Earthsea Jumpchain

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The world of Earthsea is one of sea and islands: a vast archipelago of hundreds of islands surrounded by mostly uncharted ocean. Earthsea contains no large continents, with the archipelago resembling Indonesia or the Philippines. The largest island, Havnor, is about the size of Great Britain at approximately 380 miles (610 km) across.

The cultures of Earthsea are not direct analogues of those of our world, but are literate non-industrial civilizations. Technologically, Earthsea is an early Iron Age society, with bronze used in places where iron is scarce, or in heirlooms and other old tools and weapons. The overall climate is temperate, comparable to the mid-latitudes of the northern hemisphere. There is a yearly transition from warm summers to cold and snowy winters, especially in northern islands like Gont and Osskil. In the southern regions of Earthsea it can be much warmer.

This world is inhabited by many kinds of humans, but also by stranger things. Some are animals, like the fierce, furry oteks of the south, or the eastern harekki; winged lizardlike creatures. Once, it is said, there were trolls, and there are the bones to prove it. Greatest of

all are the dragons, though, beings of tremendous power, danger and majesty, nigh-immortal and born to magic.

Take 1000 CP.

Age, Gender and Ethnicity

Choose any age between 15 and 70. You may choose to be any gender you want, though bear in mind that some institutions hold prejudice against one gender or the other – if you want to study at Roke as a woman, you'll need some good disguises.



You may pick your ethnicity freely, but the majority of the people in Earthsea have red-brown skin tones, somewhat comparable to the people of the First Nations in North America. The main exception to this are the Kargish, who live to the northeast of the inner Archipelago.

Location

This is where you begin, but not necessarily where you were brought up or the culture or ethnicity you belong to. Roll a d8 to determine location, or spend 50 CP to pick your location freely.

1. **Havnor**. The largest of the isles of Earthsea, Havnor was once ruled by a great king Maharion – but that was eight hundred years ago. Smaller kingdoms dot its landscape now, not least of which is that ruled from the Great Port of Havnor, trading centre of the Inmost Sea.
2. **Roke**. The isle of wizardry, Roke is home to the School of Roke, where mages learn to become true wizards and earn their much-renowned staffs. Due to the common belief that celibacy is required for great magic, women are not permitted to study on Roke, but they are permitted in the town. The isle is home to the Immanent Grove and Roke Knoll, both places of powerful magic, and defended by the great spell known as the Rokewind, which turns against any ship coming near with dark things aboard.
3. **The West Reach**. Sparsely-populated by humans, the West Reach does still host some settlements. Its most famous inhabitants, however, are the dragons, who nest

and hunt around the Dragon's Run – a succession of small isles in the far west – and fly out to claim territories throughout the Reach. A dangerous place, but one willed with the wonders of magic.

4. **The Kargish Isles**. To the northeast of Earthsea lie the Kargish Isles, home to the Kargs, the main ethnicity in Earthsea who have pale skin and hair. The Isles have generally hostile relations with the rest of Earthsea, partly driven by their religion, which reveres a limited pantheon and a god-king and forbids or doesn't believe in magic, as well as some of the Old Powers of the Earth.
5. **The North Reach**. The coldest of the lands of Earthsea, the North Reach stretches into seas filled with ice, but also contains many beginnings. Gont is located here, where the mage Sparrowhawk began his journey; the kings of Havnor came from the northern isle of Enlad. Most notable of all is Ea, the first of the isles of Earthsea, raised from the waters long ago by Segoy, and where mages first learned to write the Language of the Making in runes.
6. **The East Reach**. To the southeast of Earthsea, the isles of the East Reach are small and widely-spread, but warm and summery. The people here have darker skin than other places in the world, but have a welcoming character. The southern parts of this region are relatively peaceful, but the northern sometimes face raids from the Kargs.
7. **The South Reach**. The southernmost of the isles of Earthsea, the South Reach is the warmest region of the archipelago. It hosts such islands as Lorbanery, famous for its dyers and silks, but also comes into closest contact with the mysterious Raft People, considered a legend to most of Earthsea. These people live on rafts on the open ocean, worshipping and hunting great whales, and meet only occasionally in a great floating town. Only once a year do they visit the Long Dune to come to land, and then only briefly.
8. **The Open Sea**. You begin on a ship upon the wide breast of the ocean, out of sight of land, or on some small islet known only to few others. You may freely choose where your ship is bound or your island is located freely.

Origins

Choose <u>one</u> Origin.

Wanderer (Free)
You arrive in this world without a history. Perhaps you wash up on a beach, or awaken beneath the eaves of a forest. You have no knowledge of the world save what you buy in Perks, but no entanglements either.

Alternatively, you may have a history in Earthsea, but not one tied to any specific place. You're a wanderer, a sailor, a captain or a free spirit, unbound by the land and going wherever wind and wave carry you, and the bright eyes of your ship can see.

Landsman (Free)
You are a person of the land; a farmer, a smith or some other craftsman. You may not have magic, but you know a thing or two about the world, and make a living. More than that, you may well have some skill in fighting – warriors can't war all the time, after all – and perhaps even hold power enough to be considered a king in your own right.

Mage (200 CP)
You are gifted with the ability to touch the magic of the world, invoking the Old Speech, the Language of the Making, to coax and command birds, beasts and the very substance of Earthsea into doing your will. Magi find employment in many places as weather-workers, spellwrights and more, but the most renowned are the wizards of Roke. Of all the crafts of men, though, it is magic which can most easily upset the balance of the world, bringing doom and disaster.

Perks

All perks are discounted by 50% to their corresponding Origin. 100 CP perks are free to the corresponding Origin.

General Perks

True Name and Use-Name (Free and Mandatory)
Like all people of Earthsea, you have two names. One you received upon reaching your man- or womanhood, whispered to you by someone you trust deeply. That is your true name, which mages can use to command or compel you to obey them, and which is kept secret from all save those you trust the most. By default this is your actual name, but you may choose to receive a new true name which holds power over you.

For everyday use, though, you have your use-name; generally a nickname or appellation of some kind – the wizard Ged went by Sparrowhawk to almost all. This name – and any other names, nicknames, titles and such that you possess which aren't your chosen true name – has no power over you when used in magic which cares about true names.

As you begin this jump no other character knows your true name who you haven't told; if characters already know it (e.g. companions), you may cause them to know your use-name instead. After this jump, only characters you bring from this jump, or those who have access to powers or magic which could hold power over you via your true name may make use of it.

