Siege of Avalon Jump

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v1.3

Introduction

Welcome to the land of Eurale! A sword-and-spell adventure awaits you, where magic abounds and a rich history exists just beneath your feet. Within Eurale are seven allied kingdoms: Nisos, Aratoy, Oriam, Fornax, Elythria, Cathea, and Taberland, as well as a vast swath of land to the east that is largely unexplored by these seven kingdoms. There, instead, exist a people known as the Sha'ahoul.

The seven kingdoms are a coalition of heritages surviving the fall of the mega-nation of Thrance and constitute a varied, but developing series of cultures that appear generally similar to a mediaeval, albeit fantastical world. Magic is an academic pursuit here and chivalry and mastery-of-arms is a respected ideal among many of the kingdoms. Some value marksmanship and stealth, others skill with a lance or sword. All of them generally praise ideals of honour and loyalty regardless.

Within the eastern reaches are the nomadic race called the Sha'ahoul. The Sha'ahoul are a culturally rich, but brutal people divided into tribes dedicated to animal totems, the cleansing power of fire and a spiritualism related to undeveloped nature. Not entirely human, Sha'ahoul are historically descended from a coupling of near-orc and human settlers, perhaps in the time of Thrance, and there exist both more human-looking variants and those with physical traits defined by this history. Knowledge of magic exists as a guarded secret of the elite caste, called shamans, who possess a special propensity for channelling fire in addition to other magics. Warriors are highly respected and make up their own caste beneath that of the shaman, and martial might is a deeply respected facet of life here.

Both sides have developed, ranged and lived their lives unaware of one another- until recently. In the wake of this discovery, a war now besets the land of Eurale, with the tribes of the Sha'ahoul having ravaged the fledgling kingdom of Oriam for the alleged crimes of tampering with the earth and disrupting the flow of nature. Rallying under a war leader and powerful shaman, Mithras, the Sha'ahoul have vowed to eradicate the seven kingdoms and their mark on the land.

This war has raged for 12 years and nears its peak. The people of the seven kingdoms, aided by rarely seen dwarf clans beneath the earth, have built a bulwark the Sha'ahoul must overcome to pass beyond Oriam and into the developed lands: Avalon. This allied citadel holds valiantly on, but lack of supplies, troops and the issue of traitors within the walls paints a bleak future. The Sha'ahoul, meanwhile, have gathered in one place for longer than they themselves thought possible. Whispers abound that the animals have grown scarce due to overhunting, and vegetables and fruit have become a natural part of the Sha'ahoul diet in a way suspiciously reminiscent of the seven kingdoms' agricultural methods. Many warriors now carry the arms and armour of the enemy, gradually becoming inclined to the value of their craftsmanship. Despite victory over the citadel seeming on the horizon, some have begun to wonder if the values that unite the tribes will survive their success.

You'll be here for the next 10 years, so here's 1000CP to ensure you're prepared for what awaits.

Age and Gender

You may pick your gender and sex freely. You can physically be anywhere from 16 to 40, but gain no benefit for being older other than people's expectations of you.

Origins

You may freely choose your origin between that of a citizen of the Seven Kingdoms, a tribe member of the Sha'ahoul, or a Drop-In below.

Citizen of the Seven Kingdoms

You were born in one of the Seven Kingdoms of Eurale, the successors of the fallen mega-nation of Thrance. These kingdoms are (in alphabetical order) Aratoy, Cathea, Elythria, Fornax, Nisos, Oriam and Taberland. As a citizen of one of these kingdoms, you're well familiar with the struggle in Avalon and its legendary heroes, even if you don't know the specifics of their day-to-day struggles. You begin, after choosing which kingdom you originate from, on Captain Nico's boat sailing the last stretch of river towards Avalon. You have a letter of commission for the quartermaster in the Outer Bailey that should see you equipped, quartered and offered basic training. If you choose Oriam as your kingdom of origin, then this is not your first visit to Avalon, but a return to your beleaguered homeland. Whatever the case of your homeland, may the good spirits guide you and the other defenders to a quick end to this terrible conflict.

Choose your kingdom:
Besides giving you a basic perk related to life in your chosen kingdom, citizens of one kingdom staying within Avalon tend to flock together. As a Cathean you won't have trouble making friends with a Taberlander, but other Catheans are more likely to implicitly trust and seek you out.

Aratoy - The Aratoyan people are the closest humans have come to the skillset, predisposition and style of the elusive elves. Aratoyan clansfolk live in massive, sprawling forests that they have an innate connection and kinship with. The King or Queen of Aratoy is more of a diplomatic ambassador on behalf of the clans, of which there are many, with each possessing holds; a smaller subsect that differentiates living space, hunting ground and similar rights. Aratoy to the curious foreigner and Aratoy to a native are distinctly different beasts; the forests are a private domain and Aratoyan ritual dictates the worthiness of visitors without ever informing them of the criteria or method. All Aratoyan genealogy is tracked matrilineally and the highest degrees of political power passes in the same manner. Clan Mothers act as the true authority across the forest nation, for whom the monarch is merely a mouthpiece. The Clanmother is always the oldest living woman in the clan, though being the oldest is not the only criteria, and serves both as a political leader and spiritual guide.

Cathea - A kingdom of plains, small hills and minor lakes. Virtually all Catheans are raised to be proficient, if not expert horseback riders and even the most well-to-do landowners tend to their own cattle at some point. Unlike some of the Seven Kingdoms, Catheans believe quite strictly in gender equality. Practically this manifests mostly in terms of inheritance, rather than actual

politics, as Cathean landowners are only loosely joined in a coalition of mutual interest, cultural heritage and self-defence. The Cathean "monarch" is a military leader more than a political one, who defends the plains, farms and ranches of Cathea with the legendary Riders- a group of some of the finest strategists and warriors atop the most fleet and trustworthy steeds. They are a light cavalry unit to be feared and respected.

Elythria - The kingdom of Elythria, the birthplace of the soon-to-be hero of this siege. Or so it was before your arrival, anyways. A kingdom of forests, hills and plains all-in-one, with a respected merchant class and as fair of rulers as one may ask from the nobility. Elythrian knights are often compared to Taberlander heavy infantry, their archers to young Aratoyans and their cavalry to irregulars from Cathea. None of these are considered insults; Elythria thrives on providing a well-balanced, competent class in every career and pursuit. While the specialties of the military may be behind the experts in other fields, no army or citizenry can better claim to have been trained in not just one, but all fields of relevance. As a result, craftsmen tend to have better access in the kingdom to the skills of a neighbouring trade, with goods of all kinds being more locally accessible.

Fornax - The land of Fornax is the most secretive, secluded and suspect of all the Seven Kingdoms. While respect and even admiration for mages has become more commonplace among the common citizens in recent years, no one would dispute that Fornaxans are… strange. The pursuit of magic is all encompassing to many of them, with every Fornaxan possessing some degree of magical ability in their blood. Given the vagaries of magical research, this has led to a number of those outside the kingdom seeing all within as mad eccentrics, needlessly mysterious in tone and beset by the obsession for foul-smelling experiments at the expense of those around them. Governmentally, Fornax is ruled by a monarch and a council of the most skilled mages in a sort of balance of responsibility and powers. While one may or may not trust a Fornaxan on their first meeting, everyone has come to appreciate the usefulness of magical goods, rare as they are. Even the least of the mage-blooded knows to leverage their advantages as such.

Nisos - Seaworthy and indomitable, such is the average Nisoan. A hardy folk who ply their trade on the seas and rivers, the people of Nisos are the foremost sailors and shipwrights of the Seven Kingdoms. The kingdom is led by a monarch, as most others are, but concerns itself less with nobility and more with the elevated merchant-class made distinct by captaincy and crew. Though Nisos possess a military of sorts, their own mages and no shortage of craftsmen, their greater access to the waters and superior ships is where they find their niche in the demand for excellence among their neighbours. In the conflict with the Sha’ahoul, Nisoan voyages have been among the only successful attempts to resupply the citadel of Avalon with necessary goods, as the river Voel is well patrolled by Sha’ahoul. Nisoans also have a reputation, fairly earned or otherwise, for being terrible about gossip and inventing fantastical stories out of mundane events.

Oriam - Oriam is the kingdom of Sha'ahoul conflict; the youngest of the nations, the one filled with eager pioneers and travellers seeking a new life. Oriam is also the one on the brink of total collapse. The eastern steppes beyond the Seven Kingdoms have been largely unknown before the war. The hopeful exploration of Oriam as a fledgling power had bred a generation of adventurous, courageous and open-minded people. King Reyence and Queen Anasi currently live in Avalon, along with what remains of their military and many of the original citizens of Oriam are taking shelter in the Peasant's Bailey. Now reduced to refugees, many of Oriam's people prefer to think of themselves instead as defenders of Eurale. Theirs is the sacrifice that warned the other kingdoms of the Sha'ahoul, and no blood has been shed more thoroughly than that of Oriam's commoners. The enemy has razed the land and slain your neighbours, but the kingdom's last stand - and the primary bulwark for all allied lands - stands tall with the citadel of Avalon.

Taberland - The kingdom of Taberland is one of chivalric ideals. Following a system of feudal monarchy, the current King Vortigerm is a courageous young man with all the tenacity and valour of a veteran knight. Unfortunately, the kingdom has been wracked by civil war, which began as a result of ambitious nobles seeking to usurp an at the time unready Vortigerm's throne. Still a young man in the current year, King Vortigerm's woes and that of his kingdom began with the untimely death of his royal father, King Tortain, who fell against Sha'ahoul at the Battle of Three Hills. Following the battle of Three Hills and on the dawn of their civil war, many but not all of the knights and soldiers of Taberland left Avalon to fight on behalf of their newly crowned king, leaving the citadel without its most prized heavy cavalry and some of its best defenders. Rumours however abound of the nearing end of the civil war and with it Taberland riding once more to Avalon's defence.

Sha'Ahoul Tribe Member

You were born on the vast eastern steppes, an endless land where your ancestors have roamed for generations.The tribes of the Sha'ahoul here are myriad, each taking after an animal or combination of natural terrain and wonder. Though inter-tribe conflict is historically not unheard of, most of such is held in fair competition over roaming rights and to settle disputes. Each Sha'ahoul tribe follows a caste system that in ascending order reads as crafters, hunters, warriors and finally shaman (magic users). Each caste has a preceding honorific before their given name. Ta' for craftsmen, Ha' for hunters, Va' for warriors and Sha' for shaman.

Notably, not every warrior uses a sword and not every hunter is restricted to the use of a bow. Some shamans, likewise, may use one or both in addition to their potent mystical arts.

If you choose to be Sha'Ahoul, there are two important distinctions for you to make, child of the sky. The first is your race, a matter of only marginal importance in Sha'ahoul society, but significant distinction to the citizens of the Seven Kingdoms. Do you bear resemblance more to the human side of your people, or do you carry the marks of the Ahoul, the cousin of the orc with grey-green skin and distinct musculature? Neither will affect you in terms of competence in any field, but due to natural inclination the Ahoul rarely become shamans. Perhaps you're an

exception? Once you have decided this, the second distinction is that of your tribe, which you must determine below.

After these, you may be on your way to the outskirts of the dirtmen's stone box- Avalon. Seated comfortably at the back of a caravan of food carts delivering supplies to the besieging army, you have with you a hide scroll and a mandatory tattoo as proof of your identity. Depending on your caste, the master of scouts, drillmaster or your fellow shamans will be waiting to welcome you. May the Lord and Lady lead you and your fellows to great victory over the dirtmen!

Determine your tribe.
Besides giving you a basic perk related to the affinity of your tribe, even the smallest of tribes among the Sha'ahoul have sent warriors and hunters to the great army. You can expect greater camaraderie and trust from your own, but also any accomplishments you achieve will reflect positively upon the halo of your tribe as a whole. The same works in reverse, so a small but powerful tribe may become known for the quality of its members but be lacking in manpower, whereas a large but unremarkable tribe might offer many friends but little outward respect for membership alone.

Though the Grass Leopard tribe led by Sha'Mithras is the most well known and noticeable outside Avalon, having devoted itself entirely to the citadel's destruction, many more exist on the steppes. Too many to name, so rather than list them all, you may choose the name and general size of your tribe as you wish. This won't automatically put you in a position of leadership or respect, but offer a groundwork for you to measure your clanmates against your neighbours and shape your personal history accordingly. No matter whether the tribe is large or small, it will have at least one Sha'man to lead them, a cadre of warriors to train young ones and protect its interests and a majority of hunters and crafters.

No tribe may be larger than the Grass Leopard, numbering several hundred at its most inflated. Similarly, no tribe may be as renowned or feared as the Grass Leopard, with the name sufficient to earn you the good will of any Sha'Ahoul in the outskirts of Avalon. Balance the size and reputation of your tribe using these two features. The smallest possible tribe, being a family unit of perhaps two dozen individuals, could thus have renown and legend nearly equal to the Grass Leopard themselves. Or if you wish, a tribe of several hundred may be relatively unknown for anything but the number of them, yet to accomplish a great feat worthy of song.

By default the size and fame of the tribe will offer you few immediate benefits, besides knowing more or fewer people around the campfire. You receive the same amount of success as you would otherwise in recruiting allies, or making enemies. It is more a subject that shapes your personal history and offers you the chance to either create a legend befitting of your tribe's repute, or carve a place in the tales of the Sha'ahoul for your people for the first time.

You may select any one 100CP Origin Perk to gain for free from the Tribe & Kingdom list, representing the multifaceted nature of the tribes and their varying expertise. What one side does, the other may tackle just as well albeit in different ways.

Drop-In

You may choose two paths to begin your adventure in this war-torn land.
The first is to wake up on Captain Nico's ship, sailing the last stretch of river towards Avalon. The ship itself is riddled with battle-scars and will only just survive arrival at the castle's dock. Fortunately, Captain Nico is a cheery fellow and would be happy to help you find your feet in Avalon. If choosing this, you have a commission for simple equipment for the quartermaster of the Outer Keep and a bunk somewhere in the Citadel with your name on it. Should you be here to fight rather than practise a craft, basic training is offered in the Outer Bailey. Otherwise, let's hope your skills can come in good use elsewhere. Your commission will be enough to bypass initial questions regarding your identity, but you're on your own from there.

Alternatively, you can awaken to find yourself on a pleasantly warm summer day outside Avalon proper. The copse of trees you're sheltered in is hidden from nearby Sha'Ahoul, but only for as long as you remain there until leaving the first time. You may choose to have any tribe's set of tattoos (though this may lead to some severe questioning by members of that tribe), or a vague amalgamation sufficient to pass you off as a member of a less known group. If mingling with the tribes, you'll undoubtedly be expected to join the fighting, but may otherwise explore so long as your cover isn't blown. As a word of warning, the local shaman caste is *very* perceptive, so have a good cover story if you're mingling with them.

In either case, you have no memories to guide you, but some may consider that a positive here. As there's also no memories to influence your actions in meeting the deeply-seated suspicion and hatred each side of this conflict carries towards the other.

Class & Caste

Whether a citizen of the Seven Kingdoms or a member of the Sha'ahoul, there are three basic and widely accepted divisions of practice for combat. Among the Sha'ahoul specifically, these also tend to be divisions of caste. While one may learn the skills of a lesser caste without issue, it can be more difficult (but never impossible) to acquire the skills and knowledge of a greater one. For the Seven Kingdoms, belonging to one does not in any way limit you from pursuing skills relevant to another. It does however generally mark you as a pursuant of a particular skill set, which may lead to others offering you benefits and mentorship opportunities more suited to that class. These can still occur related to other fields of interest, but likely less often than your class of choice.
Select one of the three to become your class if not also focus during your stay in this world.

Uniquely for Sha'ahoul tribesmen, you may, if you wish, pay to begin your journey in a specific caste. By default you will begin in the Hunter caste, regardless of your choice of class (which is always free). The higher your caste, the greater the respect and privileges you will receive in society. This is true outside your own tribe, as a venerated warrior from one tribe may still be spoken of by and possess the respect of those from another. The Sha'man in particular are leaders of their people, and no ordinary Sha'ahoul would think to offend such a person without good cause, regardless of their tribe of origin. No matter which caste you begin in, advancement is possible but not strictly guaranteed.

And of course, should you pay for a greater caste, you may take its benefits with you to any society in future settings that also holds a caste system. Placing yourself in whichever societal position best fits your purchase.

Fighter Free/100CP - The martial tradition is a strong one in this world. Whether a soldier of Avalon or warrior of the tribe, respect belongs to the one who has mastered their skill with a sword, mace or axe. Most veteran fighters in Avalon dabble in mysticism, learning basic magic like the Heal spell. Meanwhile, most fighters of the Sha'ahoul have at least a rudimentary understanding of stealth and tend to be more agile. In both cases however, their focus usually lies on mitigating damage and surviving prolonged battle through their own efforts. Many very accomplished fighters live in and around Avalon, loyal to either side of the conflict. When looking for *skilled* members of a class, the fighters are by far the most easily found. You may therefore expect a proportionally easier time finding mentors and allies of this tradition.

Sha'ahoul may pay 100CP to join the Warrior caste, distinguishing themselves from others and earning the right to lead their brethren in matters of war. The honorific used to address you is Va'.

Scout Free - To be a scout is to be a hunter, sharpshooter and spy; sometimes all at once. Either the jack-of-trades or an absolute specialist in matters of stealth and marksmanship, both exist in and around the citadel Avalon. Both sides of the conflict employ and train scouts tirelessly, always looking to one-up the other in matters of intel and positioning. While a scout

may not have the durability of a fighter in battle, or the magical know-how provided by a mage, they are potentially devastating for their sneak attacks and sabotage. Though the Master of Scouts for both Avalon and the Sha'ahoul are easily found in their respective holds, many other masters lie outside public view, tending to their own affairs and intrigue. Finding them is never easy, but make a name for yourself and maybe they'll find you?

Sha'ahoul may begin in the Hunter caste for free, offering greater respect than that of a craftsman and the trust of your superiors to act in the shadows. Where the warrior's duty is straight-forward, yours is multi-faceted, so while you technically have fewer privileges, you also have greater choice in your potential obligations. The honorific used to address you is Ha'.

Mage Free/200CP - Magic is a versatile and powerful force in this world. Mages of the Seven Kingdoms are scholars and scientists, naming themselves sages and wizards. Sha'ahoul shamans are druids and evokers, mastering the elements and conjuring the force of nature. In purely practical terms, there's little distinction on the lower rung of actual spellcasting between the two traditions. Both practise similar, if not sometimes identical spells and both require mana and the focus of the spellcaster. They each possess their own method of teaching that separates their traditions, however, and as a mage progresses in power each culture has its own strengths that they excel in. There are far, far fewer mages on both sides of the conflict than the other classes, but this does mean they're quite willing to teach a newcomer that's ready to get their hands dirty.

Sha'ahoul may pay 200CP to join the Sha'men caste, becoming a member of the leadership of whatever tribe they belong to. Real power in Sha'ahoul society is in the hands of mages, who act as religious leaders as much as political ones. Expect to guide and counsel your tribe in times of need. Your only superiors are other shamans, and rarely warriors of great accomplishment. The honorific used to address you is Sha'.

