrected by spending resources, but this should be considered only a game mechanic. Nothing stops you from starting a fight with yourself and all your Companions already present without having to 'summon' anyone. However, this also means that, much like it was for certain Heroes during the campaign, there's no way to come back if you die unless you already possess some method to do so.

Powers and Ultimates that you purchase will work as seen in the game so long as this is reasonable, without requiring special materials or equipment such as grenades for the various Vinci powers or the sun on Xil's back for his Sun Blast. Likewise, such abilities you purchase will not cost mana (for Alin magics) or external energy (for Cuotl God abilities) to use. Feel free to change the aesthetics of a power if you want something that fits together with a theme, provided the actual effect doesn't change.
Abilities and effects that are irresistible or absolute in-game (such as most status effects or the protection from Giacomo's Super Armor) will remain effective against similar foes as those seen in Rise Of Legends, but they might fail against enemies that are much stronger.

You can learn other abilities on your own if you wish, such as learning Alin magics by training under their mystics, and these will continue to work on other worlds you travel to even if not bought with CP. These abilities do not have the guaranteed effectiveness or ease-of-use of similar ones bought with CP, however; spells still cost mana, Vinci powers will rely on using various gadgets which you must supply, and so on.

You cannot use the various structures you can acquire here to store items other than those they are specifically meant for. For example, accidentally leaving a weapon or a pet in the Treasury will simply shunt them back into the Warehouse once you leave. Treasure and metals are only kept from jump to jump if they're actually inside the Treasury or Foundry. You will not, say, keep funds from your bank accounts simply because you can access them through the Treasury unless you actually turn those into gold coins, gems, or something else the Treasury would normally stockpile.

Transcendent Form only provides the attack, size, and physical boosts when you're in that specific form, but the other bonuses are always active. Each form (if you bought multiple) becomes a separate alt-form. The boost to the perks, powers and ultimates based on the relevant faction are primarily a boost to your intuitive grasp and natural insight, with only minor improvements to raw power. Your Alin magic isn't going to be much more powerful if you're a genie, for example, but you'll learn and understand it more quickly and have greater insight into how to use it most effectively. Faster recovery, easier use and lower mana or power costs, etcetera. These advantages apply both to CP-bought abilities and any similar ones you might learn while in this setting

(such as Vinci science with a Clockwork form).
Taking Transcendent Form doesn't give you a different age or background when you get this perk, for the simple reason a millennia-old Cuotl God or Alin Genie would get an utterly unfair advantage in terms of powers and experience, while a Vinci clockwork mind might be weeks old at most and gets almost nothing. Drop-Ins would likewise be penalized unfairly as well. Feel free to come up with a reason your human self became your new form, possibly using a powerful magical ritual, a Cuotl mind upload, or some other such scenario shortly before the start of the jump. When in doubt, just use your best judgement on how to make things work.

If you take a form with multiple legs, be it with Transcendent Form or some other method, the 'Served In Two Wars' drawback will claim half (or all) of your legs. Don't go changing into a genie form like Dakhla and claim you have thirteen good legs and one prosthetic.

Any buildings that you can acquire in this jump (including any unit or Master Unit barracks) may be placed on any property you possess when you enter a world, such as that granted by purchasing Crossroads. This is not necessary for them to function, and all the effects are tied to your Warehouse and not any physical structures. Even if these buildings don't exist anywhere in your current world (for example if they've been destroyed), their Warehouse counterparts will remain fully functional for you and anyone you designate as having the authority to use them. For example, if your target would be out of range, underground, or in a completely different plane of reality the shells from the Doge Hammer will simply appear out of nowhere just before impact, regardless of the status or location of the cannon.

Descriptions for the canon abilities seen in Rise Of Legends are given below. For context: a squad of nine to twelve infantry or a basic cavalry/beast unit (Clockwork Man, Heartseeker,etc.) has about 200 health total, a heavy tank (Juggernaut, Sun Idol, etc.) has about 1000, Heroes have about 1500, and Master Units have about 4000-5000. Most single target powers deal about 400 damage, area powers deal about 150, and ultimates deal about 1000, with some bonuses or penalties depending on the area of effect, if they have extra effects like stun or silence, and so on.

Vinci hero powers and ultimates

Giacomo, Inventor Of Miana

- Augmentation: provides healing to all allies in an area sufficient to bring entire groups of near-death injured troops to top fighting form, and provides an effect that increases damage and movement speed by 25% for 30 seconds.
- Sonic Blast: deals mild damage to all targets in an area, and stuns them for several seconds (including armored targets).
- Demolition Team: summons 5 clockwork men with suicide bombs, each of which

deals moderate damage in a wide area when destroyed.
- Super Armor (Ultimate): gives units in the area a shield that protects against effectively all damage for 50 seconds.

