When the forest turned helpless and blind

And poison tainted the waters

Surrounded by darkness and fear

In defiance, the light of hope would still shine

Trial and victory, beauty and sacrifice

Traveler, welcome to the Land of Nibel



Find your own way with this meager offering

+1000 Ability Points!



Nibel

The birthplace of what may very well be the brightest light to ever shine on these lands, all is not well in Nibel. Far from her kin's ancestral domain, the black bird Kuro roosts in these woods. Under a spell of misplaced rage, she made impotent our guardian and unmade his children. A great arbor sage, the Spirit Tree should command his progeny, as well as the artifacts which keep the local atmosphere in balance. But in his absence, the forest was conquered by thorns and monsters. The heat, the cold, and the waters do not work as they should. It is due only to luck that salvation might be possible. Small heroes are often overlooked.

For now, nowhere in Nibel is safe. You may freely choose to start in any of the following locations:

Sunken Glades – A hero will soon trod here, a hateful welcome to the world.
Hollow Grove – Doors to much of Nibel can be found here.
Moon Grotto – Beware of corrupted flora, but perhaps find a friend.
Thornfelt Swamp – Deadly fish and poison lakes, the Ginso Tree is near.
Valley of the Wind – High cliffs and long falls guard passages through stone.
Misty Woods – A magic lantern plays tricks on the mind.
Sorrow Pass – The wind is strong here, a path to the sun.

Niwen

If Nibel is dying, then Niwen's body has begun to cool. Where one tasted of an existence apart from spirits, the other has become well-acquainted with lifeless embers. Ancient beyond reckoning, generations have passed since the Spirit Willow succumbed to age. Her death brought forth Decay, as the wastes whisper warmly, and bergs bow silently in assent. Some in Nibel remember the Spirit Guardians, impressive beings eclipsed by few worldly powers. Not in Niwen. Much too gone have they been for much too long. Decay has made exiles of once-great peoples, and in some instances, accrues in such concentration as to form loathsome spirits of its own. If there are heroes in Niwen, a cure for the land is not in their power.

As with Nibel, nowhere in Niwen is safe. You may freely choose to start in any of the following locations:

Inkwater Marsh – Kwolok and the Moki reside here, as do Howl and vile insects.
Silent Woods – A graveyard of stone, Decay's poison abounds.
Windswept Wastes – Corpses of Gorlek cities poke through the sand.
The Wellspring – A stalled wheel dams waters of life.
Mouldwood Depths – Spiders and corruption crawl on the walls of this dank cavern.
Baur's Reach – Endless winter lulls a dreaming oracle to sleep.





200 CP – Guardian Spirit (must take Hunted for no points)

Once numbering in the hundreds, the Guardian Spirits defended Nibel for eons. Short and round, tall and thin, they come in all shapes and sizes, and are as diverse in ability as they are in shape. Each has the potential to refine their spiritual Energy into a variety of techniques relating to force and motion, though these Skills require a mastery of self which is not easily obtained. Spirits are also much stronger than their oft-diminutive frames would suggest, with even relative weaklings being able to drag stones over three times their size. Unfortunately, recent years have not been kind to the forest's vanguards. Should you choose to join their number, you will find few allies left in Nibel.

Free - Lightless

The Spirit Tree is no doubt an ancient being, but even he was once a sapling. Before he reached his mighty stature, beings unknown to his light inhabited the land. Whether the true natives of the forest or venerable migrants, their origins are shrouded in obscurity, but they remain intelligent and reasonable creatures. Like the Spirit Guardians, their longevity is such that they may outlast nearly any natural lifeform Regrettably, and largely unknown to those who bear it, even weak expressions of spiritual energy are deadly to these few without light. To make up for this vulnerability, you are one of the more potent members of your kind. Far from sharing in Kuro's strength, you are still much more hardy than typical forest residents.

Free - Survivor

The scions of Light and Darkness are not to be underestimated, but they are scarcely the sole inheritors of the world. In their lofty sanctuary, the Gumon seek to advance their understanding of reality, while beyond the reaches of Nibel scavengers thrive. Many of these races lack the natural advantages of their more violent or mystical neighbors, but several more than make up for this with skill and craftiness. You may choose to be one of their member—the Gumon or a similarly powerful race—or remain in your current form if you would prefer.