Tribe & Kingdom Origin Perks

Each starting perk reflects an aspect of proficiency and/or experience, both in the Seven Kingdoms and the Eastern Steppes. For the Seven Kingdoms, each perk listed according to its relevant kingdom is free for those native to it. For the Sha'ahoul, select any *one* perk from the list to gain for free. All others are 100CP for both sides of the conflict. All of the perks on this list have two versions, usually one aimed at each side of the conflict.

If you are instead a Drop-In, you may choose which version of the perk you wish to purchase but do not gain any of them for free. Your discount belongs in the section below, under General Perks.

If you *really* want both versions of the normal Origin Perks, slight as their differences may sometimes be, you may choose to pay 50CP to gain the second after you purchase the first. The skills of the first and second version do stack where you'd expect, but as an example; purchasing proficiency with horseback riding twice does not instantly propel you to being a master. Instead, it offers a moderate overall increase to your remembered experiences and handling with the second purchase. To go from a journeyman to a veteran, for instance. Perks selected or purchased here do more effectively stack with perks in other sections, however, for improved gains in relevant fields.

You may purchase perks not related to your origin as you wish, and if not a Drop-In, may see them reflected in your memories and personal history.

One With the Land (Aratoy) 100CP/50CP - To be a woodsman is more than knowing what roots, mushrooms and berries are edible, though it includes that. It involves knowing the harmless and harmful animals, how to recognize their tracks and acquire shelter against the elements. To survive on the steppes requires razor focus, trained sight and an awareness of the habits of the most elusive animals in addition to knowing how to forage and survive the elements in such an environment. Whether an Aratoyan clanmate or a Sha'ahoul hunter, this perk bestows upon you knowledge of surviving off the wilds equal to having survived a childhood and entered adulthood in either biome, determined by your origin. Sha'ahoul receive this experience and training in steppes and plains, while citizens of the Seven Kingdoms instead gain it in forests and wetlands. "Surviving" in both cultures heavily involves hunting as much as foraging, so you will also receive a small amount of experience and familiarity with both the common hunting bows of your people and a variety of traps. This also comes with a modest knowhow for creating your own bits; so a variety of arrows for the archer and snares, stakes and bindings for the trapper.

Born in the Saddle (Cathea) 100CP/50CP - Every Cathean youth tends to horses and cattle, from the lowest ranch-hand to the greatest princeling. Similarly, the proverb that Sha'ahoul are born in the saddle is not idle praise. Though it varies from tribe to tribe, none but the Sha'ahoul may match the Cathean riders in a competition of skill as a light cavalry. If taken by a native of the kingdom of Cathea, this grants you years of experience in the saddle as well as in tending to

the needs of a variety of breeds of horse. As the lands of Cathea are not always peaceful, you also gain a lesser proficiency with lance and sabre on horseback. If taken by a Sha'ahoul, this grants the same experience riding and tending to your equine companions and an equal degree of skill with a sabre, but substitutes experience with a lance for matching proficiency in horse archery.

Industrious Hands (Elythria) 100CP/50CP - Whether noble or commoner, merchant or serf, to be Elythrian is to have a potential for learning new things. Likewise, among the Sha'ahoul the castes are representative of the many skills that make up a tribe, with no useful or practical means ignored save for matters of religious distinction. Select one common trade or craft, such as blacksmithing, farming, tailoring, butchery, carpentry, shopkeeping and so on. You gain skill in the chosen field equal to a journeyman, knowing the basic ins and outs of your choice and being competent enough to make a living off of it, albeit not a luxurious one from this perk alone. Beyond that however, you also gain a small but persistent boost to any attempts to learn an adjacent trade, or incorporate another craft into the first. The aspiring herbalist adding farming to their repertoire for greater yields, a blacksmith never needing the assistance of a tanner or carpenter, a fisherman proficient in carpentry, the usefulness of this is up to you. If nothing else, it makes learning new things in the relevant fields a little easier, and being a quick learner is something everyone respects.

If you are Sha'ahoul, then notably taking farming or any other means of "shaping" the land is in direct contradiction to your people's faith, and would be taken as heresy equal to what caused the current conflict. At least in theory…

Rather than have two distinct versions of this perk, each side may simply choose what they wish to have skill in, with the minutiae of that choice reflected stylistically for your origin. Buying this perk again lets you choose another trade independent of the first.

Potent Blood (Fornax) 100CP/50CP - Anyone can learn magic, but some are born with a natural resonance with and disposition for magic. Within those born predisposed, for some this is a matter of mentality and natural inclination, but for others it is simply a truth of their blood. Whether Fornaxan or the legacy of mighty Sha'men, you are drawn to magic and magic to you. This perk is unique among this list as regardless of which side of the conflict you were born in, you may choose which version of this perk you wish to gain.

The first is simple but incredibly effective. What makes an aspiring mage stand out from his juvenile peers? *Mana*. The economy of spells, the lifeblood of magic, is a thing called mana in this world. Having more of it is good, but that can be trained. While technically the rate at which mana replenishes can also be trained, it is a much slower gradual improvement than the many forms of training devoted to increasing one's mana pool. This version of the perk grants a noticeable improvement to your mana regeneration, your mage blood serving to replenish your reserves faster than most other apprentices. This becomes slightly less noticeable the more advanced your skills as a mage, as most will work to increase their regeneration as well, but it will never cease to be useful.

The second is also a passive benefit, but of a less direct nature. Rather than offer an overt talent in spellcasting, this makes the next most important thing for mages an easy assurance. You have a penchant for finding your way to magical sites, unearthing items long lost to time with enchantment still active and in general just gaining a sort of sixth sense for when something magical is afoot in the area. This isn't quite a radar, or a full on guarantee of finding something everywhere you go- after all, magical ruins aren't under every boulder. But explore a set of caves linking to a sunken city? No one will have a better chance of noticing the illusionary wall leading to a secret vault than you now. Has someone recently placed an enchantment outside your home? This doesn't help you identify *what,* but you're more likely to notice something is off than those without this perk.

Born of the Waters (Nisos) 100CP/50CP - Oh, to sail the seas and master the rivers of this land. Sailing is an understated skill in Eurale, with many among the Eastern Steppes likewise ignoring not the bounty, but certainly the usefulness of the waters. There are a number of rivers across the Eastern Steppes, just as in the western kingdoms, but the lakes in the steppes dry up in the summer while the rivers overflow in the springtime and the rains flood the plains. Many Sha'ahoul fear the springtime for this reason, but it needn't be so for you in the same way.

If born of Nisos, this perk grants you the skill and experience of a tried deckhand, roughly equal to a few years of hard work. You have a broad skill-set within that, having tried a little of everything that's needed on a ship. This mostly entails experience with a working crew and a vessel large enough to hold a score, rather than one-man craft. You also have a small amount of knowledge on the shipwrights craft, enough to learn more with an advantage or aid you in making simple repairs. The seas are yours.

If you are Sha'ahoul, then your people rarely sail and have little need for advanced ships. But that does not mean that you *can't*, and indeed you are of the enterprising some who have mastered travel on the rivers not by wading the shallow points, but by mastering the currents with canoe and raft. You can build either with great ease with only minimal materials. As with your Nisoan counterpart, this involves a few years of experience traversing such waters. As a side-effect of this, you also tend to be more aware of still reliable fishing spots during floods and are better at surviving the seasonal change out on the water.

For both sides, you also gain an intuitive understanding of the weather around you, able to tell the coming of a storm or predict good weather just shy of a full day in advance.

Pioneering Spirit (Oriam) 100CP/50CP - It is a hard thing to explore the unknown reaches of the world. To leave comfort and security, for the sake of making your own out there in the "wilds". Despite this, many do. While some venture out in hopes of a better life, others are simply smitten with a wanderlust and spirit of adventure. Whichever you are, few may understand but you know contentment comes from achieving your own success by your own means.

If a citizen of Oriam, your spirit is commendable, your drive to make untamed lands livable capable of seeing you through the harshest seasons until you find success. This doesn't give you proficiency or experience in a specific skill per se, but instead gives you a significant supernatural boost to any undertaking to make a land your own through hard effort of clearing fields, tilling land, building homesteads, defending yourself from wild animals and similar undertakings. It also gives you a considerable boost to your willpower in pushing through the difficulties of such, as described, but also in overcoming hardship in general.

If you are instead Sha'ahoul, you know better than most how difficult life can be here. Many skills are naturally acquired living on the steppes, but before any of that comes the stubborn force of will to survive all manner of calamity, shortage and hard living. The days of plenty do not spoil you, for you know that even a most welcome rain shower can turn to flood. You gain an all-around boost to your ability to survive in difficult, not directly combat-related circumstances. Stave off hunger and thirst a little longer by sheer tenacity, climb that last rockface before descending the mountain and overcome the elements long enough to find shelter. It won't last you indefinitely, and can fail if pushed too far, but it can make the difference. Like the settlers of Oriam, you also gain a similar bonus to your willpower befitting your refusal to be overcome by adversity.

Arms and Armour (Taberland) 100CP/50CP - War is a terrible thing, but being prepared for it is in every kingdom and tribe's interest. Among the Seven Kingdoms, Taberland is the kingdom best known for martial excellence, their knights and heavy cavalry an unstoppable force. The Sha'ahoul, however, are not to be outdone. War between the children of the sky has occurred before, and after this conflict it may come again. More than one tribe is especially war-like, if not to best their neighbours then out of necessity against other foes across the land, such as elves, lizardmen or orcs.

If you are a native of Taberland, then you gain skill and experience in training with one classical combat style. These include any one-handed weapon and a shield, the lance or two-handed spear and archery. Any of these also include how to properly don and maintain a variety of metal armours. Fighting in them too, for that matter, roughly to the level of an older squire in each subject and avoiding the pitfalls of basic armour restriction.

If you are Sha'ahoul, then the warrior caste would gladly embrace you for your skills in wielding your chosen weapons; a sabre and buckler are the favourites, but any one-handed weapon and shield serves, as does the two-handed spear or bow. You similarly gain experience in a variety of armours, mostly hide based and minor metal additions to hardened leather, but more importantly know how to move quickly and quietly in them without giving away your position. You're no master, not with this alone, but a younger warrior with his first notches on his belt would find you an even, if not outright challenging match in your chosen field.

Unlike other perks which grant general proficiency or limited experience, this denotes *training* of an impeccable kind, so your style will be flawless within the limitations of the skill you gain from this. This doesn't help you if advances in your style after this become flawed or are taught to you improperly, but your foundation is rock solid.

General Perks

Drop-Ins may receive any one 100CP perk from this section for free, and have a unique discount on "*Inventory & Character Screen*".

Soundtrack Free - The original soundtrack of Siege of Avalon; a set of mostly calming instrumental songs that fit perfectly as a backdrop to your escapades here. There's battle music too, of course, for when things get loud. No matter the situation though, this will fit seamlessly in at just the right volume to provide vibes, not distraction. Since there are only so many songs to play with here though, this perk will also autonomously create new additions to the soundtrack over time in the same style. Just enough so you can enjoy a new BGM every so often, or each time you enter a situation meriting its own theme. You can toggle the music on and off at will, and it can optionally be heard by you alone or by everyone in an area with you when you desire it. Pretty spooky if you're going for the ghost orchestra impression.

Tell That to the Roses Free - Whoever said women can't fight, drink or lead as well as men has certainly never met the Blood Roses. Don't get me started on magic, either; Pellandrian outshines virtually every other wizard in Avalon. The Sha'ahoul women are just as tough as their male counterparts, too, with a fierceness and cunning ingrained into them from young. Then there's the young men being told they can't work in the kitchens except as guards... Wouldn't it be nice to be judged based on your actual skill and merits, without any gender prejudice interfering in your promotions or chosen occupation? Well, now you can be. While this doesn't remove sarcastic commentary or the occasional quip, no one will argue against your participation in something because of sex or gender so long as you have the skills required. If you're actively working to gain those skills, people will also recognize your efforts to the same degree they would have before any gender role biases. The rude and sexist will remain as such, but they're no longer capable of exerting any authority against you for *that* particular reason. This optionally works for the entire setting or just for you.

Language Free/100CP - We can't send you into the middle of a 12 year conflict without knowing at least one of the languages. If you're a Drop-In, you may pick your poison between the common tongue of the Seven Kingdoms or the Sha'ahoul. Natives receive whichever is appropriate to their origin. This is mother tongue fluency, as well as being able to read and write as well as any educated adult of your culture.

If you'd like a little more, however, there's something worth paying CP for. Not many people in this world care to learn languages beyond their own, and that includes dialect and turn-of-phrase. Fortunately for you, taking this lets you skip studying hard with limited resources, and gain a proficiency similar to the linguist Lahren. Besides mastery in your own language, 100CP gives you fluent understanding, if perhaps not perfect pronunciation in every dialect used by the enemy. This includes reading and writing equivalent to your first language. As neither

side generally expects the other to be able to read stolen communique, this might come in surprisingly handy for even those who don't intend to parley with the opposing forces.
Post-Jump, the 100 CP purchase evolves into teaching you all mundane languages of the new setting, at the described level of competence.

That's a Neat Plot Hook 100CP - You become vaguely aware of when something "plot" related is occurring near you. It furthermore becomes significantly easier to insert yourself into such events, provided you have a basic reason to be given access.
Being aware of and saving damsels or gentlemen in distress doesn't require any qualifications beyond Jumper heroism. Gaining access to Sir Roth's office for an audience may require you to have achieved at least a minor feat on behalf of the citadel's inhabitants to prove yourself. Saving the cooking staff and the precious food supplies in the Outer Keep from hungry, giant beetles (roughly the size of a beagle) meets this requirement. Doing errands for Olon the roguish trader does not. Though as a word of warning, the greater your proven qualifications the more involved people will likely try and have you become.
Alternatively if you're the type who wants to avoid plot drama, this gives you a decent heads-up on when to bail out or where to avoid.

Heroic Jog 100CP - A quest! Unfortunately it's on the other side of the kingdom and you have no easy teleportation services. Good thing, then, that you have this. You can now maintain your basic running speed without ever reaching exhaustion, so long as you're headed directly towards a goal that benefits others. It's fine if you benefit too, of course, it just can't be for you alone. This won't keep other physiological needs from arising, including sleep, but it will mildly lessen them and you physically won't run out of stamina. This only applies to *basic* running speed, not a sprint or anything that would require more exertion. Pacing yourself to reach the goal in fighting shape is heroic, too! Maintain that perfect jog across miles of plains or mountain valley, just to deliver milk to the old lady on the other side of the map. Full exhaustion kicks in if you fail to deliver upon your agreed task or help those intended. This includes delivering something then taking it back afterwards without permission. Or by forcing that permission through mind-altering effects and manipulation or charisma perks. You wouldn't do that, right?

Anora's Assistant 100CP - Have you been learning cooking from Anora, Jumper? You couldn't ask for a better teacher, if so. Besides her meals being of simply higher quality than most, with as good a flavour as the ingredients are capable of producing, she's come to shine as a chef at siege. You now have some of that same quality to your cooking, adding an invaluable almost supernatural edge to your meals. Specifically what this does is greatly increase the taste of any food you make, but far more important is that both the nutritional value and quantity of your meals increase noticeably as well. The product of your cooking now also increases energy and satiates the imbiber more than before. With the same materials, create more from a pot of soup or stew than any other mundane chef and see its imbibers satiated for noticeably longer than any other meal could provide. This is slightly less than doubling the quantity of prepared foodstuffs, and does not affect raw untreated ingredients. Valiantly take to your ladle, chef, and know that any stretching of the dwindling food supply is a large part of what has seen Avalon

through this bitterly long siege. Those precious extra spoonfuls more to fill the hungry stomachs of the soldiers, and a few ounces of energy past what they had before to see them through the constant skirmishes.

A Proficient Alchemist 100CP - Don't confuse alchemy for magic, Jumper. This is a science first and foremost, something even those Sha'ahoul who care less for academia but choose to pursue alchemy as a skill will agree on. Purchasing this bestows upon you a journeyman's level of knowledge, experience and general talent in all matters pertaining to the alchemist's career. Some magic may be involved in greater undertakings, but you specifically know how to create pseudo-magical effects, and *magic enhancing* ones through elixirs, salves, ointments, pastes, oils and creams. While you couldn't enchant a blade to be magical, your specially made oils are a necessary ingredient in the enchantment process. You may not be able to cast the *Flame* spell, but you could whip up a deadly conflagration with the right mixture of reagents, bottled for future use. This includes a fair amount of the herbalist's art, since much of your work overlaps in handling living and dried flora. A mediaeval, magic adjacent chemist, the alchemist's art is a unique and valued sort.

In future settings, you'll gain an instinctive knowhow regarding how best to use ingredients found in those worlds, combining new materials and effects with your knowledge of this world's alchemy.

A Proficient Blacksmith 200CP/100CP - Being a blacksmith is usually a pretty mundane, boring job. Perhaps a little less so when at war. By purchasing this, you know the boring stuff – you have a journeyman's knowledge, experience and general talent with making horseshoes, nails, hinges, basic tools, how to handle a smelter and forge and maintain anything you'd normally make. But more importantly and more interestingly, you may also choose between armour or weapons made of metal. Whichever of the two you pick, you now receive specialist training in making it. This includes every conceivable variation present in Eurale for that type, no matter how outlandish. What you don't gain is experience actually making these things, but you know the ins-and-outs as if you've seen a master perform it dozens of times. Now it's your turn. You may, if you wish, re-purchase this perk to gain the other type for half the usual price.

If combined with the *Industrious Hands* perk with a focus on blacksmithing, you're now a master yourself, and can supernaturally more quickly and proficiently craft whatever item within your speciality. Perhaps you'll befriend a few dwarves in your time here?

Inventory & Character Screen Free/200CP/400CP - This perk is free in its entirety for the duration of this Jump, but if you wish to keep it, you will have to pay for each category of it. It's 200CP each, 400CP for both the inventory and character screen together. Drop-Ins receive a unique discount when buying both, lowering the total to 300CP.

What's this? You've gained an inventory screen and a personal character equipment tab, too. Your inventory is large enough to hold perhaps as many as two dozen outfits, though you can't

put anything larger than a tower shield inside. Items may be placed within and taken out by a simple gesture. It’s easily accessible with a thought and complements any other perk or ability of similar nature, adding its size and any beneficial functionality to whatever hammerspace or personal storage dimension you possess. Your character screen includes slots for helmet, neckpiece, hands, wrists, shoulders, three layers of chest pieces (for when you're extra cold), two pants slots and your boots and waist for fashionable belts. It also comes with three trinket slots, for things like magic rings, amulets and spellbooks. Oh and your main-hand and off-hand, of course. You can view both inventory and the character screen simultaneously with a thought, appearing as a screen visible only to you.