Lenora, Pirata Captain
- Boosters: increases damage and movement speed by 25%, health by 50%, and allows ranged attacks to deal splash damage, for 30 seconds.
- Piracy: damages a single enemy unit or squad of infantry, and converts it to your side if possible.
- Sky Burst: deals heavy damage to air units in an area.
- Cluster Bombs (Ultimate): deals devastating damage in an area.

Doge Alessadri
- Poison Cloud: creates a powerful cloud of poison to deal damage over time to any enemy units that move through.
- Pain Ray: deals damage to a single enemy sufficient to instantly kill a cavalry unit, and paralyzes a surviving target for several seconds.
- Siege Laser: deals devastating damage to a single structure.
- Doge Hammer (Ultimate): deals devastating damage in an area.

General Carlini
- Snipe: deals heavy damage to a single target at very long range.
- Turret: creates a temporary, immobile gun turret (equivalent to a heavy tank) for 30 seconds.
- Scope: permanently increases sight, attack range and movement speed by 50%.
- Charge (Ultimate): increases health and ranged damage by 200% for 30 seconds.

Venza, Pirata Commander
- Pillage: for 10 seconds, gain wealth directly proportional to the damage you do to enemies.
- Advanced Flyer: increases the hero's speed, health, and reduces summoning time and cost.
- Gun Drones: summons 15 individually weak gun drones that fire on nearby enemies while floating to the ground over 30 seconds.
- Signal Pirata War Zeppelin (Ultimate): summons two Pirata War Zeppelins (heavy flying siege units) for 30 seconds.

General Battaglion
- Siege Blast: deals devastating damage to a single structure.
- Scattershot: deals moderate damage in a large area.
- Enhanced Mortar: permanently increases attack against structures by 80%.
- Timonium Shot (Ultimate): increases attack range and siege damage by 50% and movement speed by 25%, for 30 seconds.

Distruzio, Wayward Prodigy

- Damage Grenade: deals heavy damage in an area, with a small chance to use a Healing Grenade instead (healing enemies).
- Healing Grenade: provides powerful instant healing in an area, with a small chance to use a Damage Grenade instead (damaging allies).
- Clockwork Summon: summons random clockwork units, from clockwork miners to clockwork spiders, with their total numbers depending on their power but combined equivalent to approximately five cavalry units.
- Random Improvement (Ultimate): randomly grants a powerful, semi-permanent (lasting one battle) boost to one of the following: the hero's ground attack, air attack, siege attack or health.

Pulitore, Vinci Alchemist

- Poison Cloud: creates a powerful cloud of poison to deal damage over time to any enemy units that move through.
- Enhanced Ground Shot: permanently increases the hero's ranged attacks against ground forces by 60%.
- Poison Rush: gives the hero an aura of poison to deal heavy damage over time and poison enemies, for 30 seconds.
- Deadly Poison (Ultimate): afflicts a single target with long-lasting poison to deal devastating damage over time.

Alin hero powers and ultimates

Dakhla, the Sand Warden

- Sand Armor: gives allied units in the area a shield that reduces incoming damage by 50% and increases movement speed by 50%, for 30 seconds.
- Sand Storm: deals light damage on creation, and constant damage over time to all enemies caught in the storm, for 30 seconds.
- Summon Sand Horrors: summons seven burrowing Sand Horrors (each equivalent to a cavalry unit) that can't be controlled and fight independently, for 30 seconds.
- Maelstrom (Ultimate): summons eight powerful sand cyclones (together equivalent to two Master Units) that can't be controlled and fight independently, for 30 seconds.

Damanhur, the Desert Flame

- Fiery Touch: sets all enemies in the target area on fire to deal strong damage over time.
- Summon Salamander: summons one Elder Salamander (equivalent to a heavy tank) for 60 seconds.
- Wrath: increases the hero's size, boosts damage by 100% and health by 50% for 60 seconds, but prevents the use of any other special abilities from Rise Of Legends while active.
- Fire Golem (Ultimate): summons two Fire Golems (each equivalent to a Master

Unit) for 30 seconds.

Sawu, the Dark Alin

- Glass Swords: creates multiple glass weapons that circle around the hero, dealing damage to nearby enemies for 30 seconds.
- Summon Marids: summon four Marids (glass genies equivalent to mounted cavalry) for 60 seconds.
- Glass Prison: imprisons up to 15 units in a large area for 30 seconds.
- Glass Spider (Ultimate, Skirmishes only): summon a glass Spider Queen (equivalent to a Master Unit) for 60 seconds.
- Glass Dragon (Ultimate, Campaign only): summons an Elder Glass Dragon (similar to the Master Unit) for 60 seconds.