Perks

All 100 CP perks free for their respective origins, higher tiers discounted.

Breath of Ghosts - Free

Many of the events in this world were enlivened through the melodies of Gareth Coker. With a thought, you may saturate your surroundings with any track from the original or additional soundtracks of Ori and the Blind Forest and Will of the Wisps or keep it to yourself if you would prefer. Another thought will dismiss it just as easily.

Chorus of Storms - 100 CP

Excellent though they may be, two albums are hardly enough to last through the eons. From now on, whenever you encounter a new and noteworthy area, foe or phenomenon, the occasion will be marked by an addition to your musical collection. The quality of the piece will be determined by whichever is greater between the majesty and danger of the subject, though it will always be composed to a competent professional standard.

100 CP - Nature's Splendor

With corruption, came frailty and desolation. As verdant underbrush gave way to sickly thorns, uncanny beasts emerged from unknown corners of the earth. Yet even now, the world is not a drab sight. Decay has its own brand of beauty, said beasts painted with the vibrant signs of poison, said thorns a violet gleam. The world just looks better in your eyes, as if every object and lifeform was hand-crafted by some cosmic visionary. Relatively important details, such as dangerous projectiles or levers which open nearby doors, stand out even further against the landscape.

200 CP - Inspiriting

As the Light Ceremony fades into distant memory, kindness and friendship become increasingly uncommon commodities in this wooded wasteland. Famine births desperation, desperation inspires hostility, hostility begets fear, and in fear paranoia festers. Some might come to consider mercy and kindness to be naïve in this place, though nothing could be further from the truth. Cooperation is one of the best roads to survival, and a necessary one if Nibel is to regain any of its former glory. Compassion will often be rewarded in your case, your acts of kindness more likely to resonate and be remembered by those you truly intend to aid. Show forgiveness to one who once feared you, and they might be inspired to aid you threefold. Live in a noble fashion, and those who aimed to harm you might eventually seek redemption.

Guardian Spirit

Free - Luminous Life (Guardian Spirit Exclusive and Mandatory)

"Their lights shall return to me", these words the Spirit Tree once said. His light lives in all of us. He is the reason we're alive, he's the reason we grew. All who were lost, his essence they bled.

Spirit Light flows through the beings and bodies of all creatures in the forest. For most, this is merely the animating force of their existence, rarely perceived, rarely relevant. However, those more closely aligned to this substance are able to manipulate it directly.

Your soul confers some level of control over these spiritual energies, through which you may develop Skills to aid in your endeavors. Achieving a Skill is a long and painstaking process, with most spirits only bothering to develop one that suits their needs, though a diligent student of the art might manage several inspiring abilities in their lifetime. The Spirits must be frugal with the Energy which powers their abilities. Only rare plants will replenish it in periods of exertion. Otherwise, their reserves are replenished with rest, approximately eight hours for the full amount.

100 CP - Riding the Wind

The Guardian Spirits once leapt across the land, carrying harmony wherever they went. Ilo, the strongest of spirits… Reem, the most agile… even the youngest could guide their descent.



Feel light on your legs, you can easily jump up to three times your height! To direct your fall from this crest or any other height, lean into a chosen direction, and exercise your will. Separately, you may choose to leave a luminous trail in your wake, set burning and extinguished with the merest concentration.

100 CP – Illuminating Perspective

One must remain aware of their surroundings in this age of decay. From the deepest caves and highest peaks, creatures desperate and malicious have scattered throughout Nibel… Even ancient structures built for protection run rampant without their creators to watch over them. Be careful, wanderer… for a single misstep, one complacent breath, may soon mature a grisly fate.



You've learned Sense! Your eyes have opened to the world around you, allowing you to perceive your surroundings with the light you cast. Light exuded from your body will alert you to anything it touches as if you had seen it yourself, however far and well you could see should you turn your gaze. Processing this information comes as naturally to you as it would for any of your inborn senses.