Sailor (Free)
Earthsea is a vast collection of islands, and there are few who live there who don't know at least a little sailing. You are no exception; you can competently handle a small boat, dealing with reasonable weather with ease, and knowing how to get to shore in bad conditions.

Hale (50 CP)
Your body is strengthened and made fit for hard labour, long travels or hard fighting. You have incredible endurance, impressive resistance to poisons and diseases, and notable strength and speed. None of these qualities are peak human, but your body will never degrade below this level unless you indulge very heavily in such pursuits as might cause such degradation (e.g. sitting around all day drinking and eating without exercise), and your body is well-suited to further training and conditioning.

Chanting (100 CP)
You know the histories and legends of Earthsea, told in epic poems and chants like The Deed of Erreth-Akbe or The Creation of Ea. You also have the skill to chant such works

unerringly; you won't be the greatest chanter ever heard, but you're competent, and could probably earn yourself a place in the court of a lesser king. This comes with poetic and musical skill, enough to compose epics of your own, given time, as well as to make use of linguistic tricks like setting information to rhyme and rhythm, or using stock phrases and epithets so it can be more easily remembered and passed on over time.

In future jumps, you will also know similar epics and legends, if any exist, as well as histories of the past. These histories are accurate insofar as the histories known by the learned are accurate but would not include, for instance, censored or forbidden knowledge.

Open-Minded (100 CP)
A subtle but potent gift, this perk ensures that your mind will never be closed to the truth. Though you may be as vulnerable to prejudices and too-rigid structures of thought as any other, you are at least open to new avenues of learning. If you're used to learning from books and scrolls, you will find little difficulty in moving to studying oral histories and consulting with singers and chanters. If you're used to classrooms, you'll be able to adjust to practical learning without too much trouble. So long as you accept them, all avenues of knowledge are alike to you.

Dragon Lord (200 CP)
It is a rare thing, almost out of legend, for a person to be so respected by dragons that they will prefer conversation to combat. Dragons and similar creatures are inclined to trust and respect you if you don't give them a good reason not to.

Additionally, if you have the Language of the Making perk, you are notably more fluent in the Old Speech than normal; you don't necessarily know more words, but you speak the words you do know like a natural.

Dragon (600 CP)
You are not human. You are one of the great dragons, a being born not of earth and water, but of fire and air. As yet you are young, about the size of a large horse, but your hide is strongly-scaled, your wings can bear you aloft for a good day's flight before you need to rest. These will only grow in strength with time, however, as your lifespan is enormous. You have a natural lifespan of centuries, and a mind adapted to this; your memory is not perfect, but it does not degrade with time past the first day, and you will not suffer ennui or boredom due to your long life. One day, perhaps a hundred years hence, you will be as great as the Old Dragon of Pendor, who was large enough to be mistaken for a broken tower – and in more centuries, perhaps more alike to Orm Embar, one of the greatest worms of the world.

You cannot breathe fire, but you have greater gifts. You gain the **Language of the Making** and **Dragon Lord** perks for free, and may purchase **Gift of Magic** for a discount. Additionally, you may twist the truth even while speaking in the Old Speech – you cannot directly lie, but you can twist truth. Finally, you have an inherent sense for when one of your actions would violate the balance of the world, as well as an instinctual repugnance for doing so.

For an additional 50 CP, you become a dragon-human like Therru/Tehanu, able to take on human form at will.

Wanderer Perks

The Life of the World (100 CP; Free for Wanderer)
The world can be harsh, but its great balance sustains all within it. With this perk, you have learnt how to partake of this bounty; you can forage, fish, hunt and otherwise sustain yourself without great difficulty, save in truly barren and desolate places. You know how to find fresh, clean water, what berries are good or poisonous, and how to hunt animals or fish in the sea.

A Home to be Found (100 CP; Free for Wanderer)
You have a talent for finding lodgings and shelter, no matter where you are. In the mountains you can be sure of finding a cave for shelter, in villages you can always locate a house willing to host a guest for a night, and in cities you've got a talent for finding vacant inns. This perk doesn't guarantee you'll have such lodgings for nothing (most hosts will ask for guest-work or payment, and in the wild you might have to pay a tithe to the bear who lives in your cave), and it won't get you anything longer than a week's lodging without doing more to earn it, but for that week you can count yourself safe, so long as you don't bring danger with you.

Looking for Work (200 CP; Discount Wanderer)
Wandering the roads and living by your wits and forage is all very well, but some folk want more. Lucky for you, you've a knack for sniffing out any work that wants doing, convincing people to take you on and pay you fairly, and picking up new skills to help in that work. If you wandered into a port town having never set foot on a boat, you could find a captain looking for a crew, get yourself a position with good pay, and within a week you'd be a competent sailor. This enhanced learning no longer applies once you've reached the average level of competence.

Weather-Eye (200 CP; Discount Wanderer)
Some might say you're blessed with foresight, but that's not the case. You have a keen understanding of the natural world which lets you predict oncoming dangers related to the weather or geography. You can tell a storm's blowing in by the feel of the air and the flight of the birds, or spot a reef by the white-topped waves. More than that, you're very good at convincing people you're not bullshitting them; so long as you've got time to explain and they don't have a good reason not to believe you (e.g. you've lied to them before, or they just really don't like you) people will always take into account your predictions regarding such natural dangers.

Eye for Trade (400 CP; Discount Wanderer)
People want what they don't have, and have what they don't want. That's a truth of the world, and the foundation of trade. Lucky for you, you're a master of this art; you've a genius for assessing the value and quality of goods, and given some information about a place you can deduce both what they might be selling, and what they might want, though this doesn't take into account things you couldn't predict – if a dragon destroys vineyards a hundred miles away, you won't know they're in want of grapes until you get that news. On top of that, you're an excellent haggler, and can usually get a good price (though not absurd) price on anything you buy or sell, so long as you're in a place with an excess or a need.



Master of Sails (400 CP; Discount Wanderer)
Put simply, you're a master sailor and a better captain. You've got the skill to pilot a small boat expertly through rough weather and hard seas and to navigate by the stars, winds and signs of birds and fish. Given a larger boat, you can lead a crew, keep them well-spirited and give them just the orders they need to deal with the same conditions. Only terrible storms and magical dangers will truly threaten you on the open sea.

