Path of Exile

Delve league update

=

Virtue Gems. An obsession as old as civilization itself.

So-called because they bestowed their wielders with qualities once attributed only to the divine, the ancient Vaal were believed to be the first to harness these strange stones. Knowing to the Vaal as the 'Tears of Maji' their study unlocked the art of thaumaturgy, a way to bleed the essence from these stones and re-shape both people and the world itself in strange and frightful ways.

When the vain queen Atziri beheld the youth and vitality of a serial killer kept alive far past a mortal lifespan through thaumaturgy, she began a quest to secure eternal youth and beauty for herself that ended in catastrophe. In a single night nightmare swept across the continent of Wraeclast, and of a culture that numbered in the millions, 3126 kept their lives. Fewer still kept their sanity.

Centuries later some of the the Azmeri, distant cousins of the Vaal, would leave their mountains and build a new empire over the ruins of the Vaal. But despite all warnings, greed won over caution and the buried gems were sought out. It was not long before learned men of science began performing horrific experiments upon slaves culled from those cultures subjugated by this Eternal Empire, all in the name of improving the human condition. From these terrible lessons were derived ways to elevate man to gemling. Becoming a 'divine gemling' granted power and ability that was envied by all, though the cost, the loss of one's humanity, would at first go unnoticed.

Though Voll of Thebrus would lead the Purity Rebellion to free his people from decadence and thaumaturgical perversion, he was fool enough to put his trust in Malachai, the greatest thaumaturgist of the age. To escape condemnation upon the pyre, Malachai claimed he could destroy thaumaturgy itself. Voll permitted Malachai to activate his rapture device within the depths of the mountain that was believed to be the source of the Virtue Gems. No one living know what transpired, but once again darkness and corruption spilled forth unto Wraeclast, and the Eternal Empire was no more.

Today in the city of Theopolis, what was once a backwater colony of the Eternal Empire, High Templar Dominus has made exile to the forsaken continent of Wraeclast the standard punishment for all crimes, from the most terrible to the most petty. There the dead do not rest peacefully in their graves. Animals are twisted and vicious. Even the stones themselves walk in places, striking blindly at any who cross their path.

Those exiles who are strong enough and survive long enough may catch glimpses of Dominus' Ebony Legion searching ancient libraries, excavating shadowed laboratories, and performing terrible experiments...

This world has endured two cataclysms already, Jumper. It will not survive a third.

=

Your age is 20+1d8, and your gender is the same as your previous jump. You may pay 50cp to change either.

All new arrivals, regardless of background, find themselves awakening on the shores of Wraeclast. In the distance can be seen the ruins of Lioneye's Watch, a place of relative sanctuary for many other miserable exiles like yourself. From here on you must survive in this world for ten years.

=

Backgrounds

Drop-in
You awaken upon the shores of Wraeclast with no knowledge of this world, clad in ruined finery with a rusty weapon laying within reach...and the moans of the hungry dead growing closer. As you have no place in this world, the unnatural and corrupt call you kin.

Strength
You've made your way through life by strength and skill at arms, perhaps as one of the Karui barbarians or as a fighter in the grand arena of Theopolis. It was not enough to prevent your enemies from banding together and seeing you cast out, but for all its horror, Wraeclast is just one more battlefield. Carve your right to exist from nightmare's corpse.

Intelligence
As a practitioner of dark arts or one that calls his powers a gift from god, the supernatural is your first choice for both weapon and armor. Whether you inspired fear or upheld virtue, heretics and the devout are equal within the eyes of a corrupt theocracy. Your knowledge of the unreal will aid you greatly here, but also lead you into temptations as you behold the power that corruption offers.

Dexterity
A hunter of beasts or a hunter of man, you strike with swiftness and finality. You ended a life that was claimed by another, and for the first time your speed failed you. Caught and exiled, you must learn how to navigate the nightmare as you once walked in greenery, to stalk and slay creatures of corruption as you once hunted those of flesh and bone.

=

Perks

100cp perks are free for their background, all others are discounted 50%.

Undiscounted

600cp – The Wages of Sin
"I am Sin, thief of virtue, and it is mine to take what I will from the defeated, to make a gift of it to the victorious. Alas, your mortal frame cannot withstand the unfettered fire of deism. It would turn your blood to mist and scorch your precious flesh black. So choose modestly and choose wisely, for there is much more at stake here than your little hopes and dreams."

After defeating a creature, you may choose to adopt a portion of its powers and identity for yourself. For example, slaying an ocean god would grant you the ability to breathe and move swiftly underwater along with great power over water and weather, while lesser beings of the ocean recognize you as someone having authority over them.

You have a mental record of every valid powerset available to you from past victories, but you may only 'wear' the power of a single defeated being at one time. You may change your assumed powers once every 24 hours.

Drop-in

100cp – At ease in nightmare
Some people in this world are born...more aware than most. A life of dreading nameless fears drives most of them to madness, but your will is strong. You are not fazed by horrific sights, and could behold mountains of corpses or armies of men twisted by thaumaturgy and only pause to consider the methods involved. In a way, being exiled to Wraeclast felt like finally coming home.