100 CP – Tranquil Woodland

Nothing in this world, not even the ancient woods, will last forever. Eventually, all those who came before and all who follow them must make way for a new age. Their wisdom and deeds may pave the way for the coming generations as the world fills with new tribulations and treasures. Or perhaps not, but fortunately for the world, each age has much time to prepare. Its Guardians and many of their benevolent allies stand strong against the currents of time, and it is not impossible for them to last between the ages. And once more is the world blessed, for only in disaster are they routed. Like them, you never seem to tire of your duties, of life or love or splendid earth, no matter how the years accumulate. Your appreciation for the joys of life will never burn out simply for having enjoyed more of them. Against your will and empathic nature, time will find the mountains a more conquerable opponent.

200 CP – Light the Fuse



Always tread onward, there's no time to rest! The Guardian Spirits never surrendered, through pain or through fear. They stood by the forest, through turmoil and stress.

You are possessed of an impressive talent when it comes to using supernatural abilities fluidly, both with each other and while moving. Learning how to chain and transition between jumps, dashes, and other techniques to navigate your environment will come much easier than before, especially if you already have a solid grasp on the component skills. This gracefulness will also prevent you from freezing up under pressure.

200 CP – Facing the Dark (One Purchase Free for Guardian Spirits)

Many wonders can be accomplished by honing the power of Spirit Light. From Fil, who clung to the earth, to Nir, who soared through the sky, each of the Spirit Guardians expressed their Energy in potent and unique forms. These Skills allowed them to carve their own path, when the land was peaceful and vibrant in days afore.

One way or another, you have learned to call upon your inner light as a unique Skill. This can range from an ability to climb sheer surfaces, to focusing Energy into boulder-shattering explosions, to propelling oneself great distances with stolen momentum. Active Skills normally deplete Energy when used, however those directly relating to movement cost nothing at all. This option may be purchased multiple times.

200 CP – Clear Path Revelation

Surely you have heard that courage is not the absence of fear, but the strength to act in spite of it. No less true in this world than it was in yours. Our heroes are host to love, are burdened by fear, and sometimes even fueled by anger. What matters is that, however they feel, their passions do not bar them from the path of righteousness. They stay true to their beliefs regardless of the difficulty and pain they face, and do not throw them away when it becomes inconvenient to hold onto them. What needs to be done, they will do, even when they would prefer otherwise. Yours is a similar strength of character, a comparably unshaken grasp on your principles. Regardless of the challenges ahead of you, your faith in your abilities and fellows and necessity of your duty, will carry you through where others would falter.

400 CP – Restoring the Light

As the Spirit Tree kept still in his stupor, darkness and disease smothered all but the hardiest forms of life. At his strongest, his light kept danger at bay, searing those who would seek to harm the forest. But a withered trunk he has become, and the Spirit Guardians lay dead or dying… What were the last vanguards of Nibel, now no one remains to oppose the blight.

With Purify, your attacks deal more damage against forces of corruption, darkness and disease. Additionally, your attacks deal more damage to manifestations than victims of such maladies, which when destroyed will moderately weaken their hold on the afflicted. This may allow the strong-willed to wrest control from corruption and potentially expel it. Finally, this will provide innate forms of the Catalyst and Life Pact Shards, which respectively allow regeneration of Energy via melee attacks and to expend Vitality in place of Energy.



400 CP – Light of Nibel

Guardian Spirits are borne from the branches of the Spirit Tree, shed leaves imbued with light and Energy. When the forest needed another protector, he would carefully mold his essence into a new life. Their ranks bolstered, they were better prepared in times of strife.

You have learned to charge regions of your body with supernatural Energy, releasing them to create loyal and powerful allies. Permeated with your occult power, these spirits are born with only a fraction of your might, but enjoy great potential for growth in any disciplines they receive from you.

400 CP – Resolution in Paradise

It is one spark of light who learned to love the dark, who will support Nibel on its last legs. One spark, further foretold to drag another land from its desiccated depths. The sole hope for every sentient creature in Nibel and beyond, a lone soul no longer.