Strangely, this character screen doesn't seem to care what you're actually wearing without accessing it. As an example, you could dress yourself the normal, boring way in full hazmat gear, and have it not register in your equipment screen. Instead, putting on a set of armour directly through this screen would have it “appear” above the aforementioned hazmat suit, registering any relevant magical or technological benefit from those pieces without risking harm to your hazmat or invalidating its protections. This doesn't change that you'd suddenly be wearing a breastplate, helmet and greaves over your suit, but I’m sure you can handle the sudden weight and restriction. The limitation on this seems to be attire of similar bulk and mass to the sort of items you can equip from this setting, and that would otherwise fit into your inventory. So multiple sets of personal armour and even more layers of clothes than the screen allows on its own, but not so much stacking power armour sets from a certain post-apocalyptic setting. Collapsing, self-folding power armour invented by a certain billionaire in another universe would be fine though.

Your weapon slots seem strange, as well. Have a longsword equipped in your main-hand but don't want to frighten the citizenry? You can apparently keep it equipped but "sheathed" in some invisible pocket space between your inventory and character screen. It’ll keep occupying the space in your screen, but leave your real hand free. Need it at a moment's notice? Just wish it back into your hand and it'll "unsheath", appearing right there. It can be a little picky about what it constitutes as being a weapon, though. If you're a ninja that can kill a man with a pencil, it still won't let you equip it on the screen. You also can only equip a weapon that you can feasibly carry in one hand; this includes bows and spears, though anything that requires two hands to actually use also activates your off-hand. Your off-hand slot is accommodating of “shield-like” items, so personal shield generators work just as well as an old fashioned metal kite shield. It accepts weapons, too, but with the same restrictions as the main-hand. Naturally, while your weapon or shield is sheathed, you won’t gain any benefits it normally offers you. Whatever powers, boons or ailments it normally provides will come back in full force the moment you unsheathe it though.

Class Perks

Each class receives their 100CP perk for free, with the rest being discounted.

Fighter Perks

Basic Training 100CP - It doesn't always involve swinging a club or sword, recruit! Despite the common sight of hapless young men beating the straw out of a dummy, or clubbing each other blue, the basics are more than getting used to the feel and weight of your weapon. It's about breathing, it's about stance, it's about you not closing your eyes every time you start to get blood in them! This perk won't impart any weapon experience or other direct killing skills onto you, but it'll do one better: give you a foundation for your future battles. This works in a few ways, most notably in that you now have the hard earned (for most people) instincts necessary to win a fight. Past are the days of flinching or falling into panic at the sight of an enemy charging, as you've learned how to brace yourself for the clash and not default to a flight state. Rather than call it 'bravery', it might be more truthful to say you've deadened your natural survival instincts through drill exercises. But unlike some of your early peers, this won't affect you negatively and you retain your full sensibilities in battle, just with the bonus of not shitting yourself in the process.

Most significant of all, though, you now have an instinctual understanding for balance and a little bit of supernatural assistance in keeping it. This especially shines in combat circumstances, to help you leverage weight and keep on your feet even during the most dizzying melee. You'll never be struck down by a heavier weapon, though you can be staggered or flattened. All you need now is to earn some experience with that weapon, and you might even make a decent fighter!

Skill, Balance, Breathing 200CP - You want to not only survive, but stand out in this conflict? You'll need to work on these. Basic training may keep you on your feet and your eyes on the target, but you'll need more than that to be a worthy combatant. While both sides of the war have their respective strengths and specialities, the fundamentals remain largely the same on both sides.

To start with, you gain skill with a weapon of your choice, among any variety of swords, maces, hammers, spears, bows and flails. This is roughly at the level of skill of a squire or young warrior, with enough training to handle themselves in any one-on-one engagement with someone that doesn't drastically out talent them. If you have an Origin perk from this Jump that already grants you a degree of proficiency or skill in a weapon, this is added onto it as an upgrade. Your skill in that case is equal to a grizzled veteran soldier of Avalon, or their seasoned warrior counterpart among the Sha'ahoul. Depending on your age, you may be considered something of a prodigy.

Combat is more than just your weapon, though. So you'll need to reinforce that "stay on your feet, idiot" practice you picked up in basic. You know better how to move, now, capable of more than just standing your ground but actually manoeuvring around your opponent and taking advantage of positioning.
You'll need a decent breathing exercise, too. One catered to the styles of your people.

If you're a soldier of the Seven Kingdoms, this is more practice in that armour and a regimen dedicated to pacing yourself. Knowing how to breathe in that stuff is the difference between a novice and a veteran. If you have the *Arms and Armour* perk with a focus on fighting in armour, this is added onto it as an upgrade. Might as well be a second skin for you now.

If you're a Sha'ahoul warrior, then your people have learned to regulate their breathing to not sound like a panting horse while on the move, keeping you quiet without sacrificing your speed. If you have the *Arms and Armour* perk with a focus on moving quickly and quietly, this is added onto it as an upgrade. The Master of Scouts might be interested in teaching you a few ambush skills now despite you being a warrior, if only to use you as an example for his hunters.

You can freely opt into the breathing exercises of either as a Drop-In. If you happen to have bought both versions of *Arms and Armour*, you may purchase this perk a second time at a discount (50CP for Fighters) to enhance the other style and upgrade both.

Pain Tolerance & Endurance 200CP - Unfortunately despite the effectiveness of magic, armour or even just damned good reflexes, you're going to get hit. Provided you survive the blow, which the above perks should hopefully teach you to mitigate the worst of, you're going to have to bare your teeth and deal with the pain. Pain tolerance is an important lesson for fighters here, so now you're adept at it. This won't shield your mind from unrelenting torture, but it will ensure you can think and act effectively when others would be in shock or blubbering over the hole in their gut.

Finally, no fighter can do without a capable physique, granting them the endurance that training and lifestyle provides. This specifically focuses on stamina rather than durability, though that might be a side-effect. The effect of this Perk gives you the equivalent of months of hard work in honing your physical fitness, and provides you a noticeable boost in any effort to maintain or improve physique, stamina and endurance beyond it. This caps out at "peak human", which is enough to run laps around Avalon in heavy armour without needing a breather. In future Jumps, "peak human" defaults to the peak of whatever race you're a member of in that setting.

It Just Needs Some Spit 400CP - It's time to get tough. A lot of the fighters around here go running back to their healers from simple injuries, like a scratch on the leg or an arrow to the chest or a missing finger. Well, the missing finger may still need attention, but the others a little bit less so, thanks to this perk. You've gained a passive regeneration and increased durability that allows you to survive otherwise crippling blows, and recover from them given enough time.

This won't save you from decapitation, and mind you don't go losing any vital organs, but lacerations, puncture wounds and a nasty fall from a bad height are things you can largely recover from now, all without medical attention. You'll still be in bad shape if you take too much damage too quickly, and the passive regeneration is a moderately slow acting process, but it's enough to see you crawl back home after whatever close encounter, just provided you survive the fight itself. The added durability is a general minor enhancement against harm, but is tripled in protecting those vital bits of yours. This doesn't mean you can't ever be stabbed, just that it'll take a significantly greater effort to push the blade in. And your chances of pulling through are obviously increased; you're guaranteed to not bleed to death from any mundane cut short of missing all of your limbs. Anyone who doesn't *really* go out of their way to end you might be surprised at how much damage you can take. Don't get too reckless because of it.

Elven Warrior Training 400CP - The elves of this world are an intimidating bunch. Combining the masteries of fighter and scout, wielding magical swords and enchanted bows that spit arrows imbued with the power of the elements. The elves outside Avalon have even been capable of holding an expansive forested territory despite being woefully outnumbered 10:1 by their rivals. If not for their low numbers and the fact they have no desire to leave their forest, who knows how dangerous they could become? Very few humans have ever earned the privilege of receiving training from an elf, with that count likely being a solid zero for Sha'ahoul in particular. You can change that, or become one of the few citizens of the Seven Kingdoms to join such an illustrious group.

Elven warrior training focuses on different aspects of what makes a fighter great, but this perk in particular focuses on three areas: your strength, coordination and weapon mastery. The first two are relatively straight-forward, with you receiving a qualitative increase in your physical strength and bodily coordination, taking an average adult to the level of an Olympic athlete in both fields. Improved reflexes, hand-to-eye coordination, lifting and carrying weight and the ability to accurately perform precision actions all fall under this improvement as a result.

Weapon mastery among elves is more than simply knowing a set of movements, or even having an instinct for where to strike or how to parry, though they possess talent that few are able to mimic in the subject. You receive this, of course. Your level of skill with one weapon type of your choice increases drastically; a novice swordsman would become equal to a knight. Further still, with other Perks in play. But more importantly, what this allows you to do is bond with that weapon type of your choosing, as a concept rather than an individual item. Choose one type of weapon, such as swords, staves, bows, and so on. This bond you create empowers your understanding of any item connected to that bond. Pick up a discarded sword on the battlefield, and gain an intimate, lifelong understanding of its reach, what blows will harm it and how best to keep it in pristine condition. To treat a weapon like the extension of one's arm is a legendary feat. With this, it is one you achieve effortlessly. This sense for a weapon grows the longer you keep and wield it, and best of all there's no limit on the number you can potentially gain this sense for in your designated 'type.' If you wanted to become a master of swords and know every piece in your collection as you do your own limbs, this would do it for you. Post-Jump, the limit on how many "types" of weapon you can bond to will be removed, though it will take time and effort to add more to your list.

Holy Knight Inheritance 600CP - Knights of the Seven Kingdoms, Warlords of the Sha'ahoul. They can be quite the force in the world, easily defeating groups of lesser enemies. As capable as they may be, however, the modern fighters of the allied kingdoms and the eastern steppes pale in comparison to the warriors of old. Few examples better illustrate this than the Holy Knight, a champion of honour, martial talent and a cause to which they dedicate themselves. The heritage of Holy Knights is one that was lost long ago, though through investigation and luck, someone might eventually be led to finding a master still capable of passing down their traditions. Fortunately you don't have to do any of that, as by purchasing this perk you instantly gain the skills and abilities wielded by this lost order. Best of all, you don't even have to swear any oaths or live by any particular creed!

What makes a Holy Knight better? Magic. Not casting spells, of course; the study of magic is too time consuming and you have other things to focus on. No, it's about invalidating and seeing through magic. It's a sad truth that a fighter has only so many means when a mage casts Mirror Image, or turns away your blows by casting Aura of Steel. This perk grants you the equivalent of a permanent enchantment, bound to you rather than an item, that both allows you to strike magic for magic and see through its illusory effects. Your blows with a mace will strike twice as hard against a magical barrier at its most conservative, and match its properties with some of its own. Illusions hold little sway, and though they may be confusing right as they happen, brief study of the event will show you where the inconsistencies lie. A wall of ice conjured to obstruct you? Your weapon responds with a sudden flare of fire as you bring it to bear. A mage begins to escape by casting Shadow? Your eyes are trained to notice the minute difference between a real shadow and a magical one.

This isn't a guarantee of victory against your foes. It is, however, tools to ensure the playing field is appropriately evened. A powerful mage may still be capable of throwing all the forces of nature against you before you ever make it to them. But now when you *do*, you will have the means to stand tall against wizard or shaman.

If you are a Sha'ahoul Fighter, you may optionally receive a culturally appropriate inheritance instead of Thrance's Holy Knight. Perhaps a long lost order of Ahoul Champions dedicated to a season? The perk functions identically in either case, with only the history and background of the inheritance changing.

Scout Perks

Scout Life 100CP - You think just anyone can be a scout? Just walk in off a ship, talk to Mudam and get slapped with a title? Well, you'd be right at least in the case of Avalon's desperate need for them. But *real* scouts come from a lifetime of training and experience, all usually long before they're ever called to perform in the duties of one. This perk focuses on the basics. The lifestyle. Path finding and camouflage, balance and first aid. Being a scout is about being self-sufficient, so you'll need a little of all kinds of skills to succeed.

Whether you're taking orders from Mudam or the Master of Scouts, this will let you easily identify paths and animal trails in overgrown areas, as well as make you an able hand at tracking humanoids. Of course, a scout needs to keep out of sight, so you'll need to learn how to keep your head down and blend in with your surroundings. There's nothing mystical about it; grab that mud and get to smearing, so now you have the know-how to hide your scent, cover your tracks and keep yourself in-between buried and ready to spring out. Your new proficiency with camouflage is good enough to throw off tracking hounds and see a wary watchman walk straight by you. This is significantly less effective on the move, but so long as you're still, you *are* that bush.

All that waiting makes a scout stiff though, and there's no more embarrassing way to die than tripping over your feet when you're supposed to be making a tactical retreat. That's why you need this tidy boost to your balance, enough to make sure you aren't going to lose your footing in a chase or slip on mud or ice. Finally, every scout by law of your superiors being fed up with fools, has to learn some basic first aid. Not everyone has the aptitude for the Heal spell, so now you can treat minor injuries with whatever you've got lying around. First aid kits are great, but alcohol to clean and sap to keep your bits and liquids in might have to suffice until you can get more permanent treatment. Guaranteed to keep you going long enough to agonise over not learning Heal at a minimum.

Scouts Fight? 200CP - Sadly, sometimes, even scouts have to pull their weight in battle. Without the trained skill in shield fighting or decent armour to absorb incoming blows that fighters boast, scouts are easily the most vulnerable targets on a field. Scouts without this perk, that is. This gives you two beneficial boosts, and a tinge of experience in using them productively.

The first is your movement. Nothing gets a scout killed more quickly than not staying on the move once spotted. It doesn't matter if you're firing a bow or closing in with a knife, a smart scout stays fleet of foot. No matter your physical condition, so long as you can crawl, walk or run, you'll do any of those moderately faster now. This is partially achieved by simply knowing how best to move your body to maximise speed, and partially through a mildly mystical boost veteran scouts call "fuck, run." However it works, you benefit from it passively and permanently unless you don't want to, in which case it may be toggled off so you can walk slowly for your friends.

The second is marksmanship, or aiming specifically. Most scouts tend to also be archers, since the line in this war between "scouting an area" and "killing everything that moves from the safety of a tree" tends to blend together. This perk doesn't have to be just archery though, as it improves your aim with any projectile weapon. That can include anything as large as a spear or javelin to something as small as a dart or card. The level of improvement is somewhat dependent on your existing skill, so someone who is a trained archer might find themselves capable of nailing that long distance shot they succeeded at 6 out of 10 times, now making it 8 out of 10. Someone who's never played darts before would find themselves blessed with a lot of "beginner's luck", enough to keep pace with a regular but not professional player.

A Scout's Quiet Flight & Sense of Right 200CP - What separates great scouts from average ones isn't just experience, though that's undeniably helpful. A precious few have a natural instinct and talent for stealth and perceptivity that just can't be taught, only sometimes intuited. Some achieve the equivalent through spells, but now you have it before ever relying on learning magic.

What this does specifically is make you quiet. Silent, actually; you can run as quietly as you creep (which is now silently, if that was in question) and fall without ever making a clatter. So long as they can't see you, you could easily skirt by, above or below even the most attentive guard. This should also fool most supernatural sentries, so long as they're detecting you through sound. Like most remarkable skills in this world, this is a mixture of supernatural and natural ability, so you learn how to stifle sounds as much as your newly acquired supernatural talent covers them for you. The mixture is the end result, so it still requires at least a token effort on your part to maintain perfect silence on the move. This is about as tiring as walking in a crouch, so if you're in good shape it shouldn't be an issue to keep going long enough to be useful.

Beyond this impressive ability, you also gain razor sharp senses for noticing anything that's out of place. This can be people, objects, situations, anything that could cause even a vague sense of "Wait…" on sight, you now instantly hone in on and take notice of. This won't reveal the actual truth if you, as an example, catch onto someone lying because their story doesn't match up. It would instead just have you immediately be aware of the inconsistency. The same is true of objects, including things like hidden doors and levers disguised as mundane objects. The latter happens a lot in this world; the number of times a candlestick leads to a basement makes this perk worth the CP alone. Noticing an odd draft in a room with no windows, or a change of pattern in a wall that seems suspiciously out of place won't tell you how to get into the secret vault, but at least you'll have an idea it exists.

The Scout's Bite 400CP - Fighters are durable, taking damage and cleaving through enemies. Mages are versatile, having a spell for every situation and the knowledge of how to apply it. What's a scout to do in a world of angry, axe wielding men and ultra powerful red-headed sorceresses? This perk gives you one of the best advantages experienced scouts spend years trying to achieve. Armour penetration. This applies both to physical protections and magic, and works at melee or at range. So long as you can spend a moment, three breaths or so, preparing your strike with any weapon, you'll cut, pierce or bludgeon through a portion of whatever personal protection your target has on them. It doesn't matter if it's plate mail, a spell designed to turn away weapons or an artefact that nullifies all damage. As long as it's not an inborn, natural trait this will help to bypass it.

Sometimes this may be as mundane as an instinctual understanding of where to stab someone in armour, all the little kinks and bits where it doesn't fit right or fails to cover. Other times, it's a supernatural penetrative force, ignoring some but not necessarily all of whatever shields your enemy uses to keep your arrow biting a little deeper. It isn't guaranteed to put the impossibly

powerful down, but a smart scout can devastate an enemy knight or mage with this if given time to prepare. Mooks in armour are fodder to this sort of technique, and as mentioned it applies to any weapon used– Sha'ahoul bows, or futuristic sniper rifles. Sadly, this doesn't add any penetrative force if something like a wall is between you and your target. I'm sure you can figure out how to achieve that on your own.

Scou-... Shadow Walker 400CP - Moving quietly and sharpshooting enemies are well and good, but what's either really worth, if you're still caught in torch light trying to climb a wall for everyone to see? Basic camouflage can only get you so far, scout. That's why you need this. The most veteran of the lifestyle learn to, generally through rituals, dedicated practice and the imbibing of specific potions, hide themselves within their own shadow. Now you can do it too, without the hard work normally required.

This is a non-magical ability, despite what some may say. It's a trait developed through magical assistance, but it's entirely your own so you don't have to worry about someone dispelling it. This is essentially a form of active camouflage, but its potency depends on you. Or more specifically, your skill at hiding yourself through any means other than this. Sounds strange? That's scout life for you, never an easy way out. Well okay, maybe it is an easy way out, but to make this ability truly unseeable you'll need to work on your basics. The more capable your basic camouflaging skills and sense for stealth becomes, the more powerful your 'shadow walk' will be. And like the name implies, you can move just fine while you have this ability active. Run, too, though the faster you move the more strain you'll put on your shadow. This understandably pairs well with the basic training from earlier, giving you with its addition a baseline of avoiding any mundane watchman. Mages in this world tend to train perceptivity, and your fellow Scouts might be an issue without due preparation though.

Activating the ability doesn't cost you anything, though it requires a modest effort on your part to maintain. Minor enough that you won't notice it if you're doing a stakeout and aren't busy with anything else. Creeping through a dark village at night also shouldn't be any noticeable strain, though you *will* start to notice it if you engage in combat while it's active. It won't automatically drop simply for engaging in a fight, but you'll be much harder pressed to keep it going. Even then though, it's easily usable as a getaway card to hide your escape.

Master of Shadows 600CP - Feeling bold, scout? If you are, then you haven't learned your lessons properly yet. No matter which side of the conflict you keep to, scouts need to remember one thing above all else: playing fair is for fighters. In the days of Thrance, when the Sha'ahoul were young and the Seven Kingdoms were an empire, the best of the best among scouts devised their own means of getting ahead. New abilities? Some powerful swordplay or flashy spell? Amateur hour. You don't need *new*, you need *better*.

