Bone

Version 2.5

By Cataquack Warrior

Welcome to the Valley, traveler. You're out of the desert, at least, but you'd best be wary. This place may be peaceful right now, but there's trouble looming. The shadows are baring their teeth, and forgotten myths dream of revenge. And soon there will be an epic story like no other.

You're starting two years before the Bone cousins pass through these parts, and the world may end before your ten years are up. You have 1000 CP to start out with. So get ready, and welcome aboard, Ishmael; the adventure has already begun. Now, awaken!



Location

All right, here's a map of the area for you to use.



…What? I never said it was a *good* map. Roll a 1d8 or pay 50 CP to determine your starting location.

1. Waterfall- A large waterfall found at the far north of the valley. Careful, it's a long way down if you fall!

2. Grandma Ben's Farm- A humble farm when Grandma Ben and her granddaughter Thorn live peacefully. You should be able to get assistance here, as long as you don't insult Grandma Ben's cows.

3. Barrelhaven- A small, rustic village that is slightly distrustful of foreigners. Still, there's plenty of farm goods and beer to be had, assuming you have the right things to pay with.

4. Dragon's Stair- The fabled entrance to Deren Gard, the home of the dragons. Of course, dragons are just make-believe, right?

5. Eastern Mountains- These foreboding mountains mark the treaty border between the valley people and the Rat Creatures. Be sure not to run into Roque Jaw, a giant puma who has claimed the borderlands.

6. Tanen Gard- The ancestral burial grounds for dragons. The dragons don't like people trespassing, so you might want to get out of there before you rile them up.

7. Atheia- Once the capital for the entire valley, since the last war and the disappearance of the royal family the city has fallen onto hard times. Many blame the dragons and foreigners for the troubles, so be careful not to draw the ire of the city's police.

8. Free Choice- Pick any of the above.

Background

Pick a form for yourself, Jumper. Whatever you choose, I can assure you that it will let you make the difference in this world's future. Roll a 1d20+10 to determine your age. For 50 CP, though, you get to choose your age and gender; otherwise, go with your gender from the last jump.

Drop-In- You come as you are, into a new world full of adventure.

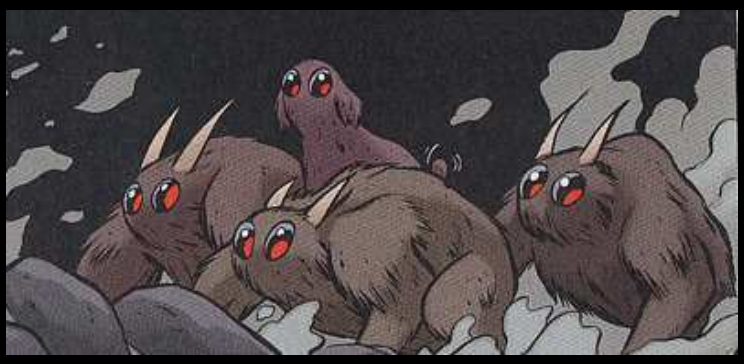
Bone- You are a Bone from Boneville. You're far away from the advanced comforts of your usual home, but you might have just the right skills to make a difference in the coming events.



Animal- Animals of all sorts live in the vibrant woods of the Valley. But with the encroaching Rat Creatures, your peaceful days may soon be coming to an end.



Rat Creature- One of the hairy beasts from the mountains, you are being pulled into coming war between the Locust and the people of the Valley. Maybe you are at the heart of the assembling army or skirting on the edges as a deserter, but you are still a part of this war regardless.



Commoner- The common people of the Valley have managed to get by since the fall of Atheia's rule, and most have forgotten that there ever was such a kingdom. Even so, those fairy tales may soon come back to haunt you.



Veni-Yan Warrior- A Disciple of Venu, called a "stick-eater" by the ignorant. Gifted in the power of Dreaming, you served as the royal guardians of Atheia. Though the kingdom may have largely vanished, you continue to fight against the Locust and the coming darkness.



Royal- A descendant of the royal line of Atheia, you have run into hard times since the capital was sacked. Perhaps you have stayed behind to rebuild, or perhaps you living in another part of the valley under the guise of a peasant. Either way, there is no running from your fabled heritage.