Your presence heralds a better world, for wherever you walk, you will find opportunities to heal the land and its people. If there is only a small glimmer of light at the end of a dark pass, those who may guide you rise with the sun, powerful artifacts seem to endure with fierce desperation, and the health of innocents will remain stable for a time. If it is even remotely possible, you will find the path to breathe life into wasteland, warmth into winter, and light into darkness. In the wise words of another: You might not be able to undo all the damage, but you can still give the forest a second chance. Only you may decide if the price is worth paying.

600 CP – Unquenchable Flame

Rumors tell of Spirit Guardians who could bond with the land itself, as a safeguard when confronting the hazards and Enemies of Nibel. If killed, they would merely reform at a Soul Link, nigh-immortal. With determination and skill, such a spirit would be capable of returning peace to the land lost and alone… If there is indeed a spirit who holds this talent, they've not made themselves known.

To create a Soul Link, concentrate your spiritual Energy and release it in the desired location. As an act of will, you may return instantly to your last formed Soul Link, optionally restoring vital energies and healing all wounds once per day. Once every ten years, this may activate upon your death, reviving you automatically provided you had a Soul Link active before dying.

600 CP – Completing the Circle

Accompanying the Light Ceremony came an unexpected blow to the forest. The Spirit Tree was suddenly attacked, his heart stolen, his children wounded and maimed. Some managed to preserve their wisdom in Ancestral Trees, lending strength to those who might live, in the hopes that their sacrifice was not in vain…

Circulate Energy through the fallen to gather the echoes of their knowledge and vitality. Beings considered "normal" or average will merely gift you a measure of Spirit Light to fuel your development. However, those who are particularly powerful or strong-willed may yield something more notable… Absorb their light to gain a Skill modeled on a supernatural power or technique they possessed in life.

600 CP - Road to Amelioration

The peaceful protectors found fondness in pain, for in their burning light were dark creatures inflamed. In the soil of the dead, anguish has bloomed, to a chain of catastrophe their warm glow has led.

Just as easily as light can dispel a shadow, the powers invested in the Spirits sear the shadowy residents in their domain. Lost love should come as no surprise when the bright may erase the black in a single misstep. It is not inevitable, however, and you are more likely to build bridges between such beings than almost any other. Your core is one of inner peace, allowing you to perceive the good in all things. When the world would be better for it, you may forgive and accept despite personal grievances and eloquently explain your decision to others. This peace has sifted down to your very soul, lending your spiritual powers a restorative bent, regardless of the subject's nature or that of said abilities. Your energies harm only when you desire them to, and grace blissfully upon those they would otherwise disfigure. In time and with sufficient growth of spirit, healing malformed limbs -- even resurrecting the Lightless -- will be possible.





100 CP - Sight Unhindered

Fear and darkness were allies long before Nibel fully blossomed, and they will remain so long after it has wilted. Any manner of being might lurk unseen in the depths of caves and tunnels, waiting to strike at the unwary… It is only natural to be fearful of that which one cannot know, but as kin of shadow, the gloom holds few secrets from you. Born in it, molded by it, even the complete absence of light will never serve to veil your vision. Additionally, you may layer your eyes with the silver glow of rage at will, regardless of your true state of mind.

100 CP - Speech Unspoken

If a picture is worth a thousand words, you are a picture in motion. Your talent for wordless communication is now something to truly marvel at. With a gesture or groan, you have conveyed as much in a heartbeat as a poet might a verse. This works across language barriers to an extent, but due to the limits of the medium, complex ideas may not relay as efficiently. Regardless, few creatures in this forest speak the same tongue, so such skill may be necessary if you wish to speak at all. And it will be enough for most practical purposes.

100 CP - Spirit Unforsaken

Of all those born into this world teeming with life, truly few are evil from birth. True, many are aggressive, but this is often an aggression born from desperation and survival. Worst are those who were unfairly judged, who never had a chance to provoke hostility, whose futures were chosen for them. So that you may live a better life than they, your loneliness is less harrowing to escape. You will more often chance upon those more accepting of others, and you know how to lessen your apparent threat and freakish appearance. Your intentions are more easily shown through your actions, and observers are less likely to be mistaken by observers.