Perhaps in response to the (taunting of the) Holy Knight Order of Thrance, the greatest scouts came together to found their own group. Dedicated to their own ideals and methods of defending their home, they created the means to increase their skill and prowess beyond what

was previously possible. And they did it without announcing themselves, unlike some ego-fueled orders that died out early.

Unfortunately, time still took its toll on the group. No one alive likely still knows the methods required, though scouts and rangers who are familiar with the legends insist they survived longer than the Holy Knights. Their insistence aside, this means how they did it exactly is a mystery. Strangely, surviving records seem to indicate it may have involved a lot of questionable potion imbibing and ceremony. Fortunately you don't need to know to benefit from it (though there may be clues left in the world to discover how). The important thing is, like your predecessors, you don't have to work hard to one-up the other classes when you can just follow in their footsteps and drink some strange concoct– rather, when you can buy it with CP!

This perk functions as a capstone for all other scout perks before it, noticeably increasing their effects. Balance, speed, marksmanship, penetrative power, stealth. If you've purchased a perk from the scout tree, it now functionally receives a +50% increase in potency. This scales until you've hit the plateau of power and ability this world can reasonably offer, thus sending you beyond the limits of any of your peers in time. This growth ceiling is removed post-Jump, ensuring that the boost will always be useful no matter how powerful you become after this.

Mage Perks

Basic descriptions for each of the spells acquired here can be found in the Notes section.

Apprentice 100CP - Welcome, young mageling! Whether an apprentice or junior shaman, relatively little changes for the most elementary of spellcasters. The dressings of magic may appear different, but ultimately at this level the theory remains the same. This perk constitutes lessons and learning equivalent to what one might learn from the mage Elarath, a gifted instructor specialised in teaching new students.

This perk thus has two distinct benefits, the first of which is a small boost to your mana capacity. Where an average person has *perhaps* the mana required to cast a single spell, and requires a fair amount of rest afterwards, basic meditation and practice has led you to increase this to be capable of three or four before needing rest. The helpful lessons from either your fellow Sha'man or a gifted Wizard has also permanently made it easier to increase your mana capacity going forward, even if only slightly. Every metaphysical drop of mana is potential for a mage, and these foundational lessons are the cornerstone of your ascension.

Secondly, your spells. A mage is nothing without their repertoire of spells, and so what is available to you is supremely important. You may cast whatever spell you know without restriction provided you have the mana, unless the spell itself requires materials, reagents or a location to utilise. Most simple combat spells don't. The spells each side learns are similar, but there are usually between one to a few distinct differences in the most commonly practised.

Both Sha'ahoul and Seven Kingdoms mages learn the spells Charge, Heal and Hold. Sha'ahoul additionally learn the all important Flame spell, while mages of the Seven Kingdoms learn the practical and reliable Frost spell.

Sage's Apprentice 200CP - Are you familiar with sages? They are an invention of the Seven Kingdoms, dating back to Thrance. Mages themselves, but with less focus on actual spellcasting and a greater focus on academic knowledge of magical theory, history and occult mysticism. The Sha'ahoul of course do not distinguish their most learned from their most powerful, though occasionally great Sha'men who specialise in knowledge of magic may be called 'loremasters'. The end result is the same regardless, as this perk bestows upon you knowledge equivalent of an apprentice sage.

Practically, this offers you a far more robust understanding of magic and its applications, allowing you to more easily learn and identify spells (though not necessarily cast them with greater ability). As a minor but important benefit, this also means you have the academic awareness to avoid some of the common pitfalls less educated mages may find themselves in. There's a particular "Manuscript of Mystic Magic", as an example, that you know from several references should not be read without due preparation. Unless, of course, one enjoys being cursed with a taste for human flesh.

More than that, however, it teaches you the basic methods of enchantment. A powerful and versatile style of magic, which seeks to imbue items of particular value or construction method powers beyond the norm. You won't have the means or knowledge with this to create an artefact like the Earthstone, and Sir Roth's magic sword is likely still years of study away, but you're well on your way to creating simple defensive talismans or devising the means to tap into nature to bestow the strength of an element on a scimitar. And since you're paying CP to get a leg up on the competition, you're guaranteed to succeed on any minor enchantment you've successfully created at least once before.

Sherard's Spellbook 200CP - You're beginning to step into the true abilities of a mage. More lessons, more practice, more power. Greater potency as a mage means first of all more mana. Your capacity, your reservoir of magical fuel, is now expanded as if you had spent years as an apprentice training at it. Mana alone still runs dry, however, so with this you've now also taken your first steps in increasing your mana regeneration. Quickening the rate at which your mana regenerates is a necessary distinction from apprentice to wizard, junior to shaman. With this, you require less rest and meditation before being able to cast spells and orchestrate rituals.

That alone doesn't make a mage, however. As with your first lessons, spells are just as vital. Quality and quantity are equally important, and you've mastered several practical spells of offensive and defensive natures. Due to this being an important step for any variety of spellcaster, both mages of the Seven Kingdoms and shamans of the Sha'ahoul receive the same set of spells.

This includes Aura of Iron, Protection from All Elements (25%), Summon Wolf, the Shadow spell and whichever of Frost or Flame you did not receive from the *Apprentice* perk. In the case that you took this perk without taking *Apprentice*, you may choose one of them. As an added benefit, you now also cast each of these listed spells and the ones you've learned previously to greater effect, roughly 10% more effectively than another mage without this perk.

Wizard/Shaman 400CP - Being named a Wizard of the Seven Kingdoms or a Shaman of the Sha'ahoul is a great distinction and honour. Though those outside magical practice, or the Sha'man caste for the tribes, rarely understand the varying levels by which either side's spellcasters distinguish themselves. You are a shaman even as a junior spellcaster, if such is your caste, are you not? And yet, within that lies many degrees of separation between the greats such as Sha'Mithras and the still-in-training youth struggling with the Flame spell. The mages of the Seven Kingdoms have their own ranks and titles, bestowed from one generation of experts to another in great ceremonies and only after exacting trials of competence and knowledge.

With this perk, you are an undisputed expert in matters of practical magic. Greater mana, regeneration, experience in the casting of every spell you know - and, of course, more spells themselves. You gain experience and learning in practical spellcasting equal to a respected member of either side of the conflict. As both sides have their own specialities however, this means slightly different things.

For Sha'men, the raw potency of your offensive spells are increased. Your Flame spell, as an example, is significantly more powerful, growing larger the further from you it travels and bringing bits of earth and rock with it as it scorches along its path. Other spells follow a similar pattern of destructive potential, and in a straight contest of might you are a step beyond any of your similarly ranked rivals from Avalon.
For a Wizard, you have begun to tie your academic roots into on-the-fly practices. The war allows little time for rituals and magical ceremonies, and so you have learned the means to take creative shortcuts in any spell, enchantment or ritual that would otherwise require longer preparation or exotic ingredients. You can't bypass every restriction, but you've gained a growing sense for what might work as a substitute or what part of a magic tradition you might be able to cut out without making it explode. For enchantment specifically, this means you can now substitute ingredients and "force" an enchantment to work with less fuel, to the same effect, in a way that very few mages will ever be capable of.

Both sides of the conflict again gain the same spells, though the names, histories and exact theorem behind them may be different on a case-by-case basis. The Heal All, Deflect, Aura of Steel, Single Element Protection (50%) series, Protection from Magic (50%), and Blizzard spells are now yours to command.

Pellandrian's Spellbook 400CP - At this level, recognizing the differences in the power of a mage can be difficult. Once offensive spells grow larger, defensive spells create more barriers and one begins warping nature to their whim, what distinguishes one spellcaster from her rival?

True understanding, actual mastery of the spells you know and continue to learn. Understanding the complexities of spells on this level does more than make casting them efficient, or increase their effect. It allows you to create your own, with similar effects, or modify existing ones to better serve you. Creating your own signature style is the mark of a truly great spellcaster, no matter the tradition of magic.

The more you know, the more you can theoretically create, modify and make your own. Know multiple Resist spells? With time and effort, you can modify them to enhance their effects, or perhaps lower the mana cost after being catered to your style. More ambitiously, you might eventually create your own version that incorporates the strengths of multiple such spells into one, providing greater all-around benefit with a single casting.

Of course, to aid you and your newfound skill in spell creation and modification, you'll need more added to your spellbook. Versatility is one of your greatest strengths, after all, and you can never have too many spells. That's why, you now know the following spells: Flamestrike, Shrapnel, Mirror Image, Great Hand, Summon Great Wolf, Mana Thief, Shock, and Forget.

As a note, several of these are remarkably difficult for the average mage to acquire, as they belong to lost legacies or are taught by teachers on different planes. Did I forget to mention planes? If you're interested in the travel between worlds this setting has to offer, perhaps you might be interested in the following perk…

Might of Infernus 600CP - Eurale. The Eastern Steppes. The Seven Kingdoms. The world the present conflict ravages is but a blip in existence, and the more learned spellcasters know this. Whether a Fornaxan Magister or perhaps a Sha'ahoul Dreamwalker, there exist those who have the magical knowhow and means to travel beyond. This perk has two effects, one shared for both Sha'ahoul and Seven Kingdoms mages. The other is unique to each side of the conflict, denoting the culmination of both sides' expertise put into practice.

The first of these is that you now have a true sage's understanding of the Astral Plane, are aware of its guardian Aenea and that it acts as a "nexus" between worlds. This includes knowledge of how to commonly traverse the plane, using either the dreamwalking method of the Sha'ahoul or a spirit-walk of the Fornaxan wizards. Notably, neither allows you to physically interact with the realm, though you may channel spells and magical effects through your astral tether. This does *not* provide you the means to open a portal to travel there, but depending on what other perks you've taken, you may have enough fundamental knowledge of enchanting to know how to begin creating one.

For the second benefit, your degree of mastery in magic has led you to begin taking on the powers and knowledge of the most senior of your profession.

Wizards of the Seven Kingdoms take their academic understanding of magic to new heights, gaining an intimate awareness of spells they have mastered to the point where exercising their effects becomes trivial– sometimes without fully activating a spell. Adjusting magical effects on the fly becomes significantly easier, almost effortless if paired with *Pellandrian's Spellbook*. This

allows you to have spells perform in unusual and creative ways, chaining them together for multiplicative effect or as part of a greater design. Practically, this lets you activate already near-instantaneous spells with hardly an iota of concentration on reflex, and for longer rituals you have the means to create such elaborate weaves of spells that you heighten their effects beyond what should be possible. This doesn't directly translate into power, and you may find an equally gifted shaman to have more raw potency of spell, but you can run laps around them when it comes down to the complexity and speed of your magic.

Sha'men take their mastery of offensive magic beyond the scope possible for nearly any Seven Kingdoms mage, creating thunderstorms out of a rain cloud and an inferno out of a campfire. The true power of the Sha'man caste, however, comes from attuning to nature. Academia teaches how to manipulate minute effects for greater precision, but your tradition of magic has long since mastered what truly matters. Raw potency. On your own, you can conjure fireballs to drown a metropolis in fire. Attuned to a place of power, a magical site of flames and heat? A volcano, the heart of an ancient desert… Or mighty Infernus itself, the plane of fire. Your power multiplies, growing immeasurably stronger equal to the site you draw strength from. This communion is effective for any site that correlates to nature. A Sha'man communing with Infernus could cast simple spells across planes, and drown attackers in storms of flame falling from the sky. However, it is not perfect. While the Sha'ahoul revere the seasons, the elements and the earth, they are not immune to its bite. Your connection takes time to form, and if broken will leave you vulnerable and weakened until you're able to recover with rest. Maintaining your connection requires concentration and effort of will, but when ended on your own initiative, suffers no drawback.

Items

Each origin receives a 200CP stipend for this section alone. One of the 100 CP items belonging to each origin/class set is free for that origin, plus a discount on the other items in their categories. Drop-Ins may receive any one 100CP perk and any one 50CP perk for free, instead, and discount either Seven Kingdoms or Sha'ahoul items, but not both.

Items may be imported into similar items, weapons to weapons, clothes to clothes and such. Any lost or destroyed items will be returned within a week, while anything stolen from you will return by the end of the day.

General Items

Basic Kit Free - You'll need this, Jumper, even if you're decked out from the options below. Besides a sturdy dagger that anyone can make good use of, this includes a change of warm clothes that are easy to travel in, a small tent, flint and tinder, enough bits and bobs to make simple traps and snares, and a waterskin that replenishes once in a 24-hour period. It may not be anything fancy, but the tent will protect you more than any other mundane example from bad weather and cold, the flint and tinder are unusually good at starting fires and the clothes will change once a week to whatever style you like, just provided they're still catered to roughing it. The weatherskin is puncture and tear resistant, and holds roughly 3 litres of water and weighs half as much. The dagger isn't unbreakable, but it'll never dull and is remarkably more reliable than any unenchanted blade you can find in Eurale or the Eastern Steppes.

Fistful of Crowns 50CP - Simple and easy. Purchase of this bestows you with 75 crowns, enough to afford a simple set of gear and have change to spare, or a few pieces of small jewellery. It might, with some haggling, afford a lesser magic item. If you have the *Inventory* perk, it can optionally be placed there to start, inside a neatly tied pouch. Re-purchasable.

Wardrobe 50CP - There's quite an assortment of fashions and styles in this world. From roughly stitched hides and drab course linen, to finely embroidered noble wear and flowing colourful robes. Any and all unenchanted clothing in Eurale, not armour, is now available to you through the acquisition of a sturdy trunk you can easily transport with you. Despite it very clearly being a trunk, or generously perhaps a chest, it carries a plaque insisting it is a wardrobe. Inside, you can procure any outfit you wish from it with ease. Attempts to sell the outfits will see them instantly return to the trunk before an exchange can be made. Any destroyed or discarded clothing will be repaired and returned to the trunk, for you to use at its best condition later.

Well-kept Journal 50CP - This leather bound tome is about the size of a typical paperback novel, and has a few hundred blank pages for you to make good use of. What makes it unique

is a tidy chapter and volume list, with the first words of any entry you make listed there, next to the date of the entry. It can effortlessly open itself to the described page, or find you the next blank page if you've lost your place. And to make sure its usefulness is never spent, each time you finish off those few hundred pages, it will turn back to the first page and begin a new volume. You can revisit old volumes through the chapter list, making it a one-book library for anything you write or draw yourself.

Fresh Corn Squeezin's 50CP - These are drinks, by the way. Liquor is hard to acquire during a siege, especially one that's gone on as long as this. Even for Sha'ahoul, the sheer number of forces present mean all food goes to stomachs, not barrels for fermenting. Here you have liquid gold during war time; some truly powerful corn whiskey that comes in half a dozen accented flavours. If you're not much of a connoisseur, then it might all taste the same (provided you can taste anything but a dizzy spell), but the experienced drinker will delight in the distinction between tones of harder spice, peppery kicks and the smoother caramel and nut options, among others. No matter the flavour profile, it has the kick of an angry mule. You receive one bottle for each six flavours, restocked once a week. Enjoy it Jumper, it's really the only thing available in Oriam while the war rages.

A Dried Rose 100CP - A flower with a pin for accessorising your outfit. Very charming. This unwilting rose is surprisingly sturdy, capable of surviving most scuffles and anything short of an intentional attempt to ruin it. When worn, it conveys a minor but effective boost to your personal magnetism and charisma. Despite not being shown as magically enchanted, its boost is equivalent to a minor enchantment just the same, no matter the setting or how alien someone's perception of things like "charm" and "beauty." Somehow it pairs well with everything.

Forty Bars of Fine Steel 100CP - This is top grade, dwarven smelted steel, secured in an easily transportable chest for your convenience. A skilled blacksmith could turn these into just as many knight-quality blades, and the steel is guaranteed to be better than any other unenchanted variant found in Eurale. Best of all, the stock replenishes any used bars weekly. In future settings, the steel will adopt the properties and quality of any one metal, that is both not ultra rare and is commonly used to forge weapons or personal armour, provided it is better or offers some benefit this steel doesn't already. You may freely choose which metal it adopts this quality of, within the aforementioned restrictions.

Bundle of Herbs 100CP - Alchemy is a fine art in this world, and the reagents made use in it are potentially quite valuable. What you have here is a small crate's worth of a replenishing supply of some of the most common plants used in alchemy and spell-work. The replenishment occurs once a week, in variable, random amounts for each herb. Staple plants will always appear, albeit in different numbers week-to-week. But every so often, at the luck of the draw, something more rare and truly valuable may be slipped into your stock. The bundle of herbs adds reagents unique to each world you visit after this one, while ensuring you never lack those from previous settings.

Rations 200CP - I know what you're thinking, Jumper. 200CP for a day's worth of rations? Trust me, these are *special* rations. Besides the fact that food is the most valuable commodity during a siege, for both sides, this replenishing supply of dry rations is guaranteed to bring you to full satiety, heal wounds and refuel any power pool you have. It can be consumed as one large meal, or divided into two smaller ones, with the larger meal bringing you to MAX and the two smaller refilling any spent reserves by half of that. Spent all your mana on the fight of your life and have enough bruises to make breathing a chore? Take a squat, break out the rations, and be good for a second round once you've done the dishes– oh wait, there aren't any. You're just good to go! Replenishes daily, but only if used.

Eye Of The Merscwog 200CP - This bizarre piece of jewellery seems to pulse, as if it were alive, whenever it is placed against the skin. A gem which seems to produce tiny sparks within its depths if examined closely, is set in an amulet of an unknown, mottled metal. Potent mystical power radiates from this item. Cool, huh? Wearing this on your person, or equipping it in the *Character Screen* will offer a minor boost to your magical and mental abilities. This includes your ability to cast spells, mana pool, perceptivity, memory recall, your analytical abilities. And as a nice little bonus, it also slightly increases your hand-to-eye coordination while worn. Unlike the Eye that you might find in-setting, this one doesn't negatively affect any of your other physical abilities.

Chalice of Life 300CP - Ah, the Chalice of Life, a golden splendour. A beauty to behold, this sacred artefact radiates an undeniable aura of peace. Despite being a copy of the original, it has all the powers and effects of the first Chalice. When held in hand (or equipped in a trinket slot in a *Character Screen*), you receive a small but noticeable boost to your mana and natural healing rate. Perhaps more important to some, however, is that the Chalice is recognized as a holy artefact to the people of the Seven Kingdoms, and usable by a respective side to either uplift or demoralise. Held by a Sha'ahoul, it will bring feelings of hopelessness into the common people and soldiers of Eurale. By a hero of the Seven Kingdoms, it will renew morale and rally the despondent into fighting once more. In future settings, the Chalice will carry over to be an object of religious or cultural value with the same effect to one national or cultural identity.