100cp – Blood Magic
When you run out of mana, you can fuel magic with your own health. The exchange rate for HP to MP isn't very good, but shedding your own blood is always preferable to having it taken from you.

200cp – Chaos Affinity
You have a talent with all things toxic and corrosive. Both mundane and magical phenomena of these sorts are both easier to understand and more powerful in your hands. A gift from the nightmare, the purest expression of this rare form of magic is notorious for being able to completely bypass some types of magic-based defences.

200cp – Vital Socket
Through experimentation or quirk of nature, you can implant a single virtue gem or magical item within your body. Appropriate enchantments will apply directly to your body in addition to whatever items you wear. Virtue gems can be invoked faster, easier, and with less cost. The socket is sufficiently 'insulated' that you won't be corrupted by the presence of virtue gems and similar items, but this perk will only blunt the efforts of anything capable of actively assaulting your being.

400cp – Chaos inoculation
The corruption soaked into the soil of Wraeclast finds no hold on you. Breathing the air, drinking the water, and eating the flesh of corrupted beasts will do you no harm. You are effectively immune to the poisonous and chaotic forms of magic some gems and creatures invoke. Post-jump, you are greatly resistant, but not totally immune, to similar environments and energies that would corrupt your body, mind and soul, along with hostile magics that invoke that corruption as a weapon.

400cp – Ascendant
Your dreams are deeper and darker than most, mysterious lessons beyond understanding or sanity always just out of reach. There is no skill that you cannot grasp, no talent you cannot develop if only you put forth the effort to claim it. There is no quality that you possess, or lack, that can impede your studies, and what abilities you do acquire will never be in conflict or interfere with each other. This perk will not allow you to spontaneously mutate on a whim or pull knowledge or new powers from the ether, but if something could conceivably be 'learned' or 'developed' than it is within your ability to acquire. Shatter the mask that mystery wears, and laugh in its empty face.

600cp – Worlds within worlds
If this world does not satisfy you, then why not create one more to your liking? Prepare a stone tablet at an auspicious location and unleash as much power as you can. Watch the energy flow outwards, suffusing your surroundings, before being drawn back to transform the tablet into a map. The size and nature of the new world within the map depends on the nature of the energies and land so co-mingled, with only experimentation revealing what different combinations will provide. The device now attached to your warehouse can use the map to access the world held within for a short time, as they are impermanent. Beware, for while one can plunder these new worlds for treasures of flesh and gold, any life within will owe you no loyalty.

Strength

100cp – Unwavering Stance
So long as you make no effort to dodge an attack, it cannot shake your focus or leave you dazed or disorientated. You'll still be injured, of course, and this does not protect you from spells that specifically induce confusion or similar effects. Don't flinch. It's a waste of good hitting time.

100cp – Rusted but ready
A great warrior is not always guaranteed to have a great weapon on hand. No concern for you, as nothing you wield will break no matter how much effort you put into using it as an improvised weapon. This perk does not prevent anyone else from destroying what you wield, and the item does not become any more capable of inflicting injury than it normally would.

200cp – Fire Affinity
There's a fire in your belly. Perhaps literally. Heat and flame comes fast and strong when you call, while small flames and oppressive heat bother you not at all. You also find your flames stubbornly clinging to offenders, becoming harder to extinguish and slower to die down.

200cp – Avatar of (Element)
While the most devout Templar give everything to the flame, you are not so limited. Pick any natural element or force, from cold or electricity to sound or gravity. The combined physical, magical and miscellaneous forces behind your attacks will be transmuted into a burst of the chosen element. Also unlike the Templar, you may opt for this to occur or not with each strike, but this remains an all-or-nothing choice. Some energy will be lost in conversion, though this will improve with time and training. This perk may be purchased multiple times.

400cp – Bloodless
Your hard-won strength is not for the likes of weaklings to claim. You are immune to effects that would drain your energy or vitality and grant it to others. Even mundane parasites sicken and starve should they try to take root inside your body. You may choose to relax this restriction, sharing your strength with those you deem worthy.

400cp – Dual wielding
A fighting style as much maligned by traditionalists as admired by arena crowds, you are naturally ambidextrous and have learned to fight with a weapon in each hand. Without a shield you must rely on skillful parries and quick footwork to protect yourself, but you have the immense strength and agility needed to fight this way effectively.

600cp – Totem fetish
To slay another is simple, to learn from the defeated is wise, but the greatest warriors take the strength of the slain for themselves. You have taken this lesson to heart and learned how to craft totems from the bodies of your enemies, carving bone and weaving sinew to call upon the powers they wielded in life. A totem that was crafted from the corpse of a dragon will terrorize and breathe fire upon your enemies. From a beast with great stamina and regenerative powers, craft a badge that works to restore the vitality of you and your allies. Most of your totems are finite things, working only until the residue of life within the fragments of corpus run dry. With the corpse of a singularly great beast or powerful mortal, and with great care and long ritual, you could attempt to create something of permanence equal to the thaumaturgical works of more 'civilized' craftsmen.