Friends in Every Port (600 CP; Discount Wanderer)
You have a preternatural talent for making friends in different cultures. You can learn foreign languages to basic fluency in a week, and can be speaking like a native within a couple of months, provided you have good examples to learn from. This applies to magical languages as well, but the length of time is increased; a month around those who speak the Old Speech fluently and often would give you basic fluency yourself, while you could approach full mastery of the language in a year. Prejudices against foreigners or outsiders are not applied so strongly to you, and you can build relationships to last years in the span of an afternoon of drinking, joking and haggling, and such relationships that you forge will not fade due to absence; you could return a decade since you last saw your friend, and be welcomed in as if you left a week ago.

The Flow of the World (600 CP; Discount Wanderer and Dragon)
The world is interconnected, composed of an unfathomable number of moving pieces, each with its own will and nature, but all working together to create the whole. Having travelled so many lands and seen so many things, you have slowly come to this quiet enlightenment, and have gained a new perspective on the world. Given time to think, you can trace the consequences of an action, technology or thing into the future, guessing at how it will affect the world in years to come, or into the past, deducing how things might have come about a certain way.

This ability does have a number of limitations, however. Firstly, it is not a magical ability, nor is it prophecy; it relies on the knowledge and information which you already possess. If you don't know something is the case, you can't predict it. Secondly, this ability is based on a broad understanding of the world, not every person within it. Its predictions are generally similarly-broad, predicting movements and changes on a large scale, and not generally the actions of individuals unless you know those individuals very well. You could predict a stock market crash in the wake of companies overselling loans to within a year or so, but the exact date and what exactly sparks it off would probably elude you. Finally, this kind of deep thought takes time. A minute or two would be enough to make simple or short-term predictions, but the more 'steps' occur in your future, the more time you will need to contemplate them; predicting the implications of introducing the steam engine for the next hundred years would take a week of deep contemplation.

Landsman Perks

Tend Your Garden (100 CP; Free for Landsman)
You have a connection with the earth; nothing magical, but you know when to sow and when to reap, what crops will grow best in what conditions, and what animals to graze where. Domesticated animals are fond of and respond well to you, while plants grow well under your care. If you tend it well, a farm will grow prosperous and fertile, to support you and give you surplus to sell or gift.

Iron-Handed (100 CP; Free for Landsman)
Earthsea is not always a safe place, and because of that you have learned to defend yourself. You are proficient in fighting with swords, spears, axes, bows and other weapons appropriate to the late Bronze Age/early Iron Age mileu of the setting, and have the courage and will to stand your ground in battle without breaking.

Craftsman (200 CP; Discount Landsman)
You're a skilled craftsman, practiced in at least one major avenue of human ingenuity. Choose one of the crafts described below. This perk may be purchased multiple times.



- **Metalworker**. You are able to smelt ores and forge fine objects of copper, tin, bronze, gold, silver and iron. You could create fine necklaces strung with jewels, good swords to put in the hands of noble warriors, or fines hoes that a family will pass down for many a year to till their lands. You know how to make all the tools and facilities for this from scratch, and how to find places where the appropriate ores can be mined – though a wizard with a finding-spell is always a help.
- **Architect**. You're a skilled architect and builder, able to design and construct buildings great and small. You can cut and treat stone and wood for building yourself, and direct others in those activities. Given a group of unskilled laborers, you can direct them efficiently to build structures under your command, and can teach them relevant basic skills quickly. As a bonus, you're pretty good with geometry as well.
- **Shipwright**. You're an excellent carpenter, able to find the ideal trees for what you want, cut them finely and season them to the perfect strength. Once you've done that, you can shape the wood to specifications to create many things – and the apex of your craft is in shipbuilding. Given the wood, the nails and enough labourers, you could build fine ships to carry great cargoes across the sea, or you could stick to lesser craft – lesser, but no less fine.
- **Clothier**. You are a weaver, embroiderer, dyer and seamster of great skill. You can turn flax and wool into fine thread, mix dyes to create vivid shades, and weave at an impressive speed. Under your hands the garments of wizards and princes take shape and, no less prestigious, the sails of swift ships are woven, thence to carry their cargoes across the wide sea.

A Name Across the Sea (200 CP; Discount Landsman)
When you wish it, news of your deeds spreads far and fast. You can build a reputation at speed, and others find it hard to turn the narrative against you. This doesn't prevent singers and merchants from telling tall tales, but the tales that you would want catch on better than those you wouldn't. How far news spreads depends on the magnitude of your deeds; defeating a raiding party on your own might spread news across your island, while defeating a great dragon would spread news of your name across a sizable portion of the Archipelago.

Lawspeaker (400 CP; Discount Landsman)
You know the law, inside and out, and can recite precedent from rote. As a lawspeaker, you are respected across the isles, and called upon to settle disputes and difficulties which arise between people. As befits such a position, you have a rare ability to read others; to tell truth from lies or to work out who benefits from a certain thing happening. More than that, you have an excellent ability to read communities, discerning old feuds and fracture-lines, what a community needs versus what its members want, as well as what the consequences of a certain judgement would be within a community.

In future jumps, you may assume a similar role in society, if it exists (e.g. a court judge on a modern Earth), and gain a similar understanding of the common laws.

Leader of Men (400 CP; Discount Landsman)
You have a larger-than-life presence about you, able to awe and impress others with your deeds, your speech and your mere presence. With dedicated effort, you can build great loyalty in others, or create fear with threats of terrible retribution. Additionally, you have a talent for training other people in practical skills you yourself possess. Under your care, a

squadron of soldiers could become competent farmers within a month or two, while a village full of farmers could be turned into regular soldiers in the same amount of time.

Ruler (600 CP; Discount Landsman)
You are skilled in the ways of ruling, able to instinctively understand the lines of obligation, threat, promise, need and desire required to run a kingdom effectively. You can manage a court with competence, keeping feuding nobles or lesser lords under control and aimed in the direction you want. Furthermore, you have an understanding of the needs of communities and nations – if you were told of a famine in one part of your realm, with a moment's thought you could assess what other regions could donate food or, failing that, the cost of importing. Finally, you know how to build the legend and myth of kingship, such that others will not dispute your legitimate claim.

All of these abilities scale with the magnitude of your domains; you could govern an entire island as well as a village, and an empire as well as an island.

This perk does not assure you of actual kingship, nor that someone motivated by a simple desire for personal power would not begin a rebellion against you. It does, however, ensure that if you were put in power no-one could say that you were a poor ruler – unless you wilfully neglect your duties, of course.

Old Powers of the Earth (600 CP; Discount Landsman)
There are powers in this world older than the magic of wizards, and more terrible than dragons. The demons of the Tombs of Atuan and the creature sealed in the stone of the Terrenon are examples, but there are more. With this perk, you know how to design and build such structures as to imprison and contain such dreadful powers. These structures are not magical in themselves – or, at least, their magic is not as overt as that of wizards – but they can contain magic. Anything which can be brought within can be sealed there regardless of its power, so long as it is of a spiritual nature.