Seven Kingdom Items

Tomes, Tomes, Tomes 100CP - Academia is an important pursuit for some in the Seven Kingdoms. The literary tradition combines fiction, fact, historical record and hearsay in a still evolving mixture of critical and less critical works. What you have here, is a copy of every non-magical tome found in the citadel of Avalon by the canonical end of the siege that isn't a report on the current military affairs. This includes mostly history books, biographies and fairytales, though there is a generous amount of other works mixed in. It would take weeks to a

month to read through all of what's here for a dedicated bookworm doing nothing else. While this doesn't cover anything about magic that would teach you to use it, many useful references still exist. A few scattered books in the collection are guaranteed to have more esoteric, rare lore or an account of something of practical value that would be recorded in text. In Avalon, this includes descriptions of the tunnels and ruins beneath it, and perhaps the old orders of knights and rangers of Thrance. This library is provided to you in whatever fashion is most convenient; either transported directly to your warehouse, or situated in any property in-setting that you own. In future settings, it will be expanded to house a similar store of works native to that world.

A Noble Title 200CP/300CP - Most of the Seven Kingdoms are strictly feudal states, and come with all the benefits and drawbacks of such a system. Even among Catheans and Aratoyans, who less strictly adhere to a noble hierarchy in their own kingdoms, they respect and obey the nobility when in the greater world. For 200CP, you may (regardless of your class) be a recognized member of peerage, no matter trifles like sex and gender. As a Lord or Lady of the kingdom of your origin choice, this comes with the deference and authority owed to the station. At a minimum, you'll be expected to be able to lead men in battle, make decisions for the peasantry, and be the first priority of any waiting staff in the castle. You also have the right to receive land as a reward for good service, if you're interested in such things. And of course, everyone has to refer to you as "*Lord/Lady* Jumper," lest they suffer the wrath of your indignant noble peers. These benefits extend to future settings you visit.

For 300CP instead, you may promote yourself to the title of Baron(ess). Which comes with a small (for a noble) parcel of land in the kingdom of your origin, and from which you are owed taxes in some form. There are only a handful of nobles of greater rank in Avalon during the siege, such as the King of Oriam and any visiting monarchs who have brought with them their forces. You may, if you wish, begin with a small retinue made up of three maids, a butler and five guards equipped in standard military fare for your kingdom, with just as standard training and competence expected of experienced but not outstanding military men. All members of your retinue are unfailingly loyal to you, and will follow whatever orders you give them within the purview of their positions. Any losses to your retinue will be replaced within a week by someone equally proficient in their duties. Expect to be treated better than any but your liege during your time here, and if you're the ambitious sort, perhaps you can transfer your titles to Oriam after the war? There's a great deal of good land here, just waiting for a ruler to make the most of it. While you won't be superseding Sir Roth's command of Avalon by this alone, you now have the right to counsel and bicker with him as you please. In future settings, you'll gain an equal rank to that of a middle-tier noble, and equivalent lands to earn an income from.

How you've received this title is up to you, though it is influenced by drawbacks; typically one gains title through inheritance. If you've taken the *Hero of Avalon* drawback, perhaps your father was a higher noble, and you and Corvus have split the lands in the inheritance, with him receiving the greater title.

A Portion of the Army 600CP - Siege of Avalon is a story of war. While the current siege means few grand battles are being fought on open fields, earlier in the war there were several.

And no matter the methodology of the conflict, soldiers are required in order to win it. What you have here is command of 200 men-at-arms, defaulting to the standard of your chosen kingdom by origin. They come fully equipped, with a handful of veterans but mostly freshly trained recruits to start. Their discipline is what may be expected of professional soldiers of the setting, though their loyalty to you is unshakable outside of outright magical domination. They each come supplied with their own replenishing, but otherwise mundane rations and have enough training to perform basic maintenance on their kits. While 200 may not seem a large number on the grand scale of war, these soldiers are supernaturally receptive to further training, take the best lessons from experience at war, and will never suffer morale break or question orders. Any losses will be recouped in a week, while complete loss of the force will see it restored to full strength in a month. Your forces will remember upgrades through settings, but will always default to at least the standard for equipment and training owed to professional soldiers in a new Jump.

Sha'ahoul Items

Supply Wagon 100CP - Those dirtmen in the box called Avalon sure wish they had one of these filled to the brim. Supply trains and organisation of a war effort on this scale is new to your people. But that doesn't mean you haven't caught on to how logistics work, and the importance of secure caravans. What you have here is a trusty wagon that defies any bad weather effect, comes with hardy but outwardly unremarkable cattle to pull it and enough space to house either a tonne of food or a dozen passengers. Food will stay good for twice as long as it should so long as it's secured inside the wagon, and your trusty animals pulling them will never suffer for the terrain you push them through.

A Camp of Serfs 200CP/300CP - That's the polite term for 'slaves', not that there's anything polite about it. You have, with purchase of this, roughly 50 serfs taken as conquests of war from another tribe, the dirtmen of Avalon or inherited from a similar circumstance that befell them. Each is a capable labourer, equal to a member of the craftsman caste but with some skill as gatherers, and will out of fear and a general sense of helplessness do whatever you tell them to. They can be pressed into fighting, but may behave erratically or flee if given the chance. Taken into future settings, they will gain the basic skills befitting of a regular workforce, and may be your indentured employees, people who owe you lifelong debts, or similar.

For 300CP instead, however, you can upgrade this to a force of true Sha'ahoul who have fallen on hard times, and accepted servitude to your tribe (read as: *you*) instead. These 50 homeless tribesmen come with a variety of skills as craftsmen, hunters and warriors, many of them knowing the skills of multiple castes as required for their survival thus far. They're very eager to be accepted as full members of your tribe, and loyal to you without question in that endeavour. They will support you as the authority in any dispute that they have a right of say in, and defend your claims to that authority against anyone, no matter how mighty or manipulative. In future settings, they will gain an eclectic mix of experience and skill in common trades and soldiering.

For both variants, any losses incurred are recouped within a week.

Tribe Jumper 600CP - Perhaps you were wondering when you'd get an option for this? For the measly price of what is hopefully a discount to you, you may take with you your tribe of origin. You will become the absolute authority for the tribe, leadership shared with no one that you do not yourself choose, and even then you will remain the ultimate chieftain or sha'man. Your tribe will now remember additions to its ranks, training and experience in war, the skill of its craftsmen and hunters, and the glories achieved by those who call it their own. No matter what size you picked for your tribe, it is now half again as large as that, and twice as competent in matters of warfare. Any deaths in the tribe from anything but natural causes will see new members rise to replace them in a week, and should the unthinkable happen and your tribe be destroyed, it will rise from the ashes at full strength within a month. If you should happen to take this without the Sha'ahoul origin, you may choose the size and might of your tribe as described therein. And of course, in future settings your tribe will adapt, becoming at its least equal in the standards of technology and skillset to the tradesmen, soldiers and scholars of the natural world for each setting you visit.

The Grass Leopard rules by its might, the glories of its warriors and by the zealotry its sha'men instil in your neighbouring tribes. Perhaps you'll challenge their otherwise uncontested control?

Fighter Gear

A Worthy Weapon 100CP - Swords? Axes? Maces? Bows, perhaps? Whatever your preference, fighter, you've got a good weapon here. If a sword, then it is the equal of the finest unenchanted Sha'ahoul scimitars, made as a true mastercraft. An Officer's Sword, in the ranks of Avalon's defenders. That quality will be matched by any weapon type you choose, and stand far above the regular fare available to soldiers on either side of the conflict. Blades like these can take more punishment, destroy lesser steel and are more resistant to tarnish and rust. So good you might think it's magic! It isn't, but it's so good you *could* think it. Re-purchasable, and if discounted, costs only 50CP for each additional weapon.

Just As Worthy Protection 100CP - It's a requirement of your profession, fighter. Here you have the best example of armour, as a full set tailored and custom made just for you. It may be of any design and type you prefer, from heavier plate and chain to hardened leather and splint. It comes to you unenchanted, but specially made to be receptive of them in-setting and beyond should you wish to improve on their defence. Re-purchasable, and if discounted, costs only 50CP for each additional set of armour.

Magic Tabard 200CP - Or trophy, if you're Sha'ahoul. It makes no difference aside from aesthetics. While these are usually reserved for knights who have proven themselves in battle,

you now have one regardless of your station and achievements. Imbued with simple but effective enchantments, it not only boosts your personal charisma while worn enough to make a stutterer into an acceptable orator, it also acts as a layer of armour about as tough as a hard leather breastplate, without increasing its weight. Unless given reason otherwise, people will assume you earned this and treat you more respectfully as a course. Finding out you didn't won't anger anyone, though some might be confused as to why you have it. It comes emblazoned in the arms of whichever kingdom you have as your origin, or stylistically representative of your tribe, if Sha'ahoul.

Magic Armour 300CP/200CP - Enchanted armour is the truest protection anyone can have, fighter or otherwise. But no one puts it to better use than fighters, and now you can choose to have your very own set – as if a Magister of Fornax was on hand, making it custom just for you. For 300CP, you may enchant up to a full set of armour with its own theme of defence and/or utility, as decided by you. Such as enhanced physical protections against arrows, or imbuing the wearer with might and endurance, or perhaps inuring you to one of the elements to the point even spells of its type are significantly less effective. This can be in any fashion you please. This may be repurchased for 200CP (100CP if discounted) each time, either adding a second (or third, or fourth) set of enchantments onto the first set of armour, at half potency from the first. Or you may purchase a suite of enchantment for a different set of armour, with a new or similar theme at full power.

General Roth's Sword 400CP - This is the finest sword ever crafted by a blacksmith in the Seven Kingdoms. Its equal may exist from the time of Thrance, or imbued for the greatest champion of the Sha'ahoul from ages past. But in the decade of war between the Sha'ahoul and defenders of Eurale, this is *the* weapon. It strikes harder, faster, with the bite of magical frost and flame, and empowers the wielder to carry it with greater might. Shields will be cleaved, armour torn asunder. And since you're buying it with CP, it is now improved beyond even the standard of the sword that may one day be made. Its physical enhancement now would let a child use it to break stone, and its imbuement of frost and flame is made from rare materials from Frosthelm and Infernus. The sword is yours to wield. Or if you prefer a different weapon of equal calibre, you may choose the type as you like. The design and style is up to you. A war will not be won with this weapon alone, but a legend could absolutely be begun by the one who wields it.

A Fort To Call Your Own 600CP - Congratulations, fighter, you've inherited or somehow made claim to one of the old forts around Avalon. It is yours, irrevocably, no matter whether it is on someone else's land or uncomfortably close to a settled city. Strangely this fort, unlike the others in Oriam, is in excellent repair and fully stocked with enough supplies to last a siege of its own. These supplies, including bland but nourishing foodstuffs, arrows and warm blankets, restock monthly if used, misplaced or destroyed. It even includes a well of endless fresh, clean water of its own, no matter where it's situated. The fort features a small training yard, which doubles the result of any martial training done inside, and a blacksmith's forge and workshop that's just large enough for one smith and their apprentice.

While it doesn't boast the tall stone walls of Avalon, it has a stone foundation with incredibly sturdy fireproofed wooden barricades and fortifying walls to defend you from aggressors. It's large enough to comfortably hold a hundred residents, or twice that uncomfortably. It comes free of extra charge with a skeleton crew of fifteen mundane, generic soldiers to man the walls, and a few loyal staff to tend to cooking and cleaning. The fort will remember expansions and modifications, and is unusually resistant to sieges, no matter how overwhelming the force. It will, at a minimum, provide a token resistance even if you're defending wooden walls against laser turrets and spaceships. For this Jump and each new setting after it, you may choose at the start where you'd like your fort to be placed. It can't be moved (outside of other perks or items) during the Jump, so choose wisely.

Scout Gear

Black Boots of Shadows 100CP - Resembling ordinary boots, these are anything but. They have an ancient enchantment for stealth woven into the leather. While normally the Black Boots are a pair of soft leather ankle-high boots, you can optionally choose for them to be in any style you like. Regardless of their appearance, when worn you move more silently, more quickly, and blend more easily into shadows. They won't turn a bumbling fighter into a scout proper, but an experienced thief could make a living with these. The perfect tool for a scout, no matter their level of skill.

Fedora of the Deceiver 100CP - My, what a smart looking hat you have there, Jumper. This hat may have a somewhat mixed reputation, as its name might suggest. Nothing other people will judge you for, should you purchase it. No, pertinent to you, is that the fedora noticeably increases hand-to-eye coordination, perceptivity and personal magnetism while worn. As a bonus, it even enhances your learned stealth skills slightly, similar to the *Black Boots of Shadow*, but not as pronounced. Unfortunately, it also harms your rate of natural healing, mana regeneration, actual mana, and vitality by a minor amount as well. Fortunately, since you're paying with CP, we can wipe out those nasty drawbacks for such a fine hat. Now you get to enjoy it as it was meant to be, free of curses: dashing, debonair and oh so stylish.

Elven Fine Long Bow 200CP - A product of magical elven craftsmanship, this bow has range and penetration properties far greater than any bow of human manufacture. It is magical, but in the way that all elven goods are; meaning it can't be replicated by human mages, at least not exactly. You won't find a better bow outside of the most heavily enchanted war bows hidden away from prying eyes. No matter the arrow you set to string with this, it will go further, faster, and bite harder. As a bonus, the wood will never warp and the string will never snap or fray.

Some Really Good Clothes 300CP - Well, not just clothes. It also includes a leather jerkin, long leather gauntlets and either a hood or a hat. But the point is, these are everything a scout needs to take their camouflage and sneaking around to the next level. Each piece is interwoven with enchantment, increasing your ability to meld with shadows and the environment and move more quickly in the dark. Each piece has a somewhat ostentatious name, like “the Black Pantaloons of Shadow”, or the “Midnight Jerkin of Stealth”, but you’re getting the set, so who cares what each individual piece is known by. You could theoretically assemble a set equal to this in-Jump, but it’d take a lot of effort and running around. Better to just buy the full kit here, and become the envy of all scouts on either side of the war. If you’ve also bought or received for free the *Black Boots of Shadows* or the *Fedora of the Deceiver*, this upgrades one or both of them to be one of a kind in-setting. I know a few Fornaxan mages who would like to study them, if you’re willing.

Quiver of Bone 400CP - Yuck! Bone arrows! For free of charge, you can change the grisly appearance of this quiver and its arrows to a more normal aesthetic if you like. Or you can keep the edgy look, it’s up to you. No matter their appearance, these are… actually, the best arrows money can’t buy. No, really. Made by and for a sect of secretive scouts who enjoyed one-upping the old Holy Knight Order of Thrance, these arrows hit with the magical bite of both frost and flame and pierce more deeply through armour and spell than any other arrow you’re likely to find in-setting. And best of all, the supply of arrows never runs out. Do me a favour and shoot a knight in the knee.

Magical Mask 600CP - Did you steal this from Olon? No, of course not; his mask isn’t nearly as complete or useful as your version. Numerous incantations of illusion are interwoven into this mask, but visible only in its base form, which looks like a nondescript wooden mask with eye slits and a thin line for a mouth. When activated by a command word (that you now know, and cannot forget) and a drop of blood from any race or species, it will instead transform the visage of the wearer into a generic looking member of that race/species. It comes pre-installed with a translation spell that will absorb the basics of the language from the blood, and defies all but the most scrutinising magical inspection. Meaning a citizen of the Seven Kingdoms could go masquerading as an Ahoul wearing this, or vice versa. And someone could even infiltrate those secretive naga, and learn a thing or two about their ancient magics… or where they keep their treasures.

Naturally, these effects are just as applicable against any alien species you may meet in other settings. But since not every setting has aliens or *magical aliens* in it, after this Jump it will also with a drop of blood allow you to impersonate by appearance and voice anyone you designate. The effect lasts until you take it off, or it’s dispelled somehow. In the case of a setting that doesn’t have magic in it, it may be revealed by the most top-of-the-line technology not available to the public.

Mage Gear

Spellbooks 100CP - Don't worry, the spells you'll need for warfare are already listed as perks. These spellbooks aren't to teach you new spells, they're to enhance the ones you already have! Each purchase grants you two spellbooks, that you can either gain the benefit from to empower your known spells with enough time and study to actually learn the processes inherent. Or you can be lazy, and simply equip them in your *Character Screen*, to gain the full effectiveness of them for so long as they remain equipped. This is approximately a 50% increase in potency and effect. See *Heal* regrow or reattach limbs in the blink of an eye, *Frost* to turn into a miniature ice storm and *Aura of Steel* to act as a swirling vortex of metallic barriers. You may select spellbooks for spells you don't already have, but you'll need to learn the spell to make use of it. Re-purchasable, and if discounted, costs only 50CP for each additional pair of spellbooks.

Enchanted Rings 100CP/200CP - This is the staple magical good you'll find in and around Avalon. Rings of Elemental Protection (one element per ring), Rings of Magical Protection, Rings of Physical Protection, Rings of Stealth, Rings of Mana, Rings of Mana Regeneration, Rings of Strength, Rings of Charm and Personality, Rings of Vitality and Health… If you can think of something that boosts your base "stats", giving you a specific benefit to body, magic or mind, then there's probably an enchanted ring for it. Now you can purchase one of the "lesser" (or "base", as is perhaps more accurate) series of that enchanted ring for 100CP each. For 200CP instead, you can purchase one of the "greater" variants of any option of ring, transforming elemental protection from "third degree to first degree burn", to "now I can walk on the surface of Infernus and only be very sweaty." If you happen to be a *Sage's Apprentice*, then you also gain the knowledge of how to make any rings you buy here. Re-purchasable, and if discounted, costs only half the normal price for each additional ring.

Dreamwalker's Wand 200CP - Conventionally used in enhancing the incantations of Sha'men, this wand radiates a most unusual force to any not accustomed to it. With this, a mage of even middling ability and power could dream or spirit-walk into other planes. Your astral tether will be vulnerable when you do, but the ability to explore beyond the reaches of your world is worth the risk. Beyond that, though, the Wand also bestows a small bonus to mana reserves and can assist meditation to more quickly regenerate it when wielded.

Morbidicon Confinimus 200CP - …and other similar works. While the titular tome focuses on bindings and imprisonment spells, this is actually a small library of several magic tomes that both house esoteric and educational varieties of more common spells (and a few less common), but also a number of useful rituals and incantations for the aspiring mage. Each tome within is similar to the Morbidicon Confinimus in rarity, being something you'd find in many wizard towers or a handful of mage laboratories. But not easily purchased or acquired for anyone outside of a

mage's inheritance or the service of the Magisters of Fornax. A very worthy start to your magical library. And of course, in future settings this will be updated to expand the collection with the most easily acquired *authentic* books on magic, if it exists in that world.

Magister's Garments 300CP - A set of excellent magical wear, including silk gloves, robes, cloak, hood and beautiful boots or shoes. Comes in a style of your choosing, between edgy black, majestic crimson or mysterious icy blue. Besides just looking incredibly well put together, these mage's clothes are enchanted to self-clean, self-repair and offer a modest enhancement to all of your mage skills while worn. Perceptivity, mana regeneration, delicate spellwork or overbearing might through elemental spells, this will empower them in a minor but noticeable way. Of course, its greatest asset some will say, is its defence. While it offers only the slightest protection from magical frost or flame, it offers a much more worthy defence against outright magical effects that do not adopt a natural element to harm you. Examples include *Hold* and the *Forget* spell. They're also more resistant to physical harm than simple clothes, tearing less easily to blades and negating a portion of any impact colliding with your body. Not enough to stop a fighter at full swing, but perhaps enough to survive the first blow long enough to cast a spell.