Intelligence

100cp – Profane overflow
Curses you cast do not end until they have run their course. Even if a target you've afflicted with a curse, debuff or similar spell dies, then whatever remaining energy or duration within the magic will leap to the nearest suitable enemy within a range of a few meters. The recipient may still attempt to resist being affected, counteract it, etc, but if they fail then the curse will take hold. A curse can transfer between any number of targets so long as the energy put into the initial casting holds out.

100cp – Clarity
You have internalized the thaumaturgical principles within a particular virtue gem without needing to commit energy to maintain the effect. Your reserves of magical energy recharge twice as fast as before, and nearby allies find their own reserves refilling faster by almost half-again as well.

200cp – Lightning affinity
Electricity dances at your command, screaming through the air and laughing in the face of resistance. Lesser currents pass through you without notice, while those you strike with lightning find themselves more conductive to further electrical assaults.

200cp – Mind over matter
The mana in your body does not sit idle. It will rise up when you are attacked, expending itself to defend you. Anything less forceful than a nonmagical arrow will be deflected, while greater dangers can at least be blunted. Although the cost of doing so in MP in horribly inefficient compared to more formal protective powers, this perk will activate instantly and automatically even if you are not aware of the incoming attack. You may choose to switch this on and off.

400cp – Herd the flock
You know the precise position and condition of all your summoned, conjured, and created minions, and you will know immediately if any of them are attacked or sense a designated enemy. Your multitasking is greatly improved when it comes to your minions, but it is not unlimited. Finally, you can send and receive telepathic commands to your minions, limited by their intelligence.

400cp – Paragon of calamity
Thaumaturgy is the power to turn 'what is imagined' into 'what is real' and your dreams are not frail things easily turned aside. Your spells carve through both passive and active defenses to both magic in general and whatever specific form of energy you employ, and anything not utterly immune to your methods will find their protections weakened by almost a third. Furthermore your dreams cannot be turned back against you, and any attempts to harm you with your own reflected spells are doomed to failure.

600cp – Thaumaturge Laureate
Either self-taught or trained under the watchful eyes of the Templars, you understand the workings of thaumaturgy at a level that is matched by few in the current day. Crafting weapons, armor and trinkets so that they can socket gems, manifest energy shields or ability enhancements after completion is child's play. You can work with those things that are as much machine as sorcery, crafting devices to carry out the most delicate and exacting of techno-arcane experimentation. The mightiest techniques of the past, the blood-magic of the Vaal and gemling legions of the Eternal Empire are still beyond you, but it would not be difficult to glean insight into these things by scouring Wraeclast for insight. One day you will be compared to luminaries like Doryani of the Vaal and Malachai....in talent if you are cautious, in depravity if you are not.

Dexterity

100cp – Bushcraft
You know how to live off the land, in both the greenery and in the neglected corners of civilization. You can fashion crude tools, weapons and traps from whatever is at hand, and after using these things to hunt you'll know how to gut and clean carcasses without damaging the hide or any other useful bits. Other little things like starting a fire is easy, and you know enough about reading the ground that you'll know if tracks are fresh or old, or if that cave you want to sleep in is inhabited.

100cp – Vaal Pact
A small fraction of any damage you deal though any method is gifted to you as health and mana (and prana, chi, and whatever else you may have) and the effects of any similar life-leeching powers or gems you employ are strengthened. Unlike the lesser version wielded by others, this perk does not interfere with your natural healing processes.

200cp – Ice affinity
Your heart has grown cold and hard through long exposure to the elements. Winter winds are of little concern, and spells that would freeze you in place find you a slippery target. From your own hands, ice magic and other expressions of cold come more easily and grip more strongly.

200cp – Devious devices
You have the ability to cast any spell you know as a small device that will unfold and stick to any nearby flat surface. When an enemy touches the trap, or if you send a mental command to detonate them, or a predetermined amount of time passes, the spell will activate at the trap's location. You may have as many spell-traps at one time as you wish, but you cannot regain the MP spent on their creation as long as the traps are active. You may choose to deactivate a trap and free up the committed MP without activating the stored spell.

400cp – Acrobatics
You move with fantastic grace over obstacles and around attacks. Undergrowth, deep snow, shifting sand...no purely natural hazard can slow your passage or disrupt your stride. In combat, you seem almost prescient in the way your instincts push you to move you out of the way of incoming attacks. You might not be able to dodge a bullet, but you can easily stay out of a shooter's crosshairs or keep the business end of a wizard's wand from drawing a bead on you.

400cp – Gutting and skinning
Every so often, you will find your weapons bite deep and inflict much more grievous wounds than expected. Arteries will be opened so completely that a creature may be dead of blood loss within the minute. Joints will be shattered, hamstrings severed, organs ruined. Even the inorganic is not immune to being crippled, as you pick out the right gears to jam within a clockwork contruct, shatter important bones belonging to the undead, or ram your blade through a purely spiritual foe as just the right place and time to disrupt the flow of vital energies.