Structures built through this perk are invariably solid, earthen and ominous; common forms are tombs or cellar-chambers. Sealing a creature inside requires luring them within and physically closing the entrance; blocking it with a great stone or similar. Releasing it requires unblocking the entrance. The resources required to create a seal are proportional to the power of the sealed being; a minor demon could be sealed in a well, but a dark god would require an extensive tomb-complex.

Alternatively, you can build structures which invoke or call up spiritual powers, bringing those within to the attention of those beings. This is deeply inadvisable in Earthsea, as most of the Old Powers of the Earth are malicious or at the very least dangerous, but it might be more useful in other worlds for the construction of temples and fanes. In worlds without any such overt spiritual entities to invoke, these structures can instead create a feeling of connection with whatever being to which they are dedicated.

Mage Perks

Gift of Magic (200 CP; Free for Mage, Discounted with Dragon)

You have the power to speak or sing the Old Speech with power, and with it to weave magic. This represents only the potential to wield magic, not the knowledge to actually do so. Still, it is a rare gift, and holds the potential for great power, and great harm.

When conversing in the Old Speech, you cannot lie, or even twist the truth. This is the fundamental mechanism of magic: If something is said which is not true, it becomes so. This requires spiritual energy from you; the greater the change the more energy is required. Commanding something which can move on its own – for instance, calling the true name of an animal to cause it to come to you – is some of the easiest magic, while changing something's form and substance is much harder. Hardest of all – and perhaps the most terrible – is grasping part of the nature of the world itself; to open doors into death and other such feats. The more a piece of magic goes against the order of the world, the more it demands.

By default, you have a fair pool of this energy, which replenishes with time and rest. Perks which increase your store of spiritual energy likewise increase this pool. It is not directly related to the energy of your body, but if your body or spirit is weakened (e.g. by starvation or disease, or by despair and loss of purpose) so too will be your spiritual energy. Likewise, if you exhaust your energy, your body and spirit may ail and become weaker. This perk gives you enough power to be a strong mage or weatherworker, though not the equal of Ged at first. With time and practice this energy will expand, like exercising a muscle.

Language of the Making (100 CP; Free for Mage)
You know a handful of common words and phrases in the Old Speech, enough to converse with basic fluency with others who know the Speech. The more you learn of the Speech, the more fluently you can converse.

Lesser Arts (100 CP; Discount Mage, One Free for Mage)
A wide array of lesser arts are used by petty witches and sorcerers across the isles of Earthsea – and yet, there is plenty of use in such skills. This Perk may be purchased multiple times, each time providing skill in one of the arts described below. Mages gain one Art for free, and a discount on subsequent Arts.

- **Mending and Breaking**. You know the true names of many common objects – oars, swords, bowls, wheels and so on – and the spell-chants to cause them to join together it broken, to banish rot from them, or to bind things together into new forms such that driftwood and seaweed could serve for a (rather poor) ship. Alternatively, those chants can be reversed to rust blades, shatter wheels and weaken tools to break. With enough power, you could command the stones of a castle wall to un-bind themselves and fall.
- **Weatherworking**. You have learned long lists of seas, sea-parts and winds, and practice one of the most well-known and well-respected arts of magery. Weather-workers are in high demand by sea-captains for their ability to calm storms or call up favourable winds for sails. There are limits to this power, however. The closer a weather-pattern is to what is already present, the easier it is to call up; diverting a wind is easier than calling one up from nothing. Furthermore, this Art has sway only over the clouds, the winds and the waves. It can't bring summer in winter; at best it can banish the snows.



- **Herbs and Healing**. You have learned magic and herbalism together, both what herbs and substances are best for healing, and the names to increase their potency. Under your care the wounded can mend and the sick become well – or, if you so choose, the healthy may ail and die through poisons and the sicknesses you call up.

  It is possible to directly heal someone through magic, but this requires that you know their true name – and such is the sacredness with which such names are held that even the threat of death may not compel someone to reveal them.
- **Finding and Hiding**. You know the words of finding, used by wizards to navigate or to track or find lost or hidden things, or to foil such efforts. With such spells, you can follow the paths of fish, deer and wolf, track ships on the open sea or find the signs of islands over the horizon. Or, alternatively, you can foil such efforts by other wizards, banish scents so no bloodhound can follow, or conceal paths and places so that even diligent trackers will stumble over them unawares.
- **Seeming and Piercing**. You know the words to alter appearances, to bend light and change seeming. These Arts are frequently useful for deceiving others, concealing things or for the purposes of impressing or terrifying others, but they have no substance. As part of this learning, you have also learnt how to pierce such enchantments, allowing you to see through illusions and deceptions with the appropriate spells – but you must use such spells, and therefore must realise that you are being deceived in the first place.

Arts of Roke (200 CP; Discount Mage)
You have studied on the Isle of Roke, or at least learned much of what you would have learned there, and have a strong and solid base in the magical arts. You are proficient in the summoning of forces – heat, light, magnetism and so on – as well as the binding of animals and plants to your will. You cannot cause plants to grow at great rates, but you can bless or curse their growth, or tame lions with a word and your will. If you were faced with lesser

dragons, you might be able to bind their wings and plunge them into the sea, or wither them with conjured flame.

Name-Finder (200 CP; Discount Mage)
You have a talent for uncovering new true names in the Old Speech. This manifests partly as a particular kind of luck, such that you are somewhat more likely to happen upon mages you could persuade or trick into revealing some of their knowledge. However, if you spend enough time with a thing to truly understand it on an intuitive level, you will be able to uncover its true name with some thought and study. This doesn't apply to the true names of people, but it does to inanimate objects and unique features, like a bay or sea.

Arts of Changing (400 CP; Discount Mage)
You have learned the subtle, dangerous but powerful arts of changing and transformation. You are capable of transforming your own body, changing yourself into beasts and birds of all kinds, so long as you know the true name of that kind. You could even transform yourself into a dragon, with enough power. However, there is a good reason that this art is taught only to advanced students on the Isle of Roke. If one stays too long in another form it can be easy to forget their own true form, and there are dark stories told of mages who transformed themselves into bears or wolves to hunt, only to end up hunting down their own kin after they became beasts in truth.