Felious Grimoire 300CP - Hmm. Necromantic spells weren't included in the Perk list for a reason, Jumper. Necromancy isn't given much leeway outside of Fornax, and even there it's a mistrusted art. Smelly, too. But if you insist… Here is the grimoire of a dedicated necromancer, who despite being incredibly ethical in his work, did compile and research a number of less moral rituals and spells. You can learn a great many summoning, re-animating and life draining spells from this, if given a basic talent for magic, and the time and resources to practice. While this doesn't include the means to become a lich, many of the early preparatory steps are included, and hints on what to research to discover the rest. Even just keeping this on you will make people less inclined to trust you (and it smells bad), but if equipped in *Character Screen* or carried on your person, it will effectively increase your mana pool and the potency of any necromantic spells.

Librius 300CP - A talking book, and quite an intelligent one at that. You wouldn't expect a magical book to be foolish, would you? Librius (nevermind that something entirely different is written on its exterior) is a masterful librarian in book format. It can speak out loud, and has in any language a rather *bookish* dialect. Looking very much like an illuminated manuscript, Librius has the ability to "absorb" other books, provided they aren't inherently magical or enchanted themselves. There's no limit to the number of books Librius may acquire in this way, though absorption does destroy the original. Similar to the *Well-kept Journal*, Librius has an organised bibliography listed for you, which at selection will magically set the contents of the volume to Librius's pages. Outside of devouring other, lesser books, Librius is also a remarkably good custodian to an actual library. Just don't ask how it manages to organise shelves with no hands.

Fiery Shroud of the Inferno 400CP - Oh, yes. This cloak is adorned with patterns of flickering flames. The garment radiates a pleasant warmth, soothing to mind, body, and the soul. It has been tailored to envelop the shoulders and body entirely, wrapping the individual within a fiery magical veil. It is lined with ancient symbols and incantations along the slender ivory edge, and manages to look good no matter what outfit it is paired with. But the *magic*, Jumper. This is a top-of-the-line magic item, the likes which the mightiest magister of Fornax would have to work tirelessly to create. Besides offering protection from heat and cold, it also enhances your mana pool and regeneration, and empowers any flame spell you cast while wearing it. Its elemental protections are equal to the "lesser" variant of rings, while its enhancement is as if you had a dedicated spell-tome for every fire spell you know active. Stand tall above your peers, as this cloak will empower you beyond your natural means, and shield you from spells of flame and ice, dispelling them in a marvel of magical defence across its beautiful fabric.

Wizard's Staff 400CP - OH, YES. Sorry, I got a little excited there. This staff technically serves as a badge of office, either for a Wizard or a veteran Sha'man. The standard, stock boring variant of this item magically increases perceptivity, personal magnetism and provides a defence against physical assault equal to an enchanted kite shield. But who cares about *technically*, or *conventionally,* because this model is also a tool to channel incredible magic. On top of all of the above features, it'll boost your natural mana pool, massively increase your ability to passively regenerate mana, and moderately empower *any* spell, incantation or ritual you cast while wielding it. With practice, you can even turn that towards enchantment, increasing the power of permanent and temporary enchantments so long as you have your trusty staff close at hand. Every senior mage worth their spellbook has one of these, and those that don't dearly wish they did. Here is yours, as described better than the usual staff of your magical peers because you bought it with CP.

Wizard's Tower 600CP - Four stories tall, with a basement complex that is by default setup as a laboratory and forge. Few mages have a home like this, but every apprentice dreams of one day possessing their own. There are five bedrooms that by default are equipped similar to dorm rooms, with bunk beds and common accessories and basic furniture for apprentices. One master bedroom on the top floor, with luxurious furniture, a deliciously comfortable queen-sized bed and a view of wherever you've placed it. There's a kitchen (or two, if you wish) that comes stocked with the best tools and implements enchantment can provide. Likewise for bathrooms, at least four so as to have one on each floor outside the basement, with running water and the likes. Where's the water come from? *Magic.* The tower has an entire floor dedicated to its library, but doesn't begin with any books of its own. If you have *Librius*, any book absorbed while inside the tower will not damage the original, and it may access and absorb any book of your library simply by having you place new additions on a shelf. Your basement complex houses a fully equipped laboratory, furnace and forge for all your enchantment and alchemy needs, though the ingredients and reagents are non-replenishing on their own. The tools provided are guaranteed to be the best available in all Fornax, no matter where you've placed it.

But all of that is simple stuff. Just a pile of stones with fancy decorations and a few trifling enchantments. What makes this a *wizard's tower* is that it is enchanted against intruders,

requiring a special passphrase or object to enter outside of forcing one's way in with magic or violence. And if the alarms are triggered by intrusion, theft or your initiative, the floors of the tower will fill with knightly spectres – ghostly apparitions of men-at-arms in plate armour, wielding life draining swords and minorly enchanted shields. Roughly three to a floor. They aren't undefeatable, not by a long shot, but they're competent defenders and will follow either your direct orders or whatever routine you give them in the case of an intrusion. The tower itself is also remarkably resistant to attacks by magical means, and will dissipate the impact and effects of all but the most powerful spells levied against it automatically. Beware of trebuchets, at least until you personally enchant it to withstand those too.

Companions

Companions may not purchase other companions, except for the *Very Good Dog*, which companions may purchase their own for 100CP. Multiple *Very Good Dogs* in a party are guaranteed to work seamlessly together as a pack, no matter whether they're dogs or merscwog-dogs.

Drop-Ins may choose either Seven Kingdoms or Sha'ahoul companions, but not both.

Import & Create 50CP/200CP - With each purchase of this option, you may import one of your previous companions or create a new one. If you like a full party instead, you may pay 200CP to bring in 8 companions old or new. Whichever they may be, they gain 600CP and an origin of your choosing and may take up to 2 drawbacks. If they take drawbacks with wide sweeping effects, then they will also affect you. Doubling up on drawbacks that affect the world makes them worse. They gain any discounts native to their origin, the same as you. Newly created companions are of your description and as loyal as you make them.

Canon Companion Free/100CP - Fascinating people in this world, aren't there? Whether the lands of Eurale or the Eastern Steppes, individuals with stories, personalities and skills that stand out may be found. Perhaps you've taken a liking to Pellandrian and Lahren? Or wish to let Olon loose on the multiverse, inflicting capitalism on all realities? Whatever the case, should you befriend someone and convince them to join you, you may for free take them as a Companion when you leave. Note that certain individuals of surpassing power, such as Aenea the Astral Guardian, are bound to their planes. They cannot leave without a great deal of effort and a replacement for their duties, no matter how much you may convince them they wish to. Alternatively, for the price of 100CP, you can give them the Import/Create benefits of 600CP to spend on any Jump options and any origin discounts before you leave together.

A Very Good Dog Free/100CP - There are a lot of good boys and girls in this war, and they don't get the love or appreciation they deserve. Whether strays, wild from birth, domesticated for tracking and hunting, or the rare few bred for war. Wouldn't you like one of your own, to keep

and take care of? You receive them trained for a multitude of tasks; all of the above, actually. They can hunt, track and fight and come to you house-broken. You get to have the joy of teaching them tricks and games, which is made easy because they're excellent with new commands. They're supernaturally tough and durable for a dog, enough to shrug off at least a few blows from a trained warrior one-on-one, and have very keen senses.

Oh. They also don't have to, strictly speaking, be a dog. Are you familiar with merscwogs? They're a roughly dog-sized, two-legged creature with thick tan-coloured hide and large mouths. They have two small arms that end in digging claws, which when not used for digging are usually used for eviscerating small prey. They're similar to dogs though! They hunt in packs, enjoy overgrown areas, and they make sounds that someone who has never heard a dog before might mistake as a bark. Of course, you *can* have just a normal dog, if you like… Or you can have a merscwog-dog! You won't regret it!

You, the Jumper, receive this Very Good Dog for free, but your companions may purchase their own for 100CP each. Your Very Good Dog can be taken as a follower instead, if you'd like to leave your companion slots open, and your companions' Very Good Dog will always count as a free follower for them.

Old Knight 100CP (Exclusive to Seven Kingdoms) - A tired old veteran, but with enough stubbornness and grit left to teach you a few things. And moreso, to keep the fight until it's well and truly done. This old warhound has been through the full length of the war, and one or two before it as well. They're a landless knight, bound by oath to their kingdom, but with the expenditure of CP that now extends to assisting you in the conflict… and more beyond, because they know you'll always need an experienced hand to help you along. This defaults to Sir Dinadon, but you may optionally design your own Old Knight within reason, if you'd prefer one that isn't from Elythria. In either case, they come equipped with unenchanted but serviceable plate and chainmail, and the equivalent of *A Worthy Weapon.* They have skills befitting a veteran knight in war, but only know the *Heal* spell and can cast it just a few times before needing rest to regenerate their mana. In terms of Perks, they have every Fighter perk except *Holy Knight Inheritance*, though their version of *Elven Warrior Training* doesn't include the ability to bond with a weapon type. An even fight with the Sha'ahoul would require three to four warriors or a warlord, just don't let them try taking more than that on all at once. They're quite bullheaded, even if well intentioned.

Warrior of the Plains 100CP (Exclusive to Sha'ahoul) - Warriors know no retirement in the Sha'ahoul, but few stay as active and thirsty for glory as this individual. Every bit the equal of a knight of the Seven Kingdoms, this dogged warrior is either of your tribe, or currently without one for circumstances that have not marred their personal honour, but certainly their aspirations. Whatever the case, they are loyal to you, and will act as both bodyguard and friend, even mentor if you should need one. As a testament to their long and storied career, they've learned how to cast the *Flame* spell, despite not belonging to the sha'men caste, and know how to use it to deadly effect in both melee and at range. They can cast it just a few times before their mana empties, but a few times is more than anyone expects of an axe-wielding charger. In terms of

Perks, they have every Fighter perk except *Holy Knight Inheritance*, though their version of *Elven Warrior Training* doesn't include the ability to bond with a weapon type. They come equipped with a set of very serviceable, high-end leather armour with metal reinforcements, and their favourite axe and shield. Wise though this warrior may be, mind you keep an eye on them, for their own safety. They'll always seek to place your security over their own, and while it's nice to have someone looking out for you, they can be a little reckless in that cause. You may optionally choose if they are related to you, if a member of your tribe.

Not Just Any Dwarf 100CP - Because he's far more than just that. Given that you're a Jumper, he hopes you're not as overwhelmed as the others around here by his nature. Dwarves are rare to interact with others who aren't also dwarves here in Eurale, but this one has made an exception and decided to throw in with you. He doesn't care much for this siege business, that's for sure. The only good it ever did was make the humans appreciate dwarven stonemasonry. That's all Avalon is, you know. Dwarven ingenuity and a touch of earth magic. Well, maybe a little more magic than that, yes. But this master architect can confidently recreate the former, in record time, even if he'd need help with the "more than a 'little' magic" part. He has an above basic skill with a warhammer, specially made for his size and strength, but war is a topsiders game. He hopes you'll set him and his skills to more interesting pursuits. Even more-so than other dwarven masters, he has an incredibly robust skillset, capable of every job with *at least* expert level skills, pertaining to the designing, constructing and maintaining of permanent structures and fortifications. He can expand on the pre-existing, too, making the flimsiest outpost into a worthy stronghold given the resources. His diet also includes three times as much food as the average grown human male, but only when he's working. Otherwise he's usually grumbling too much about *not working*, to care what's for food. In future settings, he'll inherit the standard level of education for a professional construction worker and architect, in every field relevant to the career.

A Nameless Apprentice 200CP (Exclusive to Seven Kingdoms) - Oh, don't worry, they're not nameless for any tragic backstory reasons. They aren't at all edgy either; it's just the way apprenticeship works for sages. This young mageling is close to their official Naming Ceremony, meaning they're only a few months to a year away from being accepted as a full sage. They come with all the skills and knowledge owed to that profession, though they haven't had the chance yet to make any great personal discoveries. They're very eager to earn some practical, hands on experience, and will make a most loyal member of your team going forward. As they aren't the very initiative-taking type outside of research, they trust you to give them orders and will assume you're always correct in any subject that isn't their own specialities. They'll be joining you just with a small purse, a knife and their own spellbook, but given time and resources perhaps they can enchant their own gear? Though they may seem underwhelming as a mage to start, give them some time and care. They'll prove a truly masterful potential for the mystic arts given it, enough to put a Fornaxan Magister to shame. Translated into Perks, they only begin with *Apprentice* and *Sage's Apprentice*, but are guaranteed to earn the rest (Seven Kingdoms variants) up to *Pellandrian's Spellbook* at the absolute slowest by the end of the 10 years of the Jump. Far, far more quickly given study materials, experience and a helping hand. Unfortunately though, like many sages, they have a rather limited social ability and a love for

asking pressing questions at inconvenient times. Think good-natured eccentric, but with a magic staff. This defaults to Phelic's Apprentice, but if you'd prefer a different sage's apprentice of any sex, gender and kingdom of origin, then you may design your own. And of course, they carry with them their potential for magic, especially creation and enchantment types, to any future setting they visit.

The Younger Dreamwalker 200CP (Exclusive to Sha'ahoul) - Dreamwalking is a dangerous magical tradition, usually exercised only by veteran Sha'men with specially crafted wands. It's also an incredible secret, meant to be passed from senior to successor in a direct line of inheritance. How curious then, that this young Sha'man has the ability without a wand, and only as a junior spellcaster. Their own dreams propel them to other planes, wandering the Nexus as a fleeting apparition, to return to their body when they awaken. This dreamwalker will default to being a member of your tribe, unless you wish otherwise, but in either case have kept this secret very carefully. They are cripplingly shy, not out of awkwardness, but mistrust. Some… poor experience, with an older, suspicious Sha'man has left them wary of strangers. One who mysteriously disappeared after trying to extract the secret of this skill from them, using fire and other implements. The burns have been healed since. Behind the still fresh mental scars is an incredibly curious, kind-hearted youth. As they are unusually receptive to any suggestions or commands you set them to, it's up to you whether you wish to foster that, or replace it with something darker. Though they do their best to not have to act as a leader, they will if necessary to support you – their only friend, unless you introduce them to others. Their trust in you is implicit, and their loyalty unmatched. They have an acceptable, middling talent for the mystic arts as a Sha'man, but can expand upon their dreamwalking gift in both this and other settings to incredible effect. In terms of local Perks, they begin only with the *Apprentice* and *Sherard's Spellbook* perks, but may improve their spellcasting abilities further with time and effort. You may choose their sex and gender freely, and whether or not they may be related to you if part of your tribe.

Elven Ranger 300CP (Exclusive to Seven Kingdoms) - Elves are the undisputed champions of personal combat in this world, and this individual is no slouch even within that. They have a somewhat dim view of humans to start, and absolutely loathe the Sha'ahoul. Too many of their brethren have died to those Ahoul who have dedicated themselves to hunting the unicorn Mikki, and the hurt is still fresh. Despite this, they are charged to assist and defend you, and take such things extremely seriously. You'll find no more gifted bodyguard, scout or marksman in or around Avalon. Provided you're patient with them, they may also open up to prove more than an ally. Friendship with an elf is a rare and powerful thing. While sworn already to defend you, as a friend they'll willingly lay their life down for you and your goals with a fervour unmatched by any other. In terms of local perks, they have the *Elven Warrior Training* perk with a focus on bows, and the scout's *Scout Life*, the *A Scout's Quiet Flight & Sense of Right*, even the *Scouts Fight?* and finally, the *Shadow Walker* perk.

This companion defaults to being Kalevi, but you may optionally choose to have a custom elven ranger of any sex, gender and age over fifty if you so prefer. In future settings, the *Elven Ranger* will gain an equal level of skill with one type of ranged weapon common to each world they visit.

Naga Pathfinder 300CP (Exclusive to Sha'ahoul) - The Naga are not of the world Avalon is placed in, Jumper. With human-like torsos, arms and hairless, scaly heads, they don't seem so different… aside from the long, flexible lower body of a powerful snake. In the lands around Avalon, they have a young alliance with the Sha'ahoul, so you may yet see a few. These creatures are an ancient race, born to a world lost to history; their world-spanning empire fell from glory in times immemorial with the loss of their magic. Or, well… *most* magic. This Naga is one of the precious few who have kept a very unique type of mystic art, but catered in an unusual direction. Rather than allow them to stand as contemporaries of wizards and sha'men, they possess the means to enhance their perceptivity, speed and stealth with a spell-like ability that affects only them. And uniquely to them, unlike many of their brethren, they're quite fond of new worlds and strange races – like humans and ahoul. They have some of the inclination of a scholar, so they can be a little dismissive of feelings and boundaries for the sake of research. Privacy, too, since they're quite curious about how the locals propagate. But they are a wonderful storyteller, vicious warrior, and for reasons known only to them, very loyal to you after being separated from their people. You may customise their sex, gender and appearance (within the limits of being a naga) as you please.

In terms of local perks, they have all of the same selections as the *Elven Ranger*, save for the absence of *Elven Warrior Training*. In its place, as mentioned before, they have a unique ability that manifests as a greatly enhanced version of the *Shadow* spell, and enough mana to cast it several times a day. This enhancement is effectively a 50% boost to all stealth skills, similar to a more narrowly focused version of the Scout capstone. It elevates the *Shadow Walker* skill to potentially ridiculous heights in time, becoming essentially active invisibility that defies basic magical sensors. In terms of sneaking around, and only sneaking around, even the most talented mage would struggle to detect them, and an elven ranger will flounder in trying to keep up with their abilities at stealth.

In future settings, the *Naga Pathfinder* will have their *Shadow* ability guaranteed to always be powerful enough to fool mundane, magical and technological detection methods equal to its ability here.

The Blood Roses 300 CP (Exclusive to Seven Kingdoms) - The Blood Roses are conventionally medics, nurses and women of a healer's trade. They're quite effective at it, being seasoned professionals in matters of tending to the wounded and ill. But in times of war, they possess a separate set of skills rarely seen. Each of these six warrior-women is slightly less well trained and experienced than a knight, but well above the average soldier. Don't mistake them for eye-candy, nor should you insult them. While each is attractive by even the most demanding standards of this world, they are honourable warriors and tried in battle. They begin with only standard chainmail, a morningstar and a simple wooden kite shield to equip themselves with. Even with these, however, you'd find half a dozen valiant women could stop a horde of Sha'ahoul in a narrow enclosure, long enough for the beleaguered defenders of Avalon to rally a more dedicated defence. With this purchase, you now have the loyalty of Lissa, Cirrico, Shar, Cera and two of their sisters-in-arms. They will serve you to the bitter end, never to cower

before even the most damning odds. This band of half a dozen takes to further martial training with a slight supernatural advantage, enough to quickly learn the ins-and-outs of more advanced settings with a focus on personal combat. In matters of medicine and healing, that advantage is doubled, with a guarantee that they'll always learn at least the medical standard for any new world they visit within the first month. All six count as a single companion slot.