Perks

Okay, kid, here are some gifts that might give you an edge in the trials. What, you don't feel anything yet? How 'bout now?



All discounts are 50% off.

Traveler (100 CP, Free Drop-In)- It can be kind of difficult adjusting to new places, but you have a knack for finding people who are willing to help you. That said, be sure to be friendly in return, or relations might chill.

Crystal Teeth (200 CP, Discount Drop-In)- You have been blessed with teeth made from the crystal of the Crown of Horns, a sacred treasure that balances the waking world and the dreaming world. It grants you enhanced healing capabilities and increases your compatibility as a catalyst in rituals. And don't worry, the teeth are fully functional.

In Uncharted Territory (300 CP, Discount Drop-In)- The valley's mountains are the petrified body of Mim, the Dragon Queen whose body circled the whole world. Yet, there is land outside the valley as well. Even in worlds with seemingly fixed

boundaries, whether a realistic world where everything has been mapped or a flat fantasy world, you can find your way past those limits to explore new lands. Of course, what you find in those new areas is up in the air, so good luck!

Genre Mixer (400 CP, Discount Drop-In)- You come from a different land than the Valley, and bring with you your own sense of genre to the mix. You can add an extra genre to the predominant themes of the story, such that a fantasy epic could mix with a comedy, for instance. You can also boost up a minor genre in the story and make it an equal to the major themes. However, the original genre is still top in the hierarchy, and cannot be completely nullified by the inserted genre. Also, if the introduced genre is entirely new, you might need to provide some of the introduction yourself, such as by acting silly to bring in comedy or visibly using magic to create a fantasy genre.

Piece of the Locust (600 CP, Discount Drop-In)- You have snagged a small piece of the Locust inside you, and fortunately your otherworldliness keeps it from taking control. This gives you a connection to the void area of Dreaming, a netherworld of ghosts and oblivion. You are able to detect ghost circles and other embodiments of the void, and summon and pass through them safely. This also lets you instill nightmares on targets, whether they are awake or asleep.

Dreams of Moby Dick (100 CP, Free Bone)- You have memorized the epic novel *Moby Dick* from front to back. If only people could stay awake long enough for you to share the story… Whenever you start reading the story aloud, or even arguing about its themes, listeners will be struck with an overpowering sense of lethargy, causing them to fall asleep.

Wheel of Fortune (200 CP, Discount Bone)- Fortunes are cyclical, and you have a knack for riding the winds of fate to the top of the hierarchy. Even if you start out broke, you quickly find ways to gather wealth and followers under your banner, even people who wanted to lynch you just a few days earlier. However, keep in mind that the wheel of fortune rises and falls. The perk will allow you to ascend to the near pinnacle of success, but to go further will require your own strength and inner character to succeed; be careful not to fly too close to the son, or you might burn up and fall like Icarus.

I'm Th' Bartender (300 CP, Discount Bone)- They gotta believe me! You have a knack for spreading rumors that quickly disseminate into a large crowd and quickly take on a life of their own. People will readily believe the rumor until faced with explicit and direct proof to the contrary, and they'll start adding their own tidbits to the mix to keep things going.

Tingling Scalp (400 CP, Discount Bone)- You get strange sensation in your scalp whenever there's treasure nearby. Moreover, you gain deductive, almost supernatural insights into finding treasure. You can find nearly any treasure, even ones that have been secret from nearly everyone for hundreds of years and never had any map, just as long as you have heard about the treasure and visited the general area where the treasure is located; both requirements are necessary for you to deduce the location, but do not have to occur at the same time – for instance, you can travel through an area unaware of any treasure, only to suddenly realize that a certain artifact is there once you are later told about its rumored existence.

Static Electricity (600 CP, Discount Bone)- You are skilled in building up static electricity in your hand, which can give a light jolt However, it's more than that. Since technically it's the electricity touching the target and not you, you can make touch attacks without actually touching and attacking the target. As a result, curses that target the specific toucher or attacker, even death curses, will fail to actually target you in counter. It even works with legendary artifacts and deities.