600cp – Culler
There's an order to nature, a subtle balance in the cycle of growth and rending fangs, of decay and renewal. While mother nature is a tough girl on her own there are things that take from her and give nothing back, and that's when you step in. Be it an invasive species or thaumaturgical corruption, you're hypersensitive to disruptions in your environment and the slightest whiff of the troublemaker's spoor will lead you almost unerringly to the source of the trouble. Then it's up to you to remove it, however you can.

=

Items

*Items marked with * have further details in the NOTES section.*

Free – Oriath's mercy
Every exile is entitled to a single weapon before being thrown overboard once in sight of Wraeclast's shores. It's junk, but it will mean the difference between life and death until you find something better.

Free – Scroll Case
This pair of waterproof containers holds 40 scrolls each of Wisdom and Portal. Reading a scroll consumes it. Scrolls of wisdom identify most common enchantments, able to reveal the details of enchanted weapons and traps, though nothing as complex as magitek. Scrolls of Portal open a blue oval gateway back to the nearest safe area of civilization, like an outpost or small town.

Free – Gem in the Rough
As you rise from the sand, a gleam catches your eye. The starting virtue gem of a class that matches your background is within reach and ready to use.

Free – Simple Flasks
Ubiquitous magical items, these two flasks - red and blue - collect the dregs of health and mana from your defeated foes. As any time, you may drink the liquids generated within to speed the recovery of your own health and mana.

50cp – Thaumaturgical Arms and Armor*
You're a fortunate exile, discovering a weapon and a full set of armor soon after beginning your journey. Occasionally flickering with blue light, each piece of Magical gear bears one or two enchantments that might make the wielder slightly healthier, hit harder, or better at a particular skill. The weapon is a type of your choosing, and armor offers protection among three types - Armor, which reduces damage, Evasion, which makes it easier to avoid attacks, and Energy Shield, which offers a regenerating, ablative layer of magical energy to absorb attacks. Some armors can mix two of these kinds of protection.

For an additional 50cp, the items you've discovered are stronger, with a golden-yellow sheen when viewed at just the right angle. These Rare items can have at most six modifiers, stronger and more varied in nature.

For a flat 200cp you may instead purchase something truly Unique, heavy in hand and crimson in hue. These items are the work of legendary figures of Wraeclast's past, and were often carried at turning points in history. Their value and power are obvious to all, and the enchantments they bear can be incredibly powerful, wildly varied, niche in application or as dangerous to the wielder as his enemies.

You may instead choose to import an existing item of a similar type to gain that item's properties.

50cp – Virtue Gems*
You carry a dozen gems, a mix of skills and support-types appropriate to your background, with a minimum level of less than 30 to use. For another 50cp, you may purchase a further dozen in line with another background, or to expand your collection with higher-level (lvl 30+) gems.

For the truly daring, a flat 100cp will buy you a dozen Virtue Gems corrupted by Vaal thaumaturgy. Each gem is powered by nothing less than the stolen souls of those you slay, and have been altered in strange and powerful ways.

50cp – Elemental Flasks
Amethyst, Ruby, Sapphire and Topaz...like the flasks above, these are powered by the dregs of life force collected from the slain. But these flasks offer a potent but short-lived boost to your resistances - to chaos, flame, ice and lightning, respectively.

50cp – Utility Flasks
Quicksilver, diamond, jade, granite and quartz. When drunk, they respectively offer – increased running speed, great luck in striking an enemy's vulnerable areas, increased agility, increased toughness, and the ability to occasionally phase harmlessly through incoming attacks and pass through minor obstacles without being impeded.

100cp* – Crafting orbs
A far weaker cousin to the virtue gem, applying these to an item will consume the orb and apply a random enchantment or effect to the item. There are many varieties and you receive a one-time gift of a full stack of each kind, except for the Mirror of Kalandra.

200cp – Plum tree
A squat sapling dug up from one of Sarn's many gardens, this seemingly normal plant is unusually receptive to mystical energies. As they ripen, its fruits will draw in and concentrate an abundant amount of whatever ambient energies are present and concentrate them. If there's any use to these fruits, or if they're even safe to eat is something you'll have to figure out for yourself.

200cp – Doryani's Workbench
This bloodstained stone altar carved in the style of the Vaal combines the function of the seven masters' individual workbenches, allowing you to expend crafting orbs to grant items specific enchantments. By breaking a magical item upon the altar you can harvest shards of crafting orbs from the remains, allowing you to recycle enchantments you have no need of.

300cp – Infernal talc
Steeped in nightmare, exposure to Infernal Talc causes magical energies to rage out of control. A mere dusting of Talc is enough to ignite the flesh of magic-users and magical creatures, and leave enchanted items cracked and pitted. Any talc you may scavenge within this jump only effects Virtue Gems and items crafted by the magic of this jump, but the version purchased here works on most forms of magic you'll encounter. You also receive a recipe to make more, but it's a dangerous, very tricky thing to make and not at all easy to store or employ safely.