Rune-Scribe (400 CP; Discount Mage)
You have learned not only the letters of the runic alphabet used in the Archipelago, but also the True Runes of the Old Speech. With this, you can anchor your spells to last for far, far longer, endowing objects with blessings and supernatural properties which last indefinitely, or until the rune is broken. Even then, such magic can be repaired if the runes are repaired.

Beyond this jump, this Perk allows you to use any verbal or vocal magic with writing as well; you'll have to discover the right characters and symbols to use, but once you do a new world of possibilities will be open to you.

Guardian Spirit (600 CP; Discount Mage)
It is the duty of a wizard to defend the people of Earthsea against those things which threaten them. Some of those enemies are easily vanquished by a spell-wind to turn ships away from a shore, but others are not so easy to defend against. At least, for others. You have a genius for protective magic; enchantments meant to guard yourself or others from harmful influences come easily to you, and your magic in general becomes noticeably stronger, surer and less tiring when you use it in defense of others.

Secondly, you have the ability to summon mage-fire; not a werelight, but the true light and fire of your soul. With this, you can contest your very will and spirit against an opponent you can't otherwise grasp with magic, like the shadow Ged summoned out of the Dry Land, but doing so is extremely taxing on mind and soul. The mage-fire can be sustained only for a little while before the strain becomes too much, though this can be increased with time.

Finally, once per jump or ten years, whichever is sooner, you may sacrifice yourself to protect another. If you do so, you are assured of either death or a serious crippling which cannot be healed by any means until you regain this ability, but you are also assured that the

one or ones you sacrificed yourself to protect will survive and be able to live good lives afterwards, though they will not necessarily be unscarred or untouched. Death due to this sacrifice does not end your chain.

Island-Raiser (600 CP; Discount Mage)
There are few like you in the history of Earthsea, and most are held in legend and song. Segoy, who raised Ea from the sea. The Enemy of Morred who summoned up the ocean to drown and break the island of Solea. Ogion the Silent, who tamed an earthquake and brought it to heel. Ged, who cast down the wall between the Dry Land and the living world. In time, with with enough deeds, you could stand amongst these figures.

In short, your reserve of magical energy is vast. Vast enough that, so long as you work with the world rather than trying to violate its normal laws, you could accomplish such geological feats as raising islands from the ocean, or sending them back down again. Doing so would tire you, and would require a lengthy period of recovery afterwards before you could attempt such a feat again. As for lesser spells, you could cast a great array for hours on end before feeling any great strain. You are a mage as few others.

Gifts of the World

All gifts are discounted by 50% to their corresponding Origin. 100 CP gifts are free to the corresponding Origin.

General Gifts

Animal Companion (50 CP)
Where did this little guy come from? Well, wherever it was they're here now, and a loyal friend to you. This animal companion can be any kind of domesticated animal – a horse, a dog, a cat etc – or something usually a little more wild, like an otak or a harekki.

Canon Character (100 CP)
Want to take a canon character from the Earthsea Cycle with you on your journeys? Well, you can do that with this – or, alternatively, create an original character who fits the world. They always existed in Earthsea, and just didn't get much press in the original books. As usual, you must convince the character to leave Earthsea and come with you on your chain. True names cannot be used to compel people to join you on your chain.

For the base 100 CP, you may pick a character who doesn't have significant magical power. For an additional 100 CP, you may pick a character who does, or is a powerful mage like Ged. For a total of 300 CP, you may take a draconic character with you. If you picked the Dragon gift below, you have the benefit of the dragon liking you from the start; if not you'll have to convince them to come with you the old-fashioned way.

Your Own Isle (200 CP)
You have found a small island, about a square mile in size, on which no-one lives, but which is rich in natural resources. A small forest grows upon its crest, there is a spring for fresh water, there is space for a small farm, and its waters teem with fish and sea-fowl. If one were to dig into the rocks, one would find deposits of iron, bronze and tin.

For this jump, this island is situated in the world of Earthsea. Following this jump, however, you can choose to either place it in your warehouse (in which case it will generally be the place your warehouse is built upon), or insert it into successive worlds in an appropriate location. You may choose which happens at the beginning of each jump, but may not change it again until the start of the next jump.

For an additional 100 CP, you may add an additional square mile to the island's size, or add a specific natural resource. This may be purchased multiple times. You may spend CP on this in future jumps to add resources from that jump; for instance you could spend 100 CP upon jumping into Middle-Earth to add veins of mithril deep into the island's roots.

Broken Symbol of Union (400 CP)
You have an item of jewellery inscribed with ancient runes, and more importantly with a great deal of historical and cultural significance. Like the Ring of Erreth-Akbe, this item is both beautiful and magical, bearing true runes representing union and peace.

It is also broken.

You have one half, while the other is lost somewhere in the world. By seeking out the other half and reuniting them – a quest which always involves difficulty, and always requires travelling into the lands or domain of powers at odds with one another – you can, once per jump, bring union and cooperation between different peoples, even ones who were previously at odds. This peace doesn't come immediately, but once the symbol is reunited and so long as it remains so, efforts to bring that peace about are favoured by fate, while those to break it are plagued with bad luck.

Dragon Ally (600 CP)
A dragon regards you as a person to respect. They will not obey your will if you simply instruct them to do something, but for the sake of friendship they will be a powerful help from time to time, and if you show similar faith and friendship they may even reveal their true name to you – though, of course, it would be expected for you to reveal your name to it in return, if it is showing you such trust.

Your draconic friend may be anything from an adolescent – equivalent to the young dragons Ged defeated before coming face to face with the Dragon of Pendor – to a mature adult somewhat less powerful than Yevaud. If you are a dragon, this companion may be a family member – a parent, a child, a sibling – or simply another dragon you've befriended.

Wanderer Gifts

Your Own Vessel (100 CP; Free to Wanderer)
Earthsea is a world defined in large part by the stretches of water between its many isles, and although there are those who never set to sea, many do. Therefore, you have a boat. She is small and sleek, with a finely-woven sail, sleek oars and bright eyes upon her prow. The rune Sifl ('speed well') is painted on her sail, and she skips over the waves with ease. She can accommodate three people comfortably, five or six with a bit of a press, and is

sturdy enough to deal with the open sea well enough, though it's probably not best to test her against a serious storm.

For an additional undiscounted 100 CP, this vessel may be expanded to a larger one, able to carry a dozen people and cargo comfortably, and up to two dozen with some squeezing.