Hum of the Earth (100 CP, Free Animal)- Called "Dreaming" by humans, the Hum-Hum is the natural heartbeat of the planet. And though most races have forgotten how to hear it, the animals and the trees still remember. It gives you basic knowledge for wild "instincts" such as how to walk, find food, and communicate with plants and animals.

Nimble (200 CP, Discount Animal)- You are skilled at dashing through the forest along all sorts of terrain, from climbing up rocky embankments to running along tree branches, without ever tripping.

Right Behind You (300 CP, Discount Animal)- Even if you are the size of a house, you can trail right behind a target or group of targets, even just a few feet behind them, without anyone noticing you. For the perk to work, you need to stay behind your quarry, and the effect vanishes when you take direct action against them.

Tiny Electric Doodlebug (400 CP, Discount Animal)- You can change size between that of your normal form and that of a small gnat. In the latter version, you are able to escape notice by most powers and individuals, yet you can clearly communicate with larger beings if you choose to do so. This makes such a form highly useful for scouting things out.

Master of the Border (600 CP, Discount Animal)- You can claim the "border territory" between two ruling powers as your personal domain. People are aware of your reputation as the border master and tend to give you a fair amount of respect; they will try to avoid coming into conflict with you if possible. That said, seeing as your personal fief is unofficial, expect the sides touching the border to test your control over the area.

Hunters in the Dark (100 CP, Free Rat Creature)- Your kind is meant for the night. You are able to see relatively well at night and traverse under the cover of darkness to ambush unsuspecting prey. The perk also gives you enhanced luck in such cases.

Deserter (200 CP, Discount Rat Creature)- You and your pals can get away with staying out of ordered maneuvers as long as you go somewhere remote. Moreover, you have increased luck in being forgiven for desertions by your ex-superiors, particularly if you bring back something of value; however, the forgiveness comes with the expectation that you are rejoining them.

Testing the Boundaries (300 CP, Discount Rat Creature)- There may be a treaty, but if no one is enforcing it, it's practically worthless. You can now gradually edge past the restrictions of various laws and agreements. If you are caught in the act, you will be warned off, but as long as you comply at that time no further action

will be taken against you. Until you break the rules in a particularly drastic manner, you can continue to skirt the limits again and again.

King of Beasts (400 CP, Discount Rat Creature)- You can assume a (more) monstrous, larger form of any standard form you have. This "king" form enhances your physical strength, but there are no other benefits.

Fighting On (600 CP, Discount Rat Creature)- Fate itself may be against you, but you still endure. Even if you get your arm cut off and get buried under a mountain, you can find the strength to continue. Heck, with enough effort you can speak intelligibly after getting your tongue ripped out. Still, these various wounds will gradually wear you down over time.

Barter System (100 CP, Free Commoner)- In the more isolated parts, people haven't even seen money before, much less care to use it. You are able to use eggs, livestock, and other goods in substitution for standard forms of money. That said, you'll need highly exceptional products to pay for expensive things.

Cow Master (200 CP, Discount Commoner)- You are skilled in domesticating cows for all sorts of things, even training them to run races for you.

Mob Power (300 CP, Discount Commoner)- A peasant might be weak on his own, but a dozen or so can turn the tables. When working in a group, your intimidation effect increases such that you can even run powerful politicians out of town and persuade hardened warriors to let you pass. This does not actually strengthen your overall fighting abilities, though.

Stubborn (400 CP, Discount Commoner)- You have a stubborn tenacity that is rewarded with luck that allows you to fulfill your objectives. Want to get in the city when it's closed off? Keep waiting at the gate long enough, and an opportunity will come to slip in. Want to find your stolen hay cart? It will turn up

if you wait long enough. Even so, it takes considerable time for each problem to be solved, and it won't necessarily fix all of your troubles.

Prayer Carver (600 CP, Discount Commoner)- The people of Atheia often carve prayers into tombstone-like monuments to give strength to the prayer, increasing your luck. The stones can also send the prayers to good-aligned dragons in the hopes that they respond; please note that this effect as well as other benefits of the prayer stones work outside the current jump. You are gifted in the art of making these prayer stones, as well as being a sought-after carver and artist in general. You can also make smaller prayer stones – ones that look like pebbles with runes on them – for individuals to carry around for more constant if less potent good luck.