300cp – Allflame
A duplicate of a mysterious green flame which burns away all materials but the purest silver, the true nature of the original Allflame is something of a mystery. The flame within this silver lamp can revive the dead, and if you are killed the Allflame will revive and restore you in a safe place. But only once. After that, the flame inside will die down to embers and it will never work for you a second time. The flame can still be rekindled by feeding it the lives of others, allowing it to revive others, but there's a catch. The strength of the flame must be equal to the strength of the one you wish to revive, so bringing a person of great strength back to life will require another life of equal power in exchange, or the sacrificing of a multitude of weaker lives to balance out the cost..

500cp – Mirror of Kalandra
Near-mythical in its obscurity, it appears as a simple hand mirror with three gems set into the frame. One green, one blue, and one red. Who 'Kalandra' was or why the mirror was named after her is a mystery, but all accounts agree that the mirror is capable of creating a perfect copy of any item, duplicating all physical and magical qualities perfectly. Except, of course, that any markings upon the duplicate are reversed, as if the original was viewed in a reflection. This quirk never interferes with the function of a copied item. You receive a new mirror at the beginning of each jump.

=

Warehouse attachments

100cp – Stash chest
This squat chest sits in your warehouse. It's larger on the inside, able to fit a half-dozen weapons, a full suit of armor, and a large pile of potions, scrolls, coinage, and other miscellany. You don't need to open the warehouse to access it, though. Just go look behind a bush, in a closet or cupboard, any out-of-the-way place that's hidden from view. A copy of the chest will be there that you can open up to put things in or take out. When you don't want it around, the chest will vanish the moment no one can see it. There's no lock, so be careful that there's no one with eyes on it once you're done. You or others cannot use the chest to enter the Cosmic Warehouse.

200cp – Hideout
You have a hidey-hole, a rough cube of space about a hundred feet on a side. You may leave it attached to the Warehouse or drop it into a setting. The farther off the beaten path you place it, the harder it will be for any others to find unless you invite them in. You may choose to have your hideout keep one of the game's specific styles, or 'skin' the Hideout so that it matches whatever area or civilization you drop it in while retaining its general layout. The Hideout has its own waypoint.

300cp – Gem Mine
An ugly rent in a wall of your warehouse opens into a dark and sprawling network of passages. Within these cramped tunnels, iridescent crystal formations sprout from damp grey stone and wait to be harvested. A small workstation within allows you to cut and polish what you collect into proper virtue gems, grind rough crystals into powder for other thaumaturgical applications, and safely dispose of any tailings. Incidentally, the workstation also protects you from the usual dangers of inhaling gem dust or exposure to the presence of so much corruption, but that is no excuse to be careless. The mine can produce a random best-quality gem each month, or more at a lesser quality. Several dozen crude gems and cart-fulls of lesser reagents could be harvested if the mine was completely exhausted, but it would need months or even years to recover after such damage. New kinds of virtue gems could conceivably be created by seeding the mine with foreign magic or materials, but what might result from such experimentation is impossible to predict.

=

Companions

100cp – Ebony Legion deserter
Not all who serve Dominus are ignorant of his madness, though the prospect of being stranded in Wraeclast is enough to deter most from deserting. You've met up with one of the few who possessed both the moral and martial strength to survive leaving the legion, and they have chosen to walk with you increase their chances of survival. The armies of Oriath favor lightning and flame in war, with templars in heavy armor and tower shields backed by sorceresses that provide long-range lightning

strikes. Your new friend is a bit of an outlier, though. You may choose their gender and preference of combat role. They receive 200cp to spend and one (element) Affinity perk for free.

200cp – Companion Import
Trust is in short supply here, but you had the dubious fortune of being exiled alongside friends. You may import up to 8 companions, each receives a free background and the accompanying perk, and a further 600cp to spend.

=

Drawbacks

You may take a maximum of +1000cp worth of drawbacks. Some drawbacks are tabbed, to take those requires also taking the drawback directly above.

+100cp – Lolsorandom
Crafting orbs are annoyingly random, rarely giving you what you hoped for. This habit now extends to everything you create when in this jump. While forging a sword will still get you a sword, you have no control over just what kind of sword it will end up as. The overall quality of what you create is not affected by this drawback.

+100cp – Totem panic
Employed by both the Vaal and the Karui, totems are small pillars of wood or stone that cast a magical effect upon all who approach to within a radius of about ten meters. A particular totem may heal the wounds of friends, slow foes, attack enemies that approach or make it outright impossible for allies within the area to be killed for as long as the totem is intact. There are numerous types, and now it seems like Wraeclast is practically coated in the damn things.

+100cp – Checkpoints
Just as in the game, the landscape of Wraeclast is now broken into neat little chunks. Somewhere in each area are the doorways that lead between them. You cannot use any other means to travel across the world, except for Waypoints, town portals, and other specifically in-game methods.

+200cp – Exile among exiles
Even in Wraeclast, you are an outcast. No one will offer you or your companions aid, and only grudgingly trade with you. Exemplary deeds on behalf of others will find you some small courtesies, but you will never truly be welcome.