The Wealth of the World (200 CP; Discount Wanderer)
This isn't a specific item, so much as a particular kind of luck you find yourself in possession of. You have an incredible knack for finding things that you don't necessarily want, but others do. When you come to a trading port you'll find silks and dyes wanted in another port you know of, and in exploring an abandoned island you've a good chance of coming across some luxury good that nobles will pay highly for. This won't ever give you something you want yourself, but it'll ensure you're rarely out of goods to trade.

Galley (400 CP; Discount Wanderer)
You find yourself in possession of a great ship, fit to challenge the seas. This galley is tough and sturdy, but sleek enough to ride the waters at speed. It has benches for fifty rowers, twenty-five to a side in two rows, and can carry a hundred people with ease, or two hundred with a bit of a crush. With such a vessel you could wage war upon the high seas, or transport great cargoes from one end of Earthsea to the other.

The True Rune of Travel (600 CP; Discount Wanderer)
Who knows where you learned this secret, or why it responds to you and to none other, but you have learned a secret rune which encompasses the very concept of travel. Once per week, you may write this rune on the earth, the sea or the air and name a destination, and through its power fate will conspire to give you the means to travel there, as safely and swiftly as may be, though you must still face any danger which cannot be wholly avoided.

If you were on Gont and wished to reach Roke, you could write this upon the sea and soon after find yourself running into a captain who happens to be heading that way – though if you carry something with you which would provoke it, you would still have to overcome the Rokewind. If you wished to cross Havnor swiftly, you might scratch it into the dust, and soon after find yourself in possession of a horse and riding along a straight, good road towards your destination. If you wished to reach the Dry Land itself you could write this rune into the air and perhaps soon meet a wizard who could and would open the way – but you would have no especial protection from the shadows which dwell there.



Landsman Gifts

Bronze and Steel (100 CP; Free for Landsman)
You find yourself in possession of all the early iron-age tools needed for farming, including a plow, hoes and so on, as well as a collection of well-made weapons and a shield. If you are skilled in a craft fitting for the early iron age milieu of the setting, you have the tools for that craft as well.

Hearth and Home (200 CP; Discount Landsman)
You receive a sturdy, cosy home on an island of your choice, with a well for clean water and a nearby forest for lumber and hunting. As well as the house itself, the land surrounding it is fertile and ready for cultivation, and you have the seeds to plant and animals to work. With a little work you can turn this into a prosperous farm, and live a good life close to the earth and its cycles.

After this jump, you may choose to either move your house and its land into your warehouse, where it will add onto the warehouse, or to place the house into subsequent worlds in appropriate locations. You may make this choice at the start of each jump.

For an additional undiscounted 100 CP, you will gain a prominent position in a nearby village, being considered a community leader. This doesn't mean they'll obey you without question, but your voice holds more sway than others, and you're generally the one looked to to solve disputes or to lead in times of trouble or war. In places with a more rigid hierarchy, like the Kargish lands, you might be a local chieftain. In subsequent jumps, you may choose to claim such local authority in your 'starting' community.

Old Power (400 CP; Discount Landsman)
You have discovered a strange barrow, tomb or sealed well or cavern from which strange voices and sounds can be heard. An Old Power of the Earth is sealed inside, a dark creature of primal magic and with little regard for the morals of humankind. For whatever reason, though, it seems to have taken a liking to you – enough that it won't eat you, at least. If you release it it will flee and go wherever it wishes, to do whatever it wishes. While it remains imprisoned, however, it can be bargained with.

For offerings of magic, blood, identity and life, the Old Power will provide you things, performing favours of a magnitude appropriate to the offerings provided. It can answer questions on the esoteric and ancient aspects of whatever jump you are in, consume and utterly destroy entities you sacrifice upon its tomb, or only devour their minds and souls to

leave them as hollow shells, teach lost and hidden magic, create magical artifacts and other such things. So long as you are willing to pay the price.

Crown and Kingdom (600 CP; Discount Landsman)
You are nothing less than a king. You hold sway over an island of Earthsea the size of Gont, or a region of a larger island of a similar size, with those living thereon accepting you as their ruler. You have a palace and stronghold situated in a port-city, and a small fleet of ships to do your will, whether that will be trade or war across the archipelago.

In future jumps, you may claim similar authority in those lands, with the scale of your dominion being appropriate to the scale of the setting. You will be powerful, but always a 'minor ruler' – at least at first. In Warhammer 40,000, for instance, you might be a planetary governor, while in a modern setting you might be the CEO of a major company, or the ruler of a small nation like Lichtenstein.

Mage Gifts

Staff (100 CP; Free for Mage)
A staff of finely-made and treated wood, tipped and shod with bronze or good iron, and spelled for wizardry. This weapon will never break, and no amount of power channelled through it will destroy it. Furthermore, it is a useful focus for magic; although it doesn't amplify your power, it is easier for you to enchant it or cast spells upon it, while magic cast through it takes a little less concentration, and demands a little less effort on your part. Finally, the staff is a symbol of office and training; those in Earthsea who see it will know that you are a proficient mage who can generally be asked and trusted to help solve problems, and will respect you as such. If you can't back up your claim of wizardry, expect to face some mockery, though.

Place of Power (200 CP; Discount Mage)
You have discovered a place of mystical power, comparable to the Immanent Grove or the Roke Knoll. Magic of any kind you work here comes a little easier, is a little less draining, and can have more potent effects. Additionally, this location can stand in for a requirement for any source of natural magic or power from outside oneself; if a ritual must be conducted at a confluence of ley lines, the place of power will suffice.

During this jump, the place of power is located somewhere in Earthsea, of your choosing. After this jump, you may choose to either move it into your warehouse as an attachment, or to place it into into subsequent worlds in an appropriate location. You may make this choice at the start of each jump.

The Book of Names (400 CP; Discount Mage)
You have a great book written in Hardic runes which contains all the true names and words in the Old Speech which you know, encoded in such a way that only you or those you teach can read them. Furthermore, you may choose three further limited fields of knowledge; for example 'the seas of the world', 'birds and beasts', 'the winds', 'spirits' or 'ships'. The book contains detailed lists of names and terms relevant to magic involving those things, which through study you can learn to incorporate into your own magic, expanding your abilities.

These lists never contain the true names of people or dragons, but they may contain some names of strange beings, such as spirits of the dead, demons or eldritch entities.

With each subsequent jump, you may choose three more fields of names to add to the book, which you can then learn from.

School of Magic (600 CP; Discount Mage)
Like the School of Roke, you have your very own cloister of teaching, a school to teach the mysteries of magic to any with the potential. This is a large structure, equivalent in size to a castle and attendant buildings and grounds, but built less for defence. To begin with it houses only a staff of servants and functionaries, but its reputation will spread quickly, attracting attention from prospective teachers and students alike, who will build it into a bastion of learning and scholarship for the mundane and magical arts alike.