Royal Guardian (100 CP, Free Veni-Yan Warrior)- The Veni-Yan were the elite warriors of Atheia, and you have trained long and hard as a fighter. Gives you enhanced battle skills.

Stick-Eater (200 CP, Discount Veni-Yan Warrior)- Much as it peeves you to be seen as little more than a wandering beggar-monk, it can come in handy. As long as you stay hooded and do not reveal your full power, you can travel through different communities as a semi-respected outsider. However, people tend to distrust you when you're in that guise, so try not to stay in one place for too long.

Underground Network (300 CP, Discount Veni-Yan Warrior)- Even if the kingdom has fallen, its soldiers fight on. You are able to maintain sufficient resources and organization for your cause even in the case that your backers have vanished or turned against you.

Guardians of the Sanctuary (400 CP, Discount Veni-Yan Warrior)- You can designate a cave or other deserted area as your stronghold and sanctuary. The zone accumulates spiritual power and strengthens your ability to repel invaders while also making the interior self-sufficient. However, even such a sanctum may not be enough to hold off the end of the world.

Dreaming Master (600 CP, Discount Veni-Yan Warrior)- Although humans forgot how to Dream, the dragons taught them a few pieces to the puzzle, and that information has been passed on. The most saged of the order are the Dreaming Masters. Although your access to the Dream lacks the natural elements of animals, you can cast illusions and visions on targets, whether individuals or large groups.

Rough and Tough (100 CP, Free Royal)- You have great raw strength and fighting skill, such that you can beat up opponents with your bare hands and outrace stampeding cattle.

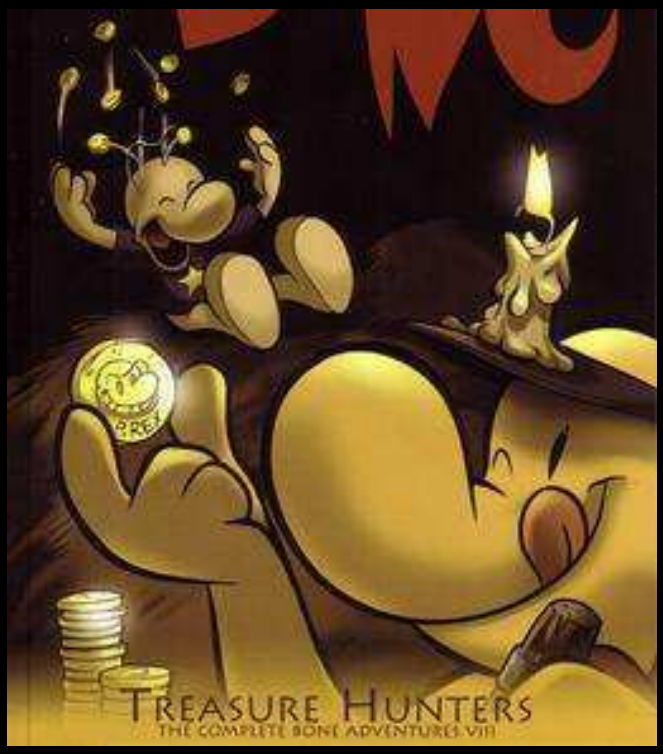
Gitchy Feeling (200 CP, Discount Royal)- You sometimes get this terrible feeling that makes your head swim and your legs wobble, but don't let it throw you off guard! It's warning you that there is looming danger in the vicinity. Fortunately, the gitchy would never put you in harm's way, so it won't hinder you in a fight.

Playing Peasant (300 CP, Discount Royal)- You have a way of mixing in with different communities in a way that people quickly assume that you are just like them in that manner. Also gives you enhanced durability and insights into common work so that you seem like a normal peasant. Your ability to blend in fades when you start using powers or skills that don't fit with your apparent status.

Friend of Dragons (400 CP, Discount Royal)- The Ven royal line has always been closely connected to the dragons. The perk makes it easier for you to interact on good terms with dragons, potentially even gaining their wisdom or experience. Even so, dragons do as dragons wish, so friendship alone won't get them to automatically aid you, much less obey. The perk also applies to creatures that approximately fill in the niche that dragons would normally fill in a world.