+200cp – Map mods*
Every time you enter a new area, building, or even go down a floor, a blanket set of modifiers, three to five at most, will be applied to all enemies within. They might be stronger, faster, reflect elemental or physical damage, or be near-immune to some specific forms of damage, among other things. If you have access to powers from other jumps, then the existing list of possible mods will grow to include appropriate effects based upon them.

Each modifier set lasts 24 hours after generation, so you cannot simply walk in and out of a room to clear a particularly undesirable set of mods.

+200cp – Side quests
It seems like everywhere you go there's someone who needs something fetched or slain. You're under no obligation to do so, and the rewards will be minimal if you take the jobs. If you don't do the work, the consequences of leaving these things undone will somehow come back to bite you.

+300cp – Creeping corruption
Echoes of the fallen Vaal, sites of past corruption have wormed up through the cracks in the world to manifest once again. Ignoring this invasion will see Wraeclast overwhelmed, and the Vaal will grow in power until they run you down and overwhelm you. To purge the corruption, every warped creature within these areas must be slain, and the Vaalish altar smashed. Each altar has a guardian, a creation of the Vaal with potent and dangerous thaumaturgy-gifted powers.

+300cp – Crystallized potential
As you fell onto Wraeclast's shores, the nightmare tried and failed to infect you. But it did succeed in severing your connection to the otherworldly, leaving you surrounded by glittering gems that encapsulated each perk you purchased from previous Jumps. Socketing a gem into your equipment grants you that perk once again for as long as you wear it. There is also a gem that represents your connection to the Cosmic Warehouse, and un-socketing this gem will cause any items not native to this Jump to immediately return to the Warehouse. At the absolute most, a full set of Wraeclast gear can only support 26 sockets, but refining your equipment to this degree is incredibly difficult and you'll have at best half this capacity unless you put in some serious grinding. Others cannot use these gems, but they can be lost or stolen. The gems shatter and all powers are returned to you in full at the end of the jump.

+400cp – Lodestone
You are particularly sensitive to Nightmare, hearing its whispers and feeling its touch more easily than most. Corrupted creatures will single you out for attack, ignoring distractions in the rush to consume you. Your body will begin to slowly decay, your senses dulling, your skin growing pale and leathery, and larger deformities may manifest. The Nightmare will also trouble your mind, denying you peaceful slumber and distracting your with visions of horror. Should you be strong and focused of mind, and cautious in practice, you can avoid the worst of these symptoms during your time here. But carelessness will see you stripped of your humanity, your life, and your chain.

+400cp – Tormented spirits
Death is rarely an end to torment in this place. While the soil of Wraeclast casuses all humans who die upon it to rise as the undead, those that are stronger or who died in exceptional agony often become something greater. These restless spirits wander Wraeclast, unknowingly bestowing boons on those creatures they pass through and strengthening them in various ways. Occasionally, they will encounter a creature so bloated with corruption or sheer vitality that they will be sucked in and possess it totally, healing the host and giving it a massive boost in power. You will encounter many such spirits during your time here, and many of the creatures you encounter will be somewhat stronger as a result. Oh, and it is guaranteed that at least once during your time here in the middle of a life-or-death fight against a foe of great power, a spirit will come along at the worst possible moment and give them a power boost.

+400cp – Hexfont
Wraeclast, it seems, really doesn't like you. For as long as you are here, you will be under a curse. It will change on occasion, cycling through the known curses cast from virtue gems. You may be slowed, weakened, silenced, or made more vulnerable to injury, among other things. While the curse you bear at any given moment is determined randomly, the selection is heavily weighted towards whichever one will give you the most grief at the worst moments in dangerous situations.

+600cp – Sealed
For all the fear that surrounded it, the Beast was never meant to do evil. Its only purpose was to exist and bring about the quiescence of the gods that had caused so much misery with their petty desires and spiteful torments. Your nature marks you as close enough to the gods of this world, and

while you will not sleep as they do, access to the cosmic warehouse and out-of-jump powers has been lost. Even after the Beast is killed, by your hands or by the actions of another, the Dark Ember, the core of the Beast's power, will seek to survive by latching onto you in mindless desperation. It will not finally die until your time here is up.

=

Scenarios

You may take both 'Walking the Path' and 'Deicide' and gain both rewards.
Otherwise, you may take only one of the following scenarios.

Walking the Path

Covers the events of Acts 1 – 5

Awakening on the shores of Wraeclast, you must complete the required quests to advance the game's storyline. Slay Merveil and Brutus, open the Emperor's Road to allow other exiles access to the inner kingdom, and make your way to Sarn. Eventually you will return to Oriath to battle Kitava. Unless you also take the 'Deicide' scenario, his defeat will be permanent, and the events of Acts 6 to 10 within the game will not occur during your time here.

Reward:
You may take any of the canon human characters as a companion, except for those who have been completely corrupted or fallen to madness, like Malachai, Dominus, or the Shaper. Piety is a valid choice, if you can prevent or purge her corruption at Malachai's hands. Companions will have the 100cp, 200cp, and 400cp perks from a background of your choice, and a further 400cp to spend.