Summer's Fury 300CP (Exclusive to Sha'ahoul) - So called are the Summer's Fury, a band of six Sha'ahoul warriors, three men and three women, who have all been trained as bodyguards to the sha'men caste. While they know no spells of their own, each of these fearless warriors are trained to identify and resist a portion of the magics of the dirtmen mages, and how best to strike at one in melee or at range. They possess practical experience with sabre and bow, and are skilled riders. While none of them are champions, together they can bring down wizards and knights with their perfect coordination and utterly single-minded pursuit of victory. If you should happen to equip them with more than their basic armour and weapons, they may yet prove themselves against truly powerful foes. As their only recognized leader, they will follow you in this world and any beyond it, to smite your foes and recount the glories of your adventures. The Summer's Fury were bred for war, and trained for it from the time they could first walk. They take well to more of it, incorporating improvements and new styles of combat with half the effort and time it would take conventional soldiers. This improves to a truly supernatural edge to any further training you offer them to "catch up" to any new settings, particularly those more advanced than their world, and synergize exceptionally well with any added combat perks. This alone is guaranteed to be enough to see them effortlessly take to more advanced realms, at least in matters of pure warfare. Building teamwork around firearms or laser cannons will be achieved as easily as they do sabre and bow. All six count as a single companion slot.

Drawbacks

There are no limits on the number of drawbacks you may take.

The End of the War 0CP - The war between the Seven Kingdoms and the Sha'ahoul has gone on for 12 years. The siege rapidly reaches a breaking point as our story begins… or where it normally begins. If you wish, you may choose to travel to this world at an earlier point, up to 12 years prior to the date you normally would appear. The furthest point back has you arrive a week after Sha'Mithras has led his tribe to raze a small village in Oriam, learning from the captives of the existence of the Seven Kingdoms.

I Don't Need Ten Years 0CP - Sheesh, okay! You think you can wrap up this war in a month? Well– yeah, okay, maybe you could. If you're really intent on not sticking around after the siege and conclusion of the war, you can leave whenever Sha'Mithras is permanently defeated and the siege of Avalon is broken. Or alternatively, when Sir Roth, Elazar and Captain Calvaric are defeated, and Avalon lies in ruins. And I spent so long describing all the cool stuff here, too…

Hero of Avalon (Exclusive to Seven Kingdoms, cannot be taken with *The End of the War*) 0CP - In the original story of the Siege of Avalon, the younger sibling of Lieutenant Corvus is the subject of interest. Arriving off of Captain Nico's ship to inform their brother of the death of their father, and to join the conflict and make a name for themselves.

With this, now you take their place. You are Corvus's sibling and the destined hero of the story. Your kingdom of origin is overridden to be Elythria, but you may optionally exchange your origin perk for one of a different kingdom. You and your brother are minor nobility, and afforded due respect by the peasantry, but no other benefit you would otherwise pay for. This changes your relation with members of the nobility only as much as to provide the basic respect owed to a human being, rather than the rabble infecting the bailey.

This guarantees that you will encounter the main plot points as seen in the game, without any guarantee of success or fail safes to protect you that you didn't bring from another setting. As the hero of this story you will be sent into the most difficult and dangerous of circumstances. Without you, Avalon is guaranteed to fall. Succeed and you will stand as a legend, beloved by all of Eurale. Fail and the Seven Kingdoms may never recover.

Excuse Me, Hero? +100CP - Ah, to live the life of a champion. Off on grand quests, thwarting terrible plots and winning glory for your side of the conflict. And, apparently, a thousand small errands and tasks too. You know this drawback; hope you have your journal handy, because everywhere you go, no matter what you do, someone will have a polite request for you. A minor quest, if you will. A *side*quest. And you won't be able to say no. Or take any serious reward. A small recompensation, like a freshly baked pie, or a few coins to afford a meal are fine and

customary. Things befitting your work. Delivering messages, collecting troop reports, cleaning out the kitchens from pesky predators (it's beetles. It's *giant* beetles). As a positive, at least there's variety to the side quests. Even if they're still dull. And yes, you have to complete them.

Write that down, write that down! +100CP - You have a journal. You have quill and ink, or charcoal sticks, or whatever equivalent… Or you can get them! That means, of course, you must write. Write a journal, and make it a regular thing. Taking this drawback means you *obsessively* write down any encounter with another person, from short passages for unimportant events, to longer, more meaningful prose when encountering someone new or receiving a request. This could be useful if you're prone to forgetting, or take a lot of side quests for some bizarre reason when you're already busy. You can resist the urge to write long enough to finish a battle or a conversation, of course; you'll be writing about it when you have time, after all! You just will always feel the obsession take over once you're in a moment of respite, or at the end of the day; whichever comes first. You'll feel finicky and restless until you've filled your trusty journal with a fresh account. On occasion, you may also find yourself compulsively drawing a sketch of the individual or scene as you remember them.

Uniquely Expressed Personalities +100CP - Some of the residents of Avalon might be considered a little… odd. Eccentricities abound, and well, confined in a single castle it can be more of a problem than it otherwise would be. Now, with this drawback, you're one of them. You might speak in an odd dialect, with unnecessary flourishes and a theatrical bent to any statement. Perhaps your fashion sense is so offensive as to make others question whether you've become touched in the head. Or perhaps your sense of humour is oddly warped, and you have a tendency to confuse or anger others with poorly timed quips and attempts at brevity. Whatever the case, you may be as gregarious as you like, but any company will have to get used to you to feel the same. Others can still come to like you just fine, just expect the suspicious or easily irritated to give you a very wide berth. Potentially at the detriment of otherwise good trainers or allies, provided you don't work to win them over.

Spoiled Brat +100/+200 - What it says on the tin. Like the teenage fighter Neese, you're just insufferably annoying sometimes. Maybe your parents are rich nobles? Or you bought a really cool sword? Maybe you're just too good for the common fare the kitchens are serving, or think you're the best of your tribe no matter what the truth is. You can learn to be better, with time and either patient friends or a well-intended kick to the ass. Probably several of the latter. But by the Spirits, will it be a chore getting you there. Expect, even when you know better, to complain about simple things or feel the need to boast at great length about so-and-so that you've done, bought or thought of. Among the Sha'ahoul, people might just avoid you. But if you're a citizen of Avalon, try to stick to the more benign neighbours, as the less pleasant might just give you a beating when they can't escape you. If taken with *Uniquely Expressed Personalities*, this counts for 200CP instead, because now everyone not only finds you annoying, but outright strange as well. Good luck in assembling a team or gaining the assistance of anyone that isn't a companion.

Maidenless Behavior +200CP/+300CP/+400CP - What do you mean that's from a newer game? Siege of Avalon had maidens. Well, at least one that you sort of courted. Taking this drawback ensures no one likes you. Simple and bitter. People can still like you platonically, to a point. But you won't make any true, fast friends with this active. People can still respect you and dislike you, or feel ambivalent about your character but appreciate your actions. But no one will be buying you any of those fresh corn squeezins' - which are drinks, by the way - that are all the rage at Gintza's. No camaraderie and shared waterskins at the Ahoul campfire. Your own companions are also *slightly* affected by this, just enough that they notice their own ambivalence but can't always help it. Is 200CP worth being lonely?

Taking this alongside *Spoiled Brat* gives 300CP instead, as it pretty much ensures no one will be interested in taking the time needed to help you improve your lacking personality. Your poor companions…. At least the *Very Good Dog* will still like you, even if they occasionally, despite their limited intelligence, think you act like a prick sometimes.

If you've taken *Uniquely Expressed Personalities, Spoiled Brat* AND *Maidenless Behavior*, then Spirits help you. You'll need this flat bonus of +100CP on top of the rest for a total of +400CP from this drawback, because now no one on your side of the conflict is likely to want to have anything to do with you. More than simply ignore you, others will be more likely to suspect you of wrongdoing and judge you for anything negative that happens nearby. Companions will avoid you for anything but orders, even if they know it's the result of a drawback. Even the *Very Good Dog* will be embarrassed by you, despite staying by your side. Think of the dog, Jumper!

What's a Voerworm? +300CP - Bad news, that's what. Strange, thick, tentacle-like monsters… That spring from the ground! They bite more than grab, though, ripping off chunks of flesh with their wide many-toothed maws. Oh, most fighters can defeat several just fine, and a mage can blast them away. Sticking an arrow in 'em works too, of course. They die just fine. There's just always *more*. Where previously in this world, you'd find an absolutely boggling number of voerworms around graveyards and sites rich with corpses, now you find them in a few more spots.

They won't be breaking through the floorboards to say hello, but expect the voerworms to have learned how to migrate. And multiply. This is a problem for more than you, so you can expect others to enact ideas to try and curb the strangely growing voerworm population. It will follow you if you leave an area though, lessening in severity for places you've been in and then leave while the problem grows in your new locale. Also if you remain inside a fortified position, like a castle, without ever clearing them yourself, then you can expect the voerworms to gradually begin popping up more often until they're out of control. Better make periodic monster-worm slaying part of your routine unless you want to be overrun. You can defeat the tide and exterminate the voerworm population entirely, but it will be guaranteed to be difficult no matter your level of power. Other solutions may also exist.

What exactly a voerworm is is a matter of some debate among the scholarly community, by the way, since no one has ever managed to dig one up in its entirety. Perhaps they're just unusually

long? Or maybe part of a larger creature, and these heads are merely 'feelers'? If you do wish to resolve the drawback permanently, perhaps you might want to find out.

Woes from the Peasant's Bailey +300CP/+400CP - Oh, dear. The Peasant's Bailey in Avalon has never been very hygienic, or well maintained. Too crowded with the poor, not allowed to leave for their own safety, and with minimal support as supplies have grown thin. Sickness has always been a concern there, and now it seems to have escalated and spread.

Taking this ensures, even with *The End of the War* if you select a time before Avalon is built, that a serious disease has begun to spread. Starting with your side of the conflict, whichever it may be, or both if you're a Drop-In. It is possible to stem the tide of this early if you have the means, but several of the carriers will be disseminated throughout your allied forces, unaware of how sick they're about to become. No matter your abilities, it will be guaranteed to be a difficult and time-consuming task. As a reminder, while both sides have enough medical knowledge to recognize the danger of serious illness, poultices and potions aimed at eliminating them typically take time to prepare using conventional methods.

This drawback is worth 400CP if taken with *What's a Voerworm?*, since the voerworms have a tendency to be especially fruitful and multiply with a source of fresh dead. Be sure to put any fallen to the torch to keep the hungry worms from their feast. They'll fight you when you do.

Enmity of the Elves +300CP/+400CP - Oh, no. You've somehow gained the enmity of the super soldiers of Eurale's forests. Nice going, Jumper. These pointy eared warriors are the best blend of fighters and scouts, and take active camouflage in forest areas to dangerous heights. Maybe they think you're out for the unicorn Mikki, or believe you are a danger to the forest for another reason. At least they don't have any conventional mages, or this would be worth a good deal more. They won't be able to reach you in the heart of a Sha'ahoul encampment, or the stronghold of Avalon. But if you're anywhere near a forest, expect the elves to make it a point to try and pick you off, first at range then with deadly skill by sword. And don't worry, if you mean to win this war for your side, the fight for the forests surrounding Avalon are absolutely critical. This is worth only 300CP for Sha'ahoul, since the elves despise your kind anyway. But now, no matter who you're with, you will become their first unrelenting priority. If you're a citizen of the Seven Kingdoms instead though, this may come to endanger the fragile alliance your people have made with the elves. *Really* nice going, Jumper. Take 400CP for fumbling that one.

A No Good Criminal (Cannot be taken with *Maidenless Behavior*) +600CP - That's you, in case you were wondering. You've been accused and found guilty of a crime against your people. If you're a citizen of the Seven Kingdoms, you're in a jail cell to start in the basement of the Outer Bailey. If you're a member of a Sha'ahoul tribe, you're currently enjoying a cage far from the campfires but well illuminated by torches, so everyone can see your shame. What did you do? Theft of vital goods for the war effort, murder of innocents, arson that led to death of innocents??? Or worse yet, fornication with a *lizardman*? You don't have to be guilty of the crime, but people will believe you've done it, at least to start. You may prove otherwise with

effort or better yet evidence, fabricated or otherwise, but it won't be easy, no matter the perks or items available to you. Now this wouldn't be a very fair drawback if you're just stuck in baby jail for the entirety of the Jump, until your side comes tumbling down in ruin.

You'll be let out within a day or two, but with some *conditions*. You're to be conscripted into whichever military force befits your origin, and set out to the worst and most difficult tasks available to you. Expect to be treated like the criminal others believe you to be, and receive only marginal support from your side of the conflict, even as you're contractually obligated to put your life on the line for them. No, you can't flip sides, no matter how much you may want to before the end. Unless you single-handedly win the war, others will at best recognize you as a contentious champion. If you do happen to win the war with mostly your own heroics, people will still consider you a hero, but your legend will forever be darkened unless you can without a doubt prove your innocence.

Champion of the Sha'ahoul (Exclusive to Sha'ahoul) +600CP - The Siege of Avalon follows the story of the younger sibling of Lieutenant Corvus. Their adventures, heroism and skill eventually lead to the breaking of the siege and defeat of the Sha'ahoul tribes outside the fortress.
With this drawback, Corvus and his younger sibling are not only present in Avalon no matter what (including a changed time period, due to *The End of the War*), but they have been given a head start against you.

Both of them now have suspicions about General Ovoron, or a similarly important traitor, before they're able to deliver their critical blows against the Seven Kingdoms. Both now also have the equivalent of the *That's a Neat Plot Hook* perk, allowing them to sense within a certain radius important steps to defend their people against you and make counterattacks.

Worst of all, they're now both closer in strength to you if you would normally significantly outpower them. Corvus's sibling, in particular, is now always a Mage and if you are normally more powerful than them, then they have both versions of the *Might of Infernus* perk and have bonded to a site of great power. Corvus, as well, has the *Holy Knight Inheritance* perk and has gained new magical equipment in order to better oppose you.

If you're closer in power level at the start of the Jump, then both instead receive a boost to their training and learning abilities to keep up with any potential growth perks. They are dangerous separately, and deadly for your forces whenever together. Do your best to ensure they don't join forces with the Sorceress Pellandrian, or not even Sha'Mithras will be able to best them in outright combat.

Curse of Scaling +800CP - Bad news. Level scaling is in. The game didn't have levels? Yeah, but it sure had scaling. This works a little differently depending on if you're a young Jumper or you've been through enough to gain ultimate power. You see, the basic setting is high magic, but low to middling power level… Or it was, until you showed up and broke things.

On the off-chance that this is among your first jumps, or you're not well suited for a conflict like this one, things don't get too crazy. What this does then is give everyone a mild boost to better match where you're at, progressively increasing in strength as you do. This works primarily for combat oriented purposes, so if you're a cunning merchant with an intellect geared towards money-making that would make a god of commerce envious… This will have only a slight effect, but is guaranteed to make things more dangerous for you. But if you learn to fight, to cast spells, and improve to a point where you're standing at the peak of the world – others will follow. The climb will be harder. And you won't be alone when you scale the highest cliff.

If you're anywhere around the power level of the conflict between the Seven Kingdoms and the Sha'ahoul as you arrive, but already at the peak of it, what this does is give everyone an upgrade. If you arrive at the pinnacle of this world's wizards, now *every* wizard you come across is closer to being equal to the greatest of their living peers. Fighters suddenly start picking up Holy Knight training like it's 100% off. Scouts… Well, scouts are always annoying bastards, but now they're somehow *more* annoying. Doesn't matter if you get it from perks, items, racial traits or from an alt-form. If you're on the peak of "war between two mediaeval magical societies" level, people are going to bring their A-game to match you. Fortunately, that's roughly where it ends. They won't go much more than just past the absolute peak of what is considered 'the best' in Eurale at their highest.

If you're a Jumper that can toss stars, or otherwise out of the ballpark of this jump's intended level, taking this means a different kind of adventure. Past the confines of the world this conflict takes place in, there lies the Astral Plane. It serves as a nexus, held by what some might call a 'goddess', but who refers to herself as the Guardian. Powerful as she is, she still isn't the mightiest thing in this universe. But she's a good measuring point. The conflict of Avalon and its resolution may still concern you, but now with this, you've earned the attention of *others*. The rest of Eurale still gets their upgrade to peak setting level, but now empires similar to the Naga of old, or the meganation of Thrance, are aware of you. Aware of your world. Spellcasters capable of imbuing themselves with the might of entire planes, liches with hundreds or a thousand years of experience, gods and goddesses.

It's up to you to find out whether or not they're nice.

Optional Scenario

A Peaceful Resolution

(Cannot be taken with C*hampion of the Sha'ahoul* or *Hero of Avalon* drawbacks)

The Sha'ahoul and the Seven Kingdoms have many differences between them, but at their core the people are the same. They love, hate, celebrate and mourn just as passionately on each side. A religious division has seen these two factions believe themselves destined rivals, incapable of existing so long as the other remains. For the prize of… Well, you'll see soon, you must teach them otherwise. It won't be easy. The Sha'ahoul have significant religious and cultural reasons to abhor the practices of the Seven Kingdoms, and even if taken with *The End of the War*, many citizens of the Seven Kingdoms will outright refuse a notion of peace with the marauding enemy. No pre-existing perk will let you handwave peace, no brainwashing or mental control will subjugate this enmity, even if you conquer both sides. But even so, it is possible. Commonality exists, and the aggressors, the Sha'ahoul, are capable of reason. Select influential individuals on both sides will attempt to work against any peace. The war has given Sha'Mithras an incredible influence and control over the tribes, and many are those who have profited from it in the kingdoms. But if you succeed in seeing peace last, your reward will be great.

Succeeding in this scenario requires that Avalon stand, not as a bulwark against the tribes, but as a place of mediation and international peace. A peace must stand that can last at least a single generation. Smaller conflicts of interest and issues may arise, but no true war or outright battle befitting one.

As a reward in return for this kindness to two distinct ways of life, brought together, you will receive the stronghold of Avalon, the tunnels beneath it and all its riches and treasures. This fortress is a massive, sprawling structure. It is capable of housing thousands, and training hundreds at a time. Secret rooms, trap doors, illusionary walls and other oddities exist in droves.

More than this, however, you will now find it populated by both sides. Skilled craftsmen and members of each class of fighter, scout and mage will work together to its betterment. Traditions of each perk will find their way into the skills of those living and working here, who will act as your retainers and loyal followers. Each new world will see them replaced with similar but not identical individuals, like grandchildren or inheritors down a family line. And of course, since you likely have come to know them well through this, you may take any surviving canon characters with you as companions or followers for free, albeit without any CP to spend on themselves. This includes the likes of Corvus, Pellandrian, the Master of Scouts, Elarath and Felious.

You may as well, as a final sincere parting gift, receive 600CP usable only for purchase of any companions unique to whichever origin you didn't take. Such as the *Old Knight* for Sha'ahoul, or the *Younger Dreamwalker* for Seven Kingdoms. Treat them well, whoever you elect to bring with you.