200 CP - Talons of Hate

Dark and light are natural enemies. Where one exists, the other must perish. Creatures of light and darkness wield many weapons to reflect this. The Skills of Guardian Spirits are as destructive as their father's light is nurturing. But where light emanates, projects from a distant source, the darkness must risk its own being to smother a foe. Whether it be claws which leave gashes in stone pillars or a carapace fit to bludgeon walls, your natural weapons have been enhanced to this end. Moving forward, these and similar features will always retain their edge no matter how often you use them, mending far more quickly than usual if broken.

200 CP - Wings of Void

Encountering the many beasts throughout the forest may provide insight into their weaknesses. Bulbous amphibians spit fiery projectiles but take precious seconds to form them. An armored ram must commit to its charge, missing its mark if a target is precise in its evasion. One stands above them all: Kuro, the mastermind of Nibel's destruction. As massive as an elephant, tougher than stone, and nimble as the quickest hawk. Formed from darkness, her limitations are not those of ordinary flesh.

Like the great owl Kuro, your vast frame belies incredible speed. Regardless of your size or mass, you are as quick and agile as the world's fiercest hunters. When you strike, only the most perceptive beasts sense your movements. If you can fly, complex aerial maneuvers are no more trouble as a Roc than they would be as a falcon. As much as it would seem otherwise, darkness is still of the world, and ultimately subject to its laws. Should you exceed Kuro's vastness, this property will serve you ever more poorly. If you were as grand as the Spirit Tree, the effect would be utterly unnoticeable.

200 CP - Guilt of Gossamer

In darkness or in light, in decay or bounty, varied are the circumstances of our births. The heights of altruism and the depths of cruelty, these are paths chosen by those who walk them, if with immense pressure or guidance. As with all things, time and passion may obscure the start of our journey, as well its destination. It is all too easy to forget one ever had a choice, that each step on the trail is itself a choice, whether we still know the reason or not.

You are not so easily contained by the false prisons of habit and prejudice. When you are granted a real choice, the chance to change your ways and raise yourself from the holes of circumstance, the mists clear for you. The blinders of hate, fanaticism, despair, and other lies simply dissipate for a time, allowing decision from your unburdened mind. Your willpower, as well, is increased during this period. Any step in a new direction is wholly yours, and truly certain if you choose to take it.

400 CP - Sheltered by Shadow

As the sun sinks below the horizon, a new lightlessness comes into being—unrivaled in its greatness, boundless in its enormity. Peerless in its fragility. With a flash, the dark is dispersed, with a flicker warded off… Why should life formed from it be any different?

Your gift is a form of prescience: Before those close to you endure immense harm, you will receive a flash of insight detailing their location and the basic nature of the threat, early enough to make a difference if acted upon quickly.

400 CP - Preserved in Shade

Even after nightfall, innumerable gleaming motes dot the heavens above. Not enough to read or even see by, but a constant presence nonetheless. Those who dwell in light may find this reassuring. For creatures of darkness, it is merely an eternal reminder that danger will forever hound them.

May this boon provide some measure of peace, for if not you, then those you deem worthy will be protected. This does not come freely, however. The more you devote to them, the more circumstances will conspire to keep your ward alive and thriving. Spend a significant amount time with them, and they may catch their own mistakes more often. Sacrifice your own life in their stead, and it may well take divine intervention to destroy them.

400 CP - Armored in Gloom

The strongest of the Lightless are not only made of darkness, but constantly exude it into their surroundings. Through whatever means, you have cultivated a similar aspect. This aura stifles the sounds of your approach and wards against the light you so abhor. Only sustained luminous assault will strip from you this insulating layer. Until then, neither sun nor spirit will score your flesh. Regardless of your nature, this cloak of darkness will heed your call.