Deicide

You must purchase 'The Wages of Sin' perk to take this scenario.
Covers the events of Acts 6 – 10

If you did not take 'Walking the Path' then another Exile will slay Malachai and the Beast. Whether you took the scenario or not, Kitava will survive at the end of Act 5 as in canon. The gods that were once forced into dormancy by the existence of the Beast will now begin to awaken, starting fresh conflicts across Wraeclast as they gather followers and spark conflicts. Sin will choose you to be his champion, and you must progress through the Quests of Acts 6 to 10, slaying the gods and absorbing their divine powers. So fortified, you will have the needed strength to defeat Kitava.

Reward:
In addition to taking their powers with 'The Wages of Sin' perk, you may now instead choose to keep a defeated creature alive and force it into a state of permanent dormancy. They will no longer be able to grant prayers, work miracles, or do much of anything really. However, whatever cosmic functions the god performs are not disrupted, allowing life to go on without fear of divine meddling.

I dig, I delve, I dig again

Shortly after entering this setting you will encounter Niko the Mad, a man who has located an ancient Azurite mine. He requires your aid to collect the Voltaxic Sulphite needed to power his mining equipment. You will very quickly come to share his addiction for delving deeper and deeper, and you will be hard-pressed to pull yourself out of the mine to spend time on the surface. The mine itself is truly ancient, having been worked by the Eternal Empire, the Vaal, and perhaps even older groups. There is a wide assortment of strange biomes and unique creatures dwelling within the mine which only get stronger the deeper you go, but the greatest danger is the darkness

of the mine itself. Not merely the absence of light, it is a malign entity that will quickly rip the life out of anything that steps out the protective glow produced by Voltaxic Sulphite. No other source of light can reliably repulse it, and the corrupted creatures that lair within the darkness are effectively invulnerable to harm when it completely covers them.

Reward:
Niko the Mad will follow you to future jumps. He counts as a follower. He will explore on his own, set up mining operations, and occasionally return to share a portion of the spoils with you. These can be anything from ores and gems to relics appropriate to the current setting. His work will never leave a mark on the landscape, and his presence will never be noticed by anyone. You can ask him to focus his digging in a particular area, but he cannot be instructed to retrieve specific items, and he will only take things from the world that don't have any narrative importance.

Incursion

Your time here is extended to twelve years. Navali, revenant and Karui soothsayer, predicts that you will die on the last day of those twelve years while exploring the Lost Temple of Atzoatl. Her predictions are normally immutable, but Vaalish corruption has created a snarl in time that you can exploit to avoid this fate. Navali will guide you to meet Alva Valai, a direct descendant of the Vaal who is in possession of spells and artifacts that can send you back in time to when the Temple was still being constructed. This method of time-travel can only be done once per year at a specific date, so you will only have eleven short opportunities to influence the building of the Temple. Through sabotage and murder, you can shape the outcome of the civil war between the Vaal thaumaturge-architects that compete to decide the final shape the Temple will take.

But these are the Vaal at the height of their power, and it will not be an easy task. At the turn of the twelfth year, Alva Valai will locate the Temple in the present, and you'll have one final year to prepare before you must go to face your destiny. If you are strong enough, have changed enough in the past, planned for your future, shifted things in your favor, arrive forewarned of what awaits you and arrived prepared, you will survive and destroy the construct that controls the temple. If not...

Reward:
Your reward is, appropriately enough, the Temple itself. The pyramid is described as being the size of a small town, and the structure is divided into thirteen chambers, each which might be occupied by an armory or thaumaturgy lab, treasury or sacrificial pit, a garden for the cultivation of poisons or specialized workshops, among other things. You may keep the Temple attached to your Warehouse, or place it into a setting. Do take note that nothing in the Temple replenishes itself. Also take care, because even after slaying the Vaal Omnitect within the central chamber the Temple will not instantly bow to your whims. Any remaining traps or creatures must still be dealt with. The inside of this Temple retains alterations, but you cannot change its external dimensions.

Shaping worlds

At some point in your travels, you will meet the cartographer Zana. Searching for her father, her talents lent themselves well to a chase that lead out of this world and into dream. Only barely touched upon even by the likes of Malachai and his Godless Three, she'd learned that dozens, perhaps hundreds of worlds, large and small, exist just out of reach. Some were fashioned by the Vaal, some by the thaumaturges of the Eternal Empire, and some are mysteries older than anything that now exists in this world. The maps you locate on your travels are the key, and the Map Device she operates is the doorway.

Once you begin to explore these worlds, you will become embroiled in a conflict between The

Shaper, a mysterious figure capable of altering these worlds on a whim, and the Elder, an invading entity of age, power, and evil beyond reckoning that seeks to enter our reality. Zana will be your guide, and you will walk these worlds seeking the center of them. The Shaper will attempt to stop you, and the Elder's uniquely maddening version of corruption is everywhere. The Elder may be truly immortal, and cannot be slain, only re-imprisoned. But how?