Veni-Yan-Cari* (600 CP, Discount Royal)- The Veni-Yan Cari, also called an "Awakened One," is a rare individual who has an awakened Dream Eye, with the power to protect against evil and nightmares. You can sense things around you that others can't, and see things in your mind without actually looking at them physically. With enough training, you can even temporarily make yourself a living dream (only half a minute tops) to accomplish impossible things.

Items



So you want some goodies as well? Man, and they say my kind is greedy! Here's a few treasures you might like. All discounts are 50% off, and items that are destroyed or lost will be restored in the Warehouse after a month.

Moby Dick (50 CP, Free Drop-In)- A complete, annotated copy of *Moby Dick*, as well as all movies, comics, and other media based on the tale.

Bone Collection (100 CP, Discount Drop-In)- A collection of all the Bone comic books, including the original volumes, the prequels and sequels, and extra guides to the series.

Scythe (200 CP, Discount Drop-In)- A seemingly unwieldly scythe that in facts is deadly like a reaper and can cut through metal and flesh with ease. Use it to swiftly disable and kill your enemies.

Crown of Horns (300 CP, Discount Drop-In)- Not the entire legendary artifact, but a man-sized fragment of it at least. It resembles a honey-colored stalagmite and acts as a nexus point between the main physical – plane of the setting you have it in and the "Dreaming" – both the specific otherworld from *Bone* and dreamworlds and similar metaphysical dimensions in general. The Crown of Horns will help you better link your power to those other worlds, but you'll need to experiment with it yourself to grasp its full potential.

Cow Suit (50 CP, Free Bone)- A silly-looking cow outfit that can fit over one person (or two, if you squeeze together). People will fail to realize that you are not a cow until they take a close look.

Giant Balloon (100 CP, Discount Bone)- A 50-foot balloon of yourself that is very difficult to pierce and never runs out of air. People who see it will be filled with awe and fear, which they will associate with you.

Airship (200 CP, Discount Bone)- A steampunk-style wooden airship that is the size of small house and is powered by potatoes. It has extraordinary luck in finding exciting and unusual new adventures when you're piloting it.

Map (300 CP, Discount Bone)- A map of the valley as a whole. When you enter a new area, you will stumble on a new map showing the general area. And these are high-quality, detailed and accurate maps, nothing like the one you got for the Location section here – no sirree!

Winter Gear (50 CP, Free Animal)- Winter strikes quick in these parts, so you'd better be prepared. This handy kit includes a hat, boots, and blankets among other things, so you can stay snug and toasty throughout the winter.

Giant Honeycomb (100 CP, Discount Animal)- The bees in this world are huge, and the honey they leave behind is larger than a big dog – and delicious, too!

Goo (200 CP, Discount Animal)- A panful of strange, darkish goop. It's not for eating, but it's great for sealing anything up, such as leaks in the roof.

Hideaway (300 CP, Discount Animal)- A small animal dwelling of your choice, ranging from a tree hollow to a burrow, that you and allies can fit into. As long as you are inside it, you are safe from all threats. Then again, it's a pretty compact home, so you'll need to come out eventually. A new one appears for each jump.

Quiche (50 CP, Free Rat Creature)- An endless supply of quiche, the finest food a Rat Creature could dream of (though they wouldn't admit it).

King's Club (100 CP, Discount Rat Creature)- A large spiked mace that symbolizes your power as a leader. In addition to its utility in combat, it gives you an aura of authority.

Sacrificial Altar (200 CP, Discount Rat Creature)- A small stone slab useful as a foci in sacrificial rituals.

Rat Creature Temple (300 CP, Discount Rat Creature)- The foreboding recreation of a shrine made by Rat Creatures long ago. The temple is decorated with ominous, beast-like statues throughout. It acts as a dark nexus for Dreaming energy, and it induces long-lasting nightmares and hallucinations on those who trespass (come within a 50-meter radius of the temple site). The temple follows you between jumps, and you can summon it to a location of your choice each jump.

Racing Cow (50 CP, Free Commoner)- A loyal dairy cow who is also trained as a skilled racer and cart-puller.