In future worlds, you may learn to invoke like phenomena with any supernatural energy or non-solid material which pervades your being. In doing so, you will be afforded with a moderate defense against its direct opposite, enough to protect from all but the greatest concentrations of ambient sources, but modestly against targeted strikes as well. You may only make use of one such "aura" at a time. To manifest an aura for another force, you must undergo a minute of meditation. Despite its undeniable integrity, the substance of this aura is never "real" enough to be collected or harvested, sustaining itself only until it leaves you and soon fading into void.

600 CP - The Crushing Darkness

Though the energy of the Spirit Tree is toxic to the lightless, a rare few have managed to endure its blaze. Where once a glow was an inferno, these dark paragons fly through potent mystic auras as though they were pleasant summer rays. As your hide further repels stone and steel, snuffs hotter flames, you will find your resistance to mystical energies increasing as well. Even those which are especially effective against beings of your peculiar nature will clash against you with reduced effectiveness. Though this will never entail a full immunity to such forces, a powerful enough creature of darkness could fly within the Spirit Tree's harshest manifestations unscathed.

600 CP - The Fading Light

You lay sequestered in far-flung caverns, travel far and wide to meet their needs. It is not enough. You shield them at every turn, staving off the greedy and gluttonous. It is never enough. When solitude and steadfastness prove insufficient, perhaps diplomacy is not the solution. You know where to strike to most efficiently end threats to yourself and your wards. An Ancient Being's core of power, fragile scars on a seasoned warrior, even where on their path to best lay an ambush. Those who seek to harm your flock rarely live to regret it.



600 CP - The Unbroken Night

It is not only the power of light that harries your kin. Mundane dangers, of course, trouble every living creature, but your kind are especially susceptible to the corruptive forces of decay. Under its sway, the weakly lit are mentally enslaved or forever bound in stone, lost as much to time as the progenitors of dust and sand.

When Corruption met you in the dark of birth, it was repulsed by your innate will to survive. Where normally your flesh would be transmuted to unfeeling stone, you were instead painted with a thick earthly carapace and imbued with the greatest powers of Decay's myriad agents. Your armor covers most of your body and can be quickly summoned or dispersed upon your forelimbs. Oddly, it does not impede your movement or basic functions. Like your siblings of molten rock, you may assail your enemies with destructive beams of energy and flurries of smoldering projectiles. An affinity with the unliving earth allows you to burrow through the ground at extraordinary speed, though the landscape will be broken in your passage. In stormy conditions, the clouds themselves will heed your call, dimming the battlefield and loosing wicked rain upon your foes.

In other worlds, you will find yourself no less receptive to corruption. But while you may still house and – in a sense – become corrupted, you will suffer from their deleterious effects in only the most virulent cases. Whatever beneficial effects would normally accompany your descent, however, you will receive in accordance with your degree of corruption.





100 CP - Iron Stomach

Too corrupted are the rivers to even wade in, let alone quench one's thirst. Some have supped from the tainted flows and experienced many agonizing nights, while others have tried to catch the rain. The former is at best a gamble, but it needs not pause for fate. Whether due to necessity or madness, you know both quite well, and have unusually come out all the better for it. Having built up a marked resistance to corruption, you are less likely to catch ill from anything you ingest, even if it is of a minor supernatural bent. This should be enough to safely consume any of Nibel's contaminated substances in moderation, even if the experience is not likely to be any more pleasant.

100 CP - Making Do

While it is true that fortune plays a role in those lives so desperately clung to, anyone foolish enough to rely on luck alone was quickly weeded out. Survival in this new world requires not just chance, not just an excellent constitution, but also a wide array of skills and techniques. Hunting, foraging, cutting and lashing together lumber are a fraction of what these last years have mandated from the stragglers. As luck would have it, you've attained proficiency in almost any mundane skill that would save one's skin in the natural world. In these conditions, it might be enough to extend your expiration date by another couple of years.