Reward:
With the Elder dead and the Shaper bound once more, Zana will gift to you the Atlas of Worlds. This device was constructed so that mortals had an easy way to visualize the 'co-ordinates' of those other worlds, and it will become even more powerful in your hands. The Atlas will now display the reality you currently exist in, along with every single discrete dimension that exists directly 'adjacent' to it. Every alternate timeline, parallel universe, pocket universe, demiplane, all neatly listed and the connections between them mapped out for you. The Atlas does not grant the ability to travel to or even survive these places on its own, but it will automatically record your travels, updating and expanding the list of nearby dimensions as you travel through them.

<u>Trials of ascension</u>

Faced with an inability to produce an heir, and with all other possible candidates being 'mediocre at best, or maniacal at worst' Izaro Phrecius, Emperor of the Eternal Empire, chanced upon an ancient tome detailing the trials of ascension used by the Azmeri to select their chieftains. While the Empire had upheld the traditions of their Azmeri ancestors in its early years, the practice was overturned and the throne usurped by the mad Emperor Romira. Recalling the damage Romira had inflicted upon the Empire filled Izaro with divine fervour and inspired him to commission the construction of a new Lord's Labyrinth, a vast complex filled with terrible beasts and fiendish traps. He hoped that it would weed out the unworthy, trusting in the goddess of justice alone to select the next Emperor. Now you must face the Labyrinth and overcome its trials.

Reward:
Although there is no empire left to rule, your victory is proof that the goddess has smiled upon you. Your passage through the labyrinth has tempered you, emerging with a strength, wisdom and clarity of will incomparable to the common man. You will wear majesty like a crown, and everyone you meet will immediately realize that you are something different, greater, a being worthy of respect and admiration. Truly, you will have the qualities befitting an Emperor. Additionally, when the time comes to appoint a successor that will forever-after take up the reins of any organization you control, you may leave the decision in the goddess' capable hands. She will set them to a challenge, and though it will not necessarily be as lethal as the Lord's Labyrinth, it will be tailored to the mantle they will assume and tax each claimant's abilities to the very limit. From among those that succeed, among the truly worthy and pure of intent, the goddess will smile upon the very greatest of them and grant that same blessing of strength, wisdom and will to ensure that their rule is a strong one. And so it will be for their successors in turn, as long as the empire stands.

= = = = = = =

You have endured 10 years of exile...

STAY – Can you not bear to leave this place? This world is wounded, exile, and perhaps you may help heal it. Or perhaps after the death of the beast and so many gods, there is a void you seek to fill?

GO HOME – Your sentence is ended, exile. Return home, to safe havens and familiar faces. But how much of Wareclast will make the journey alongside you?

MOVE ON – They call you exile, but in truth you are free. Free to go where you will and do as you please, turning banishment into the first step of a grand journey.

= = = = =
= = = = =

NOTES

When assuming the powers of a creature defeated with 'The wages of Sin' you are not considered to be that creature in terms of identity or type/nature, and any powers dependant on biological features will adjust to fit whatever body you currently wear, not the other way around. Simply possessing certain powers will not harm you, but if the use of a power would risk causing you harm, such as a self-destruct technique or Dark Side powers from Star Wars, there will be a mental 'warning' attached to that powerset.

-

Any supernatural energies can be used to fuel the creation of a map with the 'Worlds within worlds' perk. For example, suffusing the town of Animal Crossing with the Dark Side of the Force might create a map featuring a twisted village inhabited by carnivorous plants, mutated beasts, and furry Sith. Items and creatures taken out of the map are real and permanent, and can be melted down or tamed as desired. Creatures from out of a map cannot be taken as companions.

-

If a Jumper wishes to acquire something within the game's passive tree that is not offered here, they must practice and research it on their own. If sufficiently impressed, the Forsaken Masters of the expansion of the same name each have many unique skills they can teach to a worthy student, if you can find and convince them to take you under their wing.

-

Thaumaturgical Arms and Armor
People who have played Diablo and similar games know what to expect from Path of Exile's enchantment system. Here are the full lists:
http://pathofexile.gamepedia.com/Item_affix

-

Unique items are mostly just better in general, but some have quirks such as making you move faster and hit harder when you're on fire, granting extreme resistance to one element in exchange for being weaker to all others, converting incoming sources of damage into a particular type, or making slain enemies explode in a shower of gore.
http://pathofexile.gamepedia.com/Unique_item

-

Virtue Gems
Unlike Diablo, skills and spells are not unique to each class. As long as one is strong, intelligent, or dexterous enough, anyone may socket and employ any skill gem they find.
http://pathofexile.gamepedia.com/Skill_gem

-

Crafting Orbs
Path of exile does away with gold, dismissing the question of why monsters often carry gold in favor of the question of how monsters carry magical equipment without hands. Loot is sold back at town in exchange for crafting orbs, which allows a player to create new enchantments or alter existing ones.
http://pathofexile.gamepedia.com/Currency

-

Map mods
Similar to item enchantments, but they apply a blanket effect to all creatures, enemies, minions, and otherwise, for as long as they're in the area.
http://pathofexile.gamepedia.com/Map#Modifiers