In future jumps, the school gains an even more potent quality, as the boundaries of who can and cannot learn magic are blurred. Those who come to study at the school can learn any style of magic taught there, as circumstances align to allow them to fulfil any prerequisites required for that style. If magic is carried in the blood, a scholar at the school will discover a way to spread that potential to others. If magic is gained by swearing oaths to gods or spirits, those gods or spirits will be listening out for those within the school. This only applies to accessing the overarching magic systems; specific abilities within a magic system (e.g. being a metamorphmagus within the Harry Potter 'system') are not covered, and all drawbacks of the magic system still apply.

The school may be situated on an existing island of the archipelago or a new island, but post-jump it becomes an attachment to your warehouse, until you decide where to place it in the world, whereupon it integrates itself flawlessly into that location.

Complications

You may take any number of Complications, but may gain no more than +1000 CP from any combination.

Upon the Mirror of the Sea (+0 CP)
Instead of arriving in the continuity of the Earthsea novels, you instead arrive in either the universe of the Ghibli movie *Tales of Earthsea*, or in that of the SyFy channel adaptation (if you can bear the disappointment).

A Life to Live (+50 CP)
Instead of spending 10 years here in Earthsea, you will spend one mortal life here instead. If you have any perks which would make you immortal or invincible, they are disabled for the duration of your stay. You will live out one mortal life before passing on to your next jump. On the bright side, your death in this jump will not signal chain-end; only a continuation to your long journey.

If you are a dragon, this Complication instead extends your jump to 100 years, and death will end your chain as normal.

Marked (+50 CP)
Some terrible injury, illness, branding, tattoo or something else has scarred or marked you in a place hard to conceal, or at least fairly easy for another to reveal, and in a manner instantly recognizable to those who've seen you before. This isn't necessarily bad in and of itself, but it can make it harder to slip out from under scrutiny if you should want to. This can be concealed with magic, but cannot be healed or actually removed until the end of this jump.

My Vows (+50 CP)
You have taken either a vow of celibacy or of poverty, either of which you feel very strongly about. If you have taken a vow of celibacy, you will not allow yourself to have sexual conduct with anyone until the end of this jump. If you have taken a vow of poverty, you will feel obligated to give away anything more than what is needed to live a humble life. You may still hold power, just not wealth.

This Complication may be taken twice to take vows of both celibacy and poverty.

Don't Speak the Language (+100 CP)
You don't speak any of the common languages of Earthsea. Instead, you speak some local language used only in your area or, if you are a drop-in, no local language at all. Perks and abilities which would let you quickly or instantly learn languages are weakened to fall in line with the linguistic ability granted by Friends in Every port, if they would be faster. This ends when you learn at least one major language to a reasonable degree of fluency. Without such help, this should take about two years under normal circumstances, though you'll be capable of basic communication outside your bubble sooner than that.

Tales Untold (+100 CP)
If you had any out-of-universe knowledge of Earthsea, for instance from a certain series of books, you will find that you have lost it. You only know about this world as much as you learn within it, whether from your Origin or your adventures.

The Division of Humankind (+100 CP)
During your time in Earthsea, you will face difficulties due to your gender. If you are female you will find your roles in life restricted by others, and even the best disguises to sneak into Roke will be uncovered at a difficult time. If you are male, your own prejudices and the preoccupations of masculinity will blind you to possibilities. These difficulties can be overcome, but they will still cause trouble for you.

Without a Self (+100 CP)
You have been raised from birth to exist without a personal identity, instead serving some goal belonging to others. Perhaps you are the nameless priestess of nameless gods, or perhaps you were cast away as a child to some distant island, and have lived there ever since without anyone to talk to, until your memories faded away and became lost in the fog of the past. Whatever the case, you begin this jump without a sense of self, and with any memories of your previous jumps or life faded. These can be restored with time and affirmations of your selfhood, but no matter what this will not be an easy road. You cannot access your warehouse until you regain all of your memories of your jumpchain, or until the end of this jump, whichever comes first.

Hot-Blooded (+100 CP)
You nurse insecurities about your worthiness, your power, your maturity and perhaps your manhood, and as a result are remarkably easy to goad into immature competitions and unwise tests of power, much as Ged summoned the shadow which would scar and haunt him. The good news is that this flaw can be overcome with self-knowledge and wisdom. The bad news is that wisdom comes from hard lessons, and in order to overcome your youthful follies you will have to grow very wise.

Unfamiliar Names (+200 CP)
Something about this world is stubborn to your magic; in order to use any kind of magical power upon a thing in Earthsea, you must first learn its true name in the Old Speech. You can still use magic upon yourself just fine, but to use allomancy you must learn the names of all the metals you want to burn, to summon explosions with your Harry Potter magic you will have to learn the words for explosions and so on.

For an additional +100 CP, you may take an additional restriction. With regards to the magic of Earthsea itself, you will find yourself with a slightly different limitation. You find it impossible to work magic with the general names of things; instead you need to discover new names when you go to a new place. The rabbits of Havnor have a slightly different name to the rabbits of Roke, the winds of the Open Sea have different names to those over land, and so on.

The Shadow (+200 CP)
As you entered this world, you tore a hole in it, and something squirmed out before it closed behind you. This shadow is yours, a reflection of your worst self. It seeks to possess you, to inhabit your body and gain your powers as a Gebbeth, and will use its ability to possess and inhabit others to bring itself closer to that aim. You will not know its name, while it knows yours. It cannot use that to bind you to its will, but if it is allowed to use your true name, it will restrict you to only what skills you yourself possess; no magic will answer your call against it, save what spirit you yourself can muster against it. Indomitable or enhanced wills will, likewise, not help you greatly - it is the shadow of your flaws, and greater will only allows you to pursue those flaws more fervently. No means of trapping or sealing it away will suffice forever; at best you will buy yourself a month's freedom from its pursuit.

In order to defeat the shadow, you must discover its name and take it back into yourself before the end of this jump. Failure will mean a chain-end.

> **Host of Shadows (+100 CP; requires the Shadow)**
> Instead of only one shadow, you have spawned three. Each is able to wield one of your out-of-jump power-sources (e.g. one might have your Gate and thus your ability to perform FMA alchemy, one might have your connection to the Force, while a third might have your Harry Potter-style magic), chosen at random, in addition to all the abilities of a normal shadow, and will use them to the same ends. Any power a shadow holds, you lose until you take that shadow back into yourself. Each shadow has a slightly different name, altered by the power it holds. You must learn that power's name and combine it with the name all shadows share in order to command it.