Avalon may be placed as an addition to your warehouse, or set in each new setting you travel to. It will remember expansions and modifications. But most of all, Jumper, it will remember the effort you took in making it a place of peace as well as war.

Ending Choices

You've done it, Jumper. The siege of Avalon is resolved, one way or another. Did you enjoy your time in this world? I hope so. But either way, you now have a perhaps familiar choice ahead of you.

Go Home

You've earned the respite. Go, retire from Jumping. Take all that you've earned and purchased with you. Your part in these stories is over. Even if you should one day forget this adventure, know the people here never will. Your time will be remembered.

Stay

You enjoyed these lands enough to stay permanently? I wonder what settled it for you. Truly, I hope you find your happiness here. Your Jumping days are over, but perhaps more adventures await you beyond the Nexus.

Continue

More adventures await. Eurale is changed for your presence, no matter what part you played. Perhaps one day, you'll find your way here again. In this form or another.

Notes

On the Sha'ahoul

The following is taken directly from the game's history journal.

(The Sha'ahoul are a culture of nomads who wander the great steppes of the east in numbers rivalling those of the stars. Somewhere, somehow, two cultures, one of humans and one of Ahoul -- a close cousin to the common orc -- joined to form a single nomadic culture we now know of as the Sha'ahoul. The Sha'ahoul follow a belief that the world has a balance.

Just as a year is balanced by four seasons, they believe that four races balance the world. Each season embodies the strength of an element. The Sha'ahoul represent two of the four race. The Ahoul are the people of summer and fire, while the Sha'men, the human half of the Sha'ahoul, are the people of the fall and wind. As nomads of the steppes, these represent the good seasons, times of good hunting and prosperity.

Winter is a time when the earth is bare and game is scarce, while spring on the plains is the time of floodwaters. These are the bad times. To the nomads, anyone who strips the earth bare and seeks to shape it is a threat.)

There's only so much the game tells us about the religion and traditions of the Sha'ahoul, and most of it is out of Chapter 4, wherein the player protagonist impersonates an Ahoul warrior. I've done my best to utilise what little lore is shared over the course of the game in the Jump, but I'm sorry if any of it came off as confusing. If you'd like to read what lore there is, as there's a few journal chapters that describe more of the conflict and its prelude, you can buy the game on steam for less than 10 euros and delve right in.

On Perks

Siege of Avalon Soundtrack
https://www.youtube.com/playlist?list=PLgKLSDaHqfx5WAzDO4bF8PFjj1X9jTy_7
I'm not sure if this is the complete collection, but it should give you an idea of what kind of music the perk provides.

Inventory and Character Screen
Siege of Avalon had a pretty interesting equipment screen. The ability to layer clothing in particular made it stand out, and being able to equip multiple armour pieces or stack mage robes added an element of power to equipment beyond choosing one over the other. Due to the limitations of the graphics, weapons also just "disappeared" from the character model when sheathed, which I found quite funny as a child. Hopefully it's a fittingly powerful perk for a Jumper looking to profit off this world.

Arms and Armour + Skill, Balance, Breathing
The upgrade to the Seven Kingdoms fighting style is, I think, fairly straight-forward. You advance from being moderately familiar with fighting in metal armour to a level of familiarity akin to a knight or greater. It also gives you the requisite breathing technique, taken as inspiration from the game as training from Lucan, to better pace yourself and ignore something like a closed full helmet's feeling of suffocation. I've heard mediaeval knights had considerable mobility in a good set of plate armour, so this is mostly meant to enhance the idea of moving unhindered and without sacrificing much endurance from long use. The game has a Restriction mechanic which mostly affects Fighters, that this perk also directly focuses on without naming it in game-y terms.

The Sha'ahoul upgrade is about moving fast and quietly, skipping over into the skillset of a Scout. Sha'ahoul tactics tend to focus on either ambushes or overwhelming force if confronted directly, so this may be considered a look at the former. Since a lot of Sha'ahoul fighting against the Seven Kingdoms happens in areas that are visually obscured, like the ruined village (with lots of hiding places among old buildings, overgrown vegetation etc) or in the elven forest, the advantage is greatly enhanced for anyone that can move faster than their quarry without giving away their position. Notably, this isn't going to make you faster or more quiet than an elf. Their skills in that subject specifically are supernatural and aided by magic. You may improve your skill to one day match them though.

The combination of the two styles doesn't give you perfect stealth in heavy armour, but it does greatly improve it. The Sha'ahoul typically don't wear a lot of metal coverings, and the ones that do are usually leaders or honour guards that deck themselves out in ornamentation and wear horned helmets or other aesthetically catching designs. This implies they don't concern themselves immediately with remaining quiet or unseen, so the "fast and quiet" aspect is catered to moving in light armour or medium at its best result, with heavier armour mitigating some of its benefit. It would make you marginally faster in heavy armour though, and you can still recognize how to move to theoretically lessen noise, but the perk as-is doesn't teach you how to make the clank of chainmail, splint hauberks and metal greaves suddenly go completely silent. Straight-up sound mitigation is more the purview of an actual Scout.

The Shadow spell does that to an extent too, though!

It Just Needs Some Spit
Siege of Avalon is an old game, and I remember as a kid when playing it I'd run back to Avalon after every few fights in the village to beg for healing from Brother Crosby. At times I'd be too lazy to do that, though, I would instead park my character in a safe corner and walk away to do other things. There's a slow, *very* slow HP regen at the start of the game that increases with your attributes. The perk isn't meant to be quite as agonisingly slow as it seemed for a child with limited attention span, but a useful life saver in a world of limited medicinal knowledge. Also it's just a fun nod to leaving the game on for half an hour in another room to heal.

Industrious Hands + Elven Warrior Training + Sage's Apprentice
I've taken some creative liberties with the elven warrior training, as Fighters are unfortunately the weakest class of the three in game and their training with the elf Oskari is largely just an improvement on previous perks. He does, however, seem quite intent and mystical on the nature of weapon mastery and elves are alluded to having higher base specs than humans on average.

On the combination of these three perks:

Elythrian blacksmithing and elven weapon mastery, as an example, could lead to a weaponsmith with a perfect understanding of the blade they're forming. Perfectly balanced blades, flawlessly tempered through nothing but your intuition and natural understanding of what the sword needs to be complete.

Elven warrior training combined with Sage's Apprentice lets you automatically and instantly "identify" any magical effects, beneficial or otherwise, on the weapon sort you've bonded with. You do have to touch it for the bond to form, so it's no guarantee you'll notice a curse that activates on touch until you've already suffered it. But anything else is a good heads-up.

All three of crafting, bond and the Sage's enchanting combined, you'll avoid any normal mistakes during the enchanting process to start. You'll also potentially be capable of binding an enchantment even more firmly to the weapon in question, greatly enhancing its effects. It's one thing to make a weapon that can strike with biting cold, quite another to have the weapon become a vessel of the freezing winds of Frosthelm. Go make all the smiths and mages of Eurale green with envy, and forge some artefacts while you're here.

The Scout's Bite

Scouts have a neat exploit in Siege of Avalon that's sort of considered the most acceptable way to get through the game. It also arguably makes them the most powerful class in the game, at least before they're detected. A certain level of stealth, usually aided by the 'Shadow' spell, simply bypasses enemy detection entirely. Certain things will always still detect you, but the majority of the game with a high enough stealth can be one shot from a distance. Because scouts have the equivalent of a D&D god's stealth attack when they're undetected at range. Rather than completely unbalance the Jump to reflect a fun but silly exploit, cutting through physical and magical defences seemed more reasonable.

Spells

As a note, re-casting a defensive spell doesn't stack that spell's effect, it replaces it. Similarly, casting a high-tier defensive spell from the same series, such as Aura of Steel after Aura of Iron, replaces the lower-tier spell rather than provide a strengthened effect. The primary benefit of casting a lower tier spell after learning the higher one is that it costs less mana. Knowing more spells, even of the same type, also should theoretically allow you to better create your own or modify them to your purposes later.

Charge

The "cantrip" of most spellbooks, Charge is a relatively mild 'discharge' of electric energy sent outwards, usually offensively. It lacks the bite of both Flame and Frost, but is simple to learn and less draining of mana to cast. Perhaps you'll find a creative use for it?

Flame

"Ah, the Flame spell -- it's a classic in this profession. This spell does a moderate amount of damage to your target. The stronger you are in mysticism, the more damage the spell inflicts and the faster the ball of flame will travel."

The quintessential 'fireball' and 'fire bolt' spell in one, flame is among the two most popular and easy to learn offensive magics. It is faster than Frost, but tracks enemies that attempt to dodge it less easily. At its most elementary, it can strike a single target, but as the spellcaster grows in power and the size of the conjured flame increases, it can be used as a far more devastating 'fireball' effect.

Frost

"Like Flame, Frost does a moderate amount of damage to a target. Unlike Flame, which can miss if your victim has sharp enough reflexes, Frost seeks out its target. The stronger you are in magic, the more damage you can cause and the more likely Frost will be able to accurately find its target, no matter how they might flee or where they might hide."

One of the two most easily learned offensive magics, alongside Flame. It is slower than Flame, and while it can still be avoided or blocked by sufficient obstacles, it can 'track' targets to an extent even when cast by the most elementary mage.

Heal

"If you ever get wounded in combat -- and it's a depressingly regular occurrence, I'm afraid -- you will have two choices: wrap a dirty bandage around the wound and hope the bleeding ceases or use the Heal spell and be instantly whole. Not much of a choice, I should think."

Heal is effective against physical lacerations, bruises, and similar nasty things you might anticipate as an *immediate* result of conflict. It generally has little effect on disease, poison or

other maladies, save for lessening the effects of fever and other secondary symptoms in some cases.

Hold

“A fairly useful spell, Hold will immobilise an opponent for a short length of time. The stronger you are in the art, the longer your opponent will not be able to move -- or fight back, if you catch my meaning.”

The rough equivalent of D&D’s “Hold Person”, save for that it works on all or most creatures. Hold is not fool-proof. It can be broken, and the more powerful an opponent, the more likely they will shorten the duration or outright resist the spell. In some cases, they might find themselves immobilised, but not *paralyzed*, and still be able to act while held in place.

Aura of Iron & Aura of Steel

The mage’s response to a charging fighter. Well, one of the responses to a charging fighter. The Aura series is a defensive, barrier-like set of spells that offsets oncoming physical damage as if the spellcaster were wearing iron or steel armour. It can be broken through the same way armour can be broken; hit enough times and you’ll see your barrier chip away. It immediately lowers the threat of the vast majority of melee combatants, however, provided they don’t also have magical means at their disposal.

Protection From Elements / All & Single

As the name implies, the Protection series offsets the harmful effects of both natural and magical elements. The Protection From All offers less comprehensive protection (25% boost to resistances, in game terms), but well… covers all of them at once. For more thorough, targeted protection, the Protection From Single Element are unique spells for each element, and so more time-consuming to learn, but useful when you know what you’re facing. (50% boost to resistances, in game terms.)

Summon Wolf

A favourite of the Sha’men caste. Conjures a loyal, but temporary ally in the form of a wolf to aid you. The wolf has the same intelligence and awareness as an actual canis lupus. It takes commands as well as it understands them, but will act on its own initiative to defend or assist you as well. The more powerful the spellcaster, the more of these may be conjured at a time, with a typical upper limit for local wizards and Sha’men being 3 to 4.

Shadow

“...It is called Shadow, and will prevent the Ahoul from easily spotting you. It draws the shadows about you; the stronger you are in the art, the more difficult it will be for the Ahoul to penetrate them and spot you.”

One of the most useful utility spells commonly practised in the conflict. It reacts intelligently to actual light in your vicinity, meaning it is still useful but dampened in daylight and other similarly illuminated conditions. Rather than manifest you as a moving patch of darkness, it actively camouflages you from light sources, more similar to a chameleon spell. It also mildly dampens the sound of your footsteps on any surface. Neither of these effects are foolproof, and standing in an area without any shadows will see the spell unravel more easily and more quickly.

Heal All

Like the more easily learned and practised Heal spell, except that it affects multiple targets. Far more draining of mana, but with obvious practical benefits for when you can't afford to wait and heal patients or allies one-by-one. The upper limit of how many may be affected by the spell at once is unclear, but the cost in mana increases accordingly with each additional target.

Deflect

"Oh, this one is the "Deflect" spell, which will partially reflect attacks that have been targeted at you; I am unsure if it is effective against attacks both physical and magical, however…"

One of the greatest defensive spells a spellcaster can learn. Generally only known by more veteran wizards and Sha'men, this spell true to its namesake 'deflects' oncoming projectile **spells**. It won't stop certain spells like Hold, Forget, Great Hand, Summon Great Wolf or Shock… but despite that seemingly intimidating list, it is a must-have for serious duels between mages. No degree of Protection From series will completely invalidate a Flame or Frost spell, and the combination of Shrapnel and Blizzard can tear an unprepared mage apart. It provides no protection against physical assault, however.

Note that this *actually deflects* a spell, so whatever is thrown at you will go flying elsewhere after striking against your conjured barrier. It can last through multiple offensive spells or break at the first, with the duration and durability of the barrier being reliant on your skill and power as a mage.

Protection From Magic (50%)

Functionally identical to the Protection From Elements series, save for that it safeguards against purely magical damage-types and spells. In game terms, this is a 50% bonus to resistances, as per the Single Element protection spell.

Blizzard

One of my favourites, but so few seem to be willing to teach it. This creates an isolated storm, or wave, of icy bullets. Like hail, if it were reinforced with magic and consciously directed. The spell creates several of these bullets at its most basic, but can increase the number and speed with mastery. Good armour can save a man from these, but the unarmoured, unprepared may become bullet fodder.

Flamestrike

Rather than the D&D example, this spell ejects a massive pillar of flame from your hands, rather than above. It can extend horizontally several metres forward, incinerating a line of men, and mastery grows both the speed at which it may be cast and the thickness as well as length of the pillar. Great for starting forest fires, or decimating foes in tight quarters (provided smoke isn't an issue for you).

Shrapnel

Functionally this is Blizzard, but with raw magic instead of ice. Devastating against the unprepared, but isn't guaranteed to pierce through good armour and can be blocked or dissipated with magical shields.

Mirror Image

The defensive spell for experienced spellcasters. This is among the most deadly instantaneous combat spells used in the conflict. What it does is divide your mana pool at the time of the casting, to create a number of temporary constructs, identical to you in every way, ***including your ability to cast spells.*** This can potentially leave you near empty, since they take the lion's share to support themselves. They're also fragile, and they have only that mana they took from you at the time the spell was cast. But for a prodigious mage who can regenerate their own mana more quickly, these are lifesaving bodyguards, decoys and allies in any pitched battle or duel. For one thing, (outside of Perks) there's no immediately easy way to identify them from you, save straight up intuition or you outing yourself with unusual behaviour. The only drawback is that they are a little greedy for mana themselves, so unless you take precautions against it, they're liable to use *Mana Thief* if you also know it. I'm sure with experience you can curb that issue, or simply stay far enough away from them.

Great Hand

An ancient and *very* rare spell to the current conflict around Avalon. Despite the other… humorous… names this spell has adopted over the years, 'Great Hand' is true to its actual namesake. It conjures a very large, phantasmal hand above a target and then seeks to grip or flatten them under its magical weight. Which is *very* heavy. Despite being incredibly simple, it's a devastating spell and can be rapidly cast to create waves of flying giant palm strikes and crushing blows. The spell is however draining to use for any but masters of magic.

Summon Great Wolf

Functionally similar to Great Hand, except it conjures the phantasmal head of a giant wolf to lunge down from above and devour prey. Since it has no body, 'devour' means eviscerate and leave bloody results behind. It takes slightly longer to cast than Great Hand, but costs slightly less mana as well.

Mana Thief

“Ah, a peculiar spell indeed! This one, entitled "Mana Thief," will suck mana out of the area surrounding you and will give a portion of it to you.”

A rare and powerful spell, Mana Thief absorbs the fuel of other mages, but not their cast spells, dwindling their supply to grant you a more rapid, artificial, regeneration. It works in a radius around you once cast, and makes no distinction between allies and enemies per the base spell. This won’t leech an enemy caster dry, and a particularly good one will offset it with their own Mana Thief, but against the unwary at the right range it can be a very unfair advantage.

Shock

Conventionally similar to Lightning Bolt from a different magical setting, but utterly devastating in a way the D&D variant fails to be. Shock is a single target, instantaneous “blast ‘em.” It’s very mana consuming, and difficult as a spell to master, but can strike even mighty foes dead on the spot. It’s vulnerable to Elemental Protection spells and enchantments, of course, and simple obstacles. But a Sha’man with the jump on you, with this spell, should be a very frightening prospect.

Forget

“Hmm, yes, the "Forget" spell, which causes momentary confusion in your enemies, and is especially effective against spellcasters.”

As the description from Librius describes, the Forget spell is similar in use to Hold, but focuses on the mental instead of the physical. Like with Hold, more powerful victims may be able to resist or outright dismiss its effects, but it remains one of the most useful and rare spells in a mage’s repertoire.

Changelog

Update to v1.3
-Buffed the Fighter's *It Just Needs Some Spit* perk
-Buffed the Fighter's *A Fort To Call Your Own* item
-Buffed the *Tomes, Tomes, Tomes* item
-Buffed *Sir Roth's Sword* to make it more attractive to a Jumper
-Added a smithy to the fighter's *A Fort To Call Your Own* item
-Added a benefit to purchasing caste, in the *Class & Caste* choice for Sha'ahoul
-Adjusted the *Chalice of Life* item to better match its in-game counterpart
-Adjusted the *Fiery Shroud of the Inferno* item to better match its in-game counterpart
-Adjusted the *Wizard's Staff* item's description to better illustrate it *isn't* its in-game counterpart
-Adjusted the *Fistful of Crowns* item, from 50 to 75 crowns
-Adjusted the *Enchanted Armour* item to play nice with the new items
-Lowered the cost for the *Enchanted Rings* item
-Added the *Fedora of the Deceiver* item
-Added the *Just As Worthy Protection* item
-Added the *Forty Bars of Fine Steel* item
-Added the *A Proficient Alchemist* general perk
-Added the *A Proficient Blacksmith* general perk
-Added the *Elven Ranger* companion
-Added the *Naga Pathfinder* companion
-Made one addition to the Optional Scenario's rewards

Update to v1.2
-Buffed the Fighter perk *Elven Warrior Training*
-Buffed the *Very Good Dog*
-Gave all Companions a moderate buff
-Added the *Not Just Any Dwarf* Companion
-Added the *Nameless Apprentice* Companion
-Added the *Younger Dreamwalker* Companion

Update to v1.1
-Corrected typos and spelling
-Added the training yard to the Fighter's *A Fort To Call Your Own*
-Buffed the Scout's *Magical Mask* post Jump
-Added bathrooms and amenities to the Mage's *Wizard's Tower*
-Made canon companions free, with an option to spend CP to give them their own
-Added the drawback *I Don't Need Ten Years*
-Finished descriptions for Spells in the Notes section
-Formatting