Tavern (100 CP, Discount Commoner)- A decent-sized bar that is a common hub for people in the area. Anyone who by their own actions builds up tab will be obliged to work for you until the debt is fairly paid off. The pub follows you between jumps, and you can summon it to a location of your choice each jump.

Hay Cart (200 CP, Discount Commoner)- A large cart full of hay. If someone or something is hidden under the hay, it will escape notice by observers. Even if someone inspects or seizes the cart, they will leave the hay alone and remain oblivious to whatever's underneath the hay.

Dragon Snare (300 CP, Discount Commoner)- You'd think that a giant noose tied to a tree would be an obvious thing for a dragon to avoid, but nobody told them that. Summon the trap, and any dragon in the vicinity will get caught in it. However, the trap doesn't ensure that the dragon stays caught, just temporarily immobilized, so hopefully you've got a dragon slayer with you.

Monk's Hood (50 CP, Free Veni-Yan Warrior)- A simple hood that shrouds whatever it covers in darkness. While you can see clearly around you while wearing it, people will be unable to see your face until the hood is removed.

Pawanian Food (100 CP, Discount Veni-Yan Warrior)- A traditional Pawanian dish that normally takes 14 days just to curdle. The gruel-like food looks slimy and smells awful, but it is quite healthy and strengthens the mental fortitude of those who regularly consume it.

Dragon Coin (200 CP, Discount Veni-Yan Warrior)- A special coin minted by the royal family to symbolize the pact between humans and dragons. You can wear it on a chain around your neck as a medallion, and allies will instantly recognize it on sight, ensuring that they will give you aid even if they do not see or identify your true face.

Prayer Talisman (300 CP, Discount Veni-Yan Warrior)- A pebble-sized prayer stone that is a symbol for those resisting the tyrannical Vedu. When holding the item, you can detect the presence of evil, even if it is concealed with magic, as "cold spots" when you pass by the source.

Great Horn (50 CP, Free Royal)- A large horn that, when blown into, emits a loud siren throughout the area of a decent-sized city. The perfect warning system for an imminent invasion.

Royal Medallion (100 CP, Discount Royal)- A small medallion that can be worn around the neck. It is a Dreaming thing and wards off evil creatures and nightmares.

Royal Sword (200 CP, Discount Royal)- A greatsword passed down by the royal line for generations. The sword is blessed with Dream power, such that evil beings will briefly become dazed, confused, and fearful upon seeing it.

Crown of Atheia (300 CP, Discount Royal)- The royal crown protects the wearer against hallucinations and other dark powers that threaten the mind. It also enhances the Dreaming powers of the wearer.

Companions



Don't get too worried about the trouble ahead. After all, I'm sure you have a lot of people who can count on you – and you in turn can count on them. Whether from somewhere else or from here, I'm sure you can find people ready to share the adventure with you.

Friends and Family (50/300 CP)- You can import companions for 50 CP apiece or 300 CP for 8 total. They can be of any background and come with 500 CP to spend. If they are of the same background as you, you can make them kin.

Right Off the Page (200 CP)- You can pick a canon companion from the comics to come along with you.

Drawbacks



Ah, never mind that brutish dragon, little lost soul struggling blindly in the dark. I can hear your ambition burn inside you. For a small price, I could give you even more than the scaled ones could ever offer. But remember, a deal is a deal…

You can earn up to +600 CP, unless you take *Eternal Nightmare*., which lets you gather as much drawback CP as you want.

Another Story (+0 CP)- Instead of arriving during the main canon, you have ended up in one of the series' prequels or sequels such as *Rose* or *Quest for the Spark*.

It's NOT a Boring Book! (+50 CP)- You are obsessed with a certain book and love to rave about its qualities. However, everyone else around you will find it a bore.

Quiche! (+50 CP)- You are obsessed with quiche and can't stop yourself from raving about it at any opportunity. Your fixation on the food drives other people crazy, and it also might lead you into taking unnecessary risks to get your hands on some quiche.

Nobody Likes a Poet (+50 CP)- You love to write poetry, but you have an atrocious grasp of the art. It's probably for the best if you don't share them, but your interest in poetry will likely lead to you sharing them regardless.