100 CP – Organic Medicine

Of course, only a fool would claim survival and luck are entirely independent. Even an experienced hunter might have some things slip past his guard. When civilization crumbles, any injury may spell one's end. You may not dread such a fate, though your path may cross with those who should. If their plight behooves you, you well-equipped to administer aid. Your knowledge of natural remedies allows you to stabilize all but the worst conditions of flesh, materials permitting. You shine best, however, when you apply yourself to prosthetics. False appendages you craft better allow for motion and other natural capabilities. They are harder to jostle and more receptive to the host's desires. They fit splendidly and comfortably, and work unnaturally well. This enhances your craft, rather than replacing it. Ensure your designs are dependable before presenting your gifts.

200 CP - Artful Approach

Paths eroded and pillars cracked, even a quick jaunt beneath the canopy is not as easy as it once was. To make your way in a rotted world, you learned to think on your feet and work more efficiently. A clever problem solver, making the most of your every tool and ability comes intuitively. If you were exiled from civilization, you might use your skills creatively to improvise a formidable refuge. The way forward requires unearthly agility? There is probably an easier route. You excel in finding obscure, hidden and out-of-the-box solutions for whatever challenges present themselves, so that you may conserve your energy for times when there is truly no other option.

200 CP - Marking the Way

The old maps and roads can no longer be trusted to ferry one to safety, and while map stones show the changing world, those that are accessible are not likely to remain intact. Losing one's way in this vast wilderness has never been easier. Using landmarks and lanterns, you've done what you can to find passage, but corruption spreads ever further. What once was sure has now fallen short, and the mundane eventually ran out. A preternatural sense of direction, your mental maps are nearly perfect, instinctively allowing you to determine how where you are relates to where you've been. So long as you have traveled somewhere once before, you may return unerringly, assuming you are otherwise capable of the journey. Moreover, if you have somehow failed to acquire any of the worthwhile trinkets in an area, a niggling sensation will alert you. This may be freely toggled on and off.

200 CP – Gimmick Skill

The unceasing strength of the darkness may not be yours, nor the radiant miracles of the light… But if you were not their equal in other ways, you would not be standing here today. Choose a single mundane skill, such as stealth or botany. You have mastered this skill to such a degree, that you can survive these lands with it alone. Beasts would be hard-pressed to sense your presence, if stealth you choose. Were you a botanist, you could easily grow crops in spite of the corruptive forces of the land. In addition, you will find it easier to hone your skills through experience in hostile lands, more able to adapt them to the environment.

400 CP - Disastrous Intuition

As much as we would prefer otherwise, emotions can be powerful motivators. Volatile, even. They must be tempered to avoid calamity, balanced lest they lead us astray. Such discipline is something you must find on your own, but in the meantime, the knowledge of a sage will guide you. Whenever rage or love would blind you, the verses of this ancient being will attempt to bring you back to your senses. Wherever an action made in ignorance would cascade into far more tragic consequences, you will know.

Important events in your adventures will be narrated by some force of ageless enlightenment. Should you enter a state in which you are unable to make informed and reasonable decisions, whether due to you own failings or a simple, if obscure, fact you have yet to uncover, this mysterious voice will fill in the gaps to prevent misfortune. The only conditions are that at least one life is directly put at risk if what would otherwise be your course should come to fruition, and if applicable, that any information provided to you is obtainable through limited observation.



400 CP - Spectres of the Past

Countless lives have been lost since the forest was crippled, but mourning is a luxury long rendered unaffordable. In our memories those gone will be deathless, their deeds echoing through future generations. In our memories they must reside, lest more souls be claimed. Alas, there are those who stay forgotten entirely. Or at least there would be, but your curiosity may save them. In areas where vital or emotionally charged events have played out, flashes of bygone days will manifest. Ghostly images will reveal conversations and circumstances which faded into obscurity ages ago, providing at least some relevant context wherever your travels lead you.

400 CP – Merchant and Scholar of Breath

Spirit Light flows through every living being, granted in unremembered days by the Spirit Tree himself. Despite this, few beings in Nibel have learned to touch this power directly. The Gumon are not among them, for all that they are masters of artifice. In Niwen, however, the spirit arts are more developed. Many a merchant is capable of molding and extracting Spirit Light as a form of currency, and you may now count yourself one of their number. Whether obtained willingly, or through hastened demise of your enemies, you may trade and store packets of "life force" external to yourself. In addition, you can adapt your mastery of ordinary skills to the occult, more easily enabling the development of mystic techniques to supplement athletic and martial arts. So complete is your understanding, that you do not need the capacity to perform these skills yourself. Should you meet those bearing power unlike your own, it will not be difficult to apply your prowess towards their improvement.