Arri, Glass Hunter

- Fire Rush: gives the hero a powerful aura of fire that sets enemies ablaze and deals damage over time, for 60 seconds.
- Blink Bash: teleports to a target and deals heavy melee damage.
- Summon Rukh: summons three Rukhs, flying dragons that dive-bomb into an area-of-effect fireball against ground forces but that have no air combat abilities, for 30 seconds.
- Fire Blast (Ultimate): ignites all enemies in the area and deals both heavy fire damage and heavy damage over time.

Belisari, Queen of the Desert

- Healing Sands: give units in the target area an effect to heal 1% health and mana per second for 30 seconds.
- Call of the Manta: summon four heartseekers (cavalry on desert mantas) for 1 minute.
- Desert Strength: permanently increase melee damage by 80%.
- Shifting Sands (Ultimate): stun all enemy ground units on the battlefield for 16 seconds.

Andromolek, vizier of Al-Rukh

- Fire Sliver: deals moderate damage to a single target and imprisons it for 30 seconds.
- Glass Fissure: imprisons all enemy ground units in a line of approx 150m, for 30 seconds.
- Summon Glass Cannons: summons three glass artillery units for 30 seconds.
- Dark Well (Ultimate): permanently increase ranged damage and mana by 50%.

Cuotl hero powers and ultimates

Xil, the Sun God

- Blazing Armor: give allied units shields that reduce damage taken by 35% and

blind enemies.

- Mirror Image: creates 5 illusions of the hero that can fight with greatly reduced damage and health, and can not use powers.
- Burning Beams: calls down 5 fiery beams to continually sweep across an area, dealing unreliable but powerful damage over time for 30 seconds.
- Sun Blast (Ultimate): increases ranged damage by 300% for 30 seconds.

Shok, Goddess of Storms

- Thunder Clap: deal minor damage and remove buffs from enemies and debuffs from allies.
- Lightning Blast: deal heavy electrical damage in a small area.
- Hurricane: immobilize enemies on the entire battlefield for 10 seconds. Enemies are not stunned and can continue to fight or use special abilities.
- Lightning Jump (Ultimate): teleport the hero and nearby allied units across several miles, but they all experience a brief stun on arrival.

Czin, God of Death

- Plague: give enemies damage over time that starts strong and can spread to additional units, but weakens over time.
- Soul Burn: stun a target for 10 seconds and prevent them from using powers.
- Death Grip: deal moderate damage around the hero, while replenishing the hero's health equal to the total damage dealt.
- Death Gate (Ultimate): create a singularity to pull in and damage enemies for 10 seconds.

Kakoolha, the Cuotl King

- Stomp: deals minor damage and stuns enemies in a wide area around the hero for 2 seconds
- Laser Burst: creates a cone of light that deals powerful damage to all enemies in the blast.
- Dispersion Field: deals variable damage to all nearby enemies, equal to 40% of that enemy's current health.
- Trample (Ultimate): permanently increases trample attack damage by 100%.

Yontash, Jungle Mystic

- Silence: deals moderate damage to a single target, silencing them for 80 seconds.
- Life Drain: permanently allow the hero to heal for 30% of all damage they deal to enemies regardless of the method used.
- Resurrect: gives a unit a temporary effect that instantly resurrects it on death with 75% of its original health. The effect lasts for 60 seconds or until activated.
- Tear Wounds (Ultimate): increases damage by 100% for every previous hit on the same target, for 30 seconds.

Moon Giacomo

- Cleanse: greatly heals allies and deals mild damage to enemies in the target area.
- Mirror Image: creates 5 illusions of the hero that can fight with greatly reduced damage and health, and can not use powers.
- Moon Curse: curses enemies in the area to reduce their ranged damage by 90% for 30 seconds.
- Lunar Glow (Ultimate): deals moderate damage per second and provides vision in the target area for 30 seconds. You can target any point on the battlefield regardless of distance, and the effect can be moved while active.

Change Log:

- 0.1: First draft Work-In-Progress.
- 0.2: Clarified descriptions for a few perks and items. Included an option to create your own Powers and Ultimates rather than taking canon ones, and added descriptions for existing ones in the Notes section for those unfamiliar with the game.
- 1.0: Clarified some descriptions, fixed a few mistakes. Included explanations for purchasing items or units multiple times.
- 1.1: Some leftover typos and mistakes were fixed. 'Superweapon' buildings have been given synergies to make them more interesting compared to the more permanent army purchases/Master Units. Army options have been reworked, with new options added and numbers/composition tweaked. Companions can now use Drawbacks, and Drawbacks are rebalanced.