Snowfall (+100 CP)- In these parts, the snow comes down quick without warning. Whenever it is winter, the only warning you'll get is a single snowflake that falls down in front of you…right before a 10-foot layer of snow falls down right on top of you and everything in the area. Hopefully you know how to dig yourself back out and have someplace to stay for the winter.

Village Idiot (+100 CP)- You have a rather…interesting mind that tends to be quite silly and illogical. This also tends to lead you into causing minor accidents around you.

Stupid Rat Creatures! (+200 CP)- A pair of Rat Creatures has decided that you are especially tasty, and will continually hound you in an attempt to eat you. Despite being rather stupid, they are pretty lucky at surviving almost anything. This combined with their denseness leads them into triggering situations that endanger both them and you.

Gullible (+200 CP)- You're a follower, not a leader. You have a malleable mind that makes you easily convinced by charisma, rumors, and other calumny. As a result, you tend to be the prime sap that conmen and the like abuse to no end, such that you can be convinced to anything from letting yourself by tied to a kite and launched into the air to betting all of your life's savings on a worthless cow.

Pillar of Moral Strength (+200 CP)- Or so you say. In actuality, you are filled with a constant hunger of greed and ambition. You will do anything to get rich, and you are constantly attempting crazy get-rich schemes, even ones that might endanger you and your friends.

Never a Penny (+200 CP)- You are constantly broke on money, and any wealth (or treasure in general) gained in the jump will be quickly lost somehow.

Too Many Secrets (+300 CP)- You have a tendency to keep secrets from other people. It's for their own good, after all. However, these secrets will eventually be revealed, and people will distrust you after learning how you deceived them. These communication issues could put a serious dent in your bonds.

Traitor (+300 CP)- Every group you get involved with is suspicious that you have betrayed or are working against them somehow, and they will treat you accordingly.

Out on a Rail (+300 CP)- You have a tendency to start riots around you, and these commotions often lead to angry mobs out for your blood.

The Great Cow Race (+300 CP)- You've decided to enter the Valley's annual cow race – on foot! Yes, you'll need to outrun all of the cows – and hardy ol' Grandma Ben – to win the race. You must win at least one of the races, without using special abilities to cheat beyond the limits of the other contestants, in order to successfully complete the jump. If you don't win a race before the ten years are up, you fail the jump.

Love's Labor Lost (+400 CP)- You will find genuine love with someone in the jump, and he or she will gradually return your affection. However, by the end of the jump, you will have to part ways, either because of conflicting duties or if nothing else death.

Far From Home (+400 CP)- You are locked out from the Warehouse, leaving you to fend for yourself in this unknown land.

Distant Dream (+400 CP)- You have forgotten about your past lives as a Jumper, and you can only get faint, dreamlike flashbacks to what came before.

Jumper Will Get You (+500 CP)- The Hooded One saw an omen when you arrived, and has interpreted it to mean that you are the desired sacrifice for the coming ritual.

Touched by the Locust (+500 CP)- You have been infected with the madness of illusions, causing you and those around you to fall into delusions.

Dragon Storm (+600 CP)- The Dragon Council has deemed you a threat to the world and will move against you en masse. Meaning that a writhing cloud of dragons is on your tail and ready to devour you.

Eternal Nightmare (+700 CP)- The Hooded One has already freed the Lord of Locusts and awakened the Dragon Queen Mim. Ghost circles are appearing everywhere, and the darkness seems to have no end. Is there any hope left for the valley, or the world?

Fin



Well, it's been a long journey, but your quest here is over. You are at a crossroads, so what are you going to do?

Go Home- You miss your old home, so now it's time to go back at last.

Stay Behind- Something about this land has caught your eye, and you have chosen to call this place your new home.

A New Journey- You're not sure where you're headed, but there is bound to be more future in the horizon. Let's ride, amigos!

Notes



Still have some questions about things? Okay, here are a few more things you might want to know.

History of the Valley- In the beginning, the world was ruled by and protected by dragons. The great dragon queen Mim, whose body encircled the world, protected the Dreaming, the source of life, and helped all life flourish. However, the Lord of Locusts, a shapeless entity from a void beyond the world sought to seize a mortal body and enter the world. He possessed Mim and sent her on a rampage until her children turned her to stone, her body forming the mountains surrounding the valley. The Lord of Locusts was unable to escape Mim's body and remained trapped and impotent.

With Mim gone and the Dreaming disturbed by the Lord of Locusts, the land never fully recovered, and conflict began to emerge with the rat creatures. The dragons made pacts Queen Ven, who founded the human kingdom Atheia, and taught Ven and her descendants the secrets of Dreaming. The royal family in turn instructed a warrior/priest class in the Dreaming as her bodyguards – the Order of the Veni Yan ("Queen's Pupils"). Over time, the human kingdom expanded across the valley,

while the rat creatures were pushed back to the mountains. Unable to bear constantly seeing the petrified remains of their queen, the dragons moved underground and gradually withdrew from surface affairs.

However, things took a turn for the worse when a member of the royal family awakened as a Veni-Yan-Cari and made a pact with the imprisoned Lord of Locusts. The traitor allied with the rat creatures and launched a rapid, brutal war against Altheia, wiping out most of the royalty and sending the remainder into hiding. Things calmed down with a treaty: the dragons would stay underground or in the western mountains, the rat creatures would stay in the eastern mountains and keep out of the valley, and the humans would stay in the valley but promise not to rebuild the kingdom.

Yet, the darkness still grows. For the royal heir who betrayed the throne has survived through the Lord of Locusts' aid as the Hooded One, and continues to plot with the rat creatures and other malcontented beings to seize the valley once and for all – and free the Lord of Locusts to send the world into oblivion! With the kingdom in shambles, many people have forgotten the past about the kingdom and dragons, and are in fact suspicious of the Dreaming and other mysterious things.

Dragons- Though they mostly stay in the sidelines in the story due to their reluctance to get involved, the dragons are shown to be some of the strongest beings in this world. At the very least, they are physically and magically strong, being the size of a semi-truck at the very least, possessing strong claws and teeth, and able to breathe fire from their mouths. They can also burrow through the earth, "swimming" through it at the same speed they can fly. But what makes them especially dangerous is their mastery of Dreaming. Keep in mind that all of the human forms of Dreaming, even the Veni-Yan-Cari, were inherited from the teachings of the dragons, and who's to say that they shared all their secrets? Furthermore, with even a single one able to turn the tide of battle, they are practically unstoppable when they swarm. At their worse, if provoked, the dragons will gather into a giant "cloud" (the size of a mountain range, at least) made of "worms" that are actually individual, serpentine dragons. It was together that they

were able to turn even Mim, a being comparable to the Midgard World Serpent, into stone. So it's probably not a good idea to make them mad.

Ghost Circles and the Void- The Lord of Locusts originated from a void of nothingness, a sort of ghostly netherworld. In its efforts to free itself, the Lord of Locusts creates "ghost circles" – places where the living world and the void are linked. These portals are normally invisible to the common eye, making them difficult to avoid. The ghost circles are unstable, and people who make contact with them go "poof" and seem to disintegrate. In fact, the people trapped inside become essentially "ghosts" trapped inside. If the ghost circles destroyed soon enough, the spirits will return to their flesh forms in the world of the living, but if they were trapped there for too long they would be assimilated into the barren void permanently. However, the things inside ghost circles – even the landscape and the plants that were in the engulfed area – can remain intact for several weeks at least, and assuming you knew a way in and out of the ghost circle you could bring things from inside such as food out with you. In the world of the living, though, the ghost circles act as the antithesis to life, such that they poison adjacent surface water and plants – and anyone who consumes them; however, water and food that is far enough underground from the circles might remain safe.

Veni-Yan-Cari- Essentially, at the greatest potential of Dreaming, you can temporarily "cheat" reality. You could temporarily increase your strength and vitality to break free from imprisonment, learn to fly to whizz past an army, or understand a language you never learned to decipher a conversation you're listening in on. After the half-minute is up, whatever benefits you have gained disappear again. Since this sort of Dreaming is very intense, you will probably need to wait a while and recharge before you try something on that level again; this means that while small personal boosts won't be too stressing, any large-scale attempts to change the world and the larger framework of reality through Dreaming will likely kill you in the process, so it's probably best to just use it in short spurts to alleviate immediate problems.