600 CP - Wisdom of the Gumon

While the children of the Spirit Tree wield their gifts with the ease of any ordinary talent, the secrets of Spirit Light are not restricted to them alone. Indeed, several beings use it to their own ends, if perhaps not as easily. Their understanding of Energy is second only to the spirits themselves, the Gumon devised numerous methods to capture the essence of life, using it to power miraculous structures and devices. Platforms which defy gravity and blasting maws for warding off intruders barely scratch the surface of what may eventually be achieved through these arts. Their wisdom is yours now, the techniques and principles used to capture and command supernatural energies will no doubt be of use in the days ahead. So long as you have some of these energies available to you, not even the sky will limit your craft.

600 CP - The Trapmaker's Art

To realize a fragment of the divine, it is not enough to master the intricacies of spirit—the truths of the natural world must be understood just as utterly. Before the Gumon learned to siphon power from the Spirit Vessel, they developed incredible contraptions of wood and earth. Bridges split in half and reform, massive columns of stone rose and fell with distant currents. Through cleverness and tenacity, they discovered processes which could be used to push primitive materials to inconceivable heights. Your mechanical prowess is such that you could craft similar structures without only the simplest of tools; but as you walk the paths between worlds, glass,

metal, and still stranger substances seem to yield their deepest mysteries with scant effort on your part.

600 CP – Engineering Ether

To invent and craft is something never to be wasted, but many would consider it impractical in a dying world. Some tools are required for survival, but beyond survival, invention is wasted effort. Useless daydreaming when all hands are needed. Whether or not this is true for craft in general, the dullest minds see use for you. Under your hammer, the artifacts of old sing songs of praise. With the proper materials, you may amplify the existing effects of mystic tools or even add to them as your skill improves. Each object will require a different material, dependent on the nature of the item and strength of the improvement. Objects largely physical in form, such as ancient Spirit Wells or the marvels of the Gumon, may require special ores as the Gorlek once used. Aethereal objects like Spirit Shards will require similarly aethereal materials, such as persistent packets of Spirit Light or even souls in their entirety.

Items

Receive one discount per tier, discounted 100 is free.

100 CP - Cleansed Waters
As the land changed, its inhabitants followed suit, bodies and skills hardened in their new reality. But for all their improvements and adaptations, their mortality was only magnified. There are uncountable hostile creatures one might come across, but even the mere scarcity of basic needs can be fatal. A rarity now, this hidden alcove hosts a minor spring, ever flowing with crisp and potable water. This will not serve all your needs, though obviously it will one of the most vital.

100 - Dreamcatcher
When every breath may be your last, why allow a single moment to escape? Sleep may seem wasteful on its face, dangerous these days, but it is no less necessary to keep a sharp edge. This sinuous ornament will calm the nerves of any who rest in its vicinity, ensuring they achieve peaceful and invigorating sleep should they so will it. Unique to this offering, those drowsed under its spell will awaken in their full senses at the first sign of danger.

100 CP - Umbral Quill
Plucked from a titan's wing, this dark feather would normally stand half as tall as a man, however special enchantments lend it some adaptability. In only seconds, it will expand to a size befitting any being who holds it, maintaining proportional stiffness and durability. More notably, it will slow the user's fall to a harmless drift and send them gliding regardless of heft. While it is still in your possession, you may dismiss it into the ether with but a thought and recall it just as easily.

100 CP - Strange Sphere
Discounting the infestation which mars the land, Nibel is hardly lacking in strange and practical flora. On one path, flowering buds may part to reveal luminescent crystals, while just a few paces further, wider blooms might add some spring to your step.
No less strange and only slightly less practical are these spheroid wooden bundles. Native to Sorrow Pass, these bundled branches resemble the tumbleweeds of drier locales, but will absorb the heat of lava flows and