This drawback may be purchased enough times to rob you of all your out-of-jump power sources.

The Tomb (+200 CP)
You begin this jump in an accursed, labyrinthine tomb, inhabited by one of the Old Powers of the Earth. It wants nothing more than to devour you and your vitality. While you are within the tomb, any magical abilities you possess are suppressed, much of their power taken up in defending against the hunger of the Power. You must make do with what power remains to you – about a tenth of its full strength – until you escape the tomb.

An Enemy (+200 CP)
You begin this jump with an enemy of no small power. Choose an Origin for this enemy; they have 1000 CP to spend to build their strength, which must be assigned in a reasonable manner (no designating a smith-shipwright-architect-mason as your nemesis). Additionally, they gain as many further CP as you take in Complications, minus what you gain from this complication. They will be your enemy, seeking your death and destruction until they themselves are dead and destroyed.

The Dry Land (+300 CP)
Bad news, I'm afraid. You begin this jump in the Dry Land, the land of the dead where shades shuffle endlessly through the dust, and lovers pass each other in silence. On the bright side, you're not actually dead. On the dark side, you're alive in the land of the dead, and that means that everything here desires your life to gain some remembrance of what living was like.

Escaping the Dry Land will mean journeying to its border, escaping, evading or defeating the numberless shades which will seek your warmth and vitality, and crossing that border – an act requiring titanic willpower to accomplish.

Alternatively, if you have the magical might you might even be able to cast down that low stone wall, joining the land of the living to the land of the dead once more, and letting the souls therein pass on from this terrible trap created by ancient mages in hopes of attaining immortality. For an additional +100 CP, you must complete this second goal before the end of your jump here, or face a chain end.

Until you escape the Dry Land, any perks you have which would allow you to transport yourself between worlds or afterlives are disabled.

If you escape the Dry Land, you will find yourself in a small boat in the open sea to the far west of the world. Unless you picked the Tomb Complication, of course, in which case you emerge from the world of the dead into a cursed tomb. You poor sod.

Notes

The Old Speech

Perks which aid your learning of languages apply to learning the Old Speech, but ones which provide instant fluency do not, unless they explicitly apply to supernatural languages of power as well.

In order to directly work magic upon something, you must know its name in the Old Speech. Some names apply commonly to a whole species or kind of thing; ‘kebbo’ is the name of rabbits in the Old Speech, and with it you could command rabbits in general. Some things require more specificity; although there is a word for ‘sword’ in the Old Speech, it requires modifiers – is the sword bronze or iron, for instance?

Finally, unique things have unique names. All sapient beings are unique, but so to are land formations and parts of the world. Although there is a word for ‘sea’, using it in magic is unwise – you would be putting your will and power against the sea as a whole; an excellent way to drain yourself entirely. Instead, weather-workers and wizards learn great lists of this or that part of the sea, or this or that specific wind.

And, of course, people each have a true name, which they conceal with use-names, and only reveal to their most trusted friends and lovers – and perhaps not even then. To know someone’s true name, if you have even a modicum of power, is to command that person. If the name of something isn’t covered by one of the perks you’ve bought – as is the case with all powers and objects foreign to Earthsea, like radios, mana and so on – you will need to discover that name yourself, whether from some source within the world, or by experimentation on your own.

True Names

What can be done with a person’s true name? Well, the most basic thing anyone can do with a true name is to speak it and name the person in question. This will instantly attract their attention if they can hear it, and will cause them to be more susceptible to the speaker’s will.

A person with magical power of their own can do more. Using a person’s true name in spells they can work magic upon them directly, without needing any medium. They could command them as a mage might command an animal, even against their own will – though it will be harder to compel action the victim wishes to strongly resist. Most notably in a battle of wizards, a simple use of a true name is to turn spells back on their caster, or even prevent casting entirely, limiting a person’s abilities to only what they themselves can bring to bear.

Moving on from this jump, true names aren't just the names people are given at birth; they're something more magical which has to be discovered by understanding that person intimately. People may sometimes be willing to give you their true name, finding it coming to their tongue fully-formed as they try to confess something deeply personal to you. If characters already have secret or magical names which can hold power over them, for instance the true name of a daemon in Warhammer 40,000 or the birth-name of a character in the Bartimaeus series, that is their true name for this purpose.

The Balance of the World

The balance of the world is a somewhat vague concept, but generally incorporates the ecological balance of nature, and in particular the proper process of life through death to rebirth, both literally in the case of souls and in the way that the remains of the dead provide energy for the next generation of the living. Transgressions against this balance include things which upset the natural cycle of the world (e.g. pollution, the destruction of key species), or which transgress the proper progress of life into death. Healing the living is fine, bringing back the dead is not.

On Rune-Scribe

Magic inscribed using this perk lasts indefinitely, or until the rune is broken or its power source runs out, if based on a magic system with such rules (e.g. Surgebinding). Effects created through runes are generally fixed, rather than being able to change according to circumstances, but continuous. If you inscribed a pillar with elven songs of power, for instance, being near the pillar would provide the same effect as listening to someone sing that song.

On Name-Finder

In future jumps, this also helps you discover true names for other magic systems. This can include personal true names, but only if those names apply to spirits, demons or similar, or don't grant complete control over a person. In the *Inheritance Cycle* setting, for instance, this perk would help you discover the words of the Ancient Language, but not a person's personal name. On the other hand in the Bartimaeus setting it'd help you discover magicians' birth-names or the names which can be used to call up spirits, while in Warhammer 40k it'd help you discover the true names of daemons.

Changelog

16/06/2022: Reduced Name-Finder to 200 CP, moved Open-Minded to General Perks, added Rune-Scribe.

Images

Map:
https://nedesem.tumblr.com/post/160728977590/yerdeniz-haritas%C4%B1-earthsea-map

Image 1: 'Sparrowhawk', Anna Christenson, https://www.artstation.com/artwork/AyNz

Image 2: 'Wizard of Earthsea Pt. 1', Luke Berliner,
https://www.artstation.com/artwork/G5W5N

Image 3: 'Grim Unspeaking Man's Forge - A Wizard of Earthsea', Junbeom Park,
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Image 4: 'Wizard of Earthsea Pt. 1', Luke Berliner,
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Image 5: ‘Wizard of Earthsea Pt. 1’, Luke Berliner, https://www.artstation.com/artwork/G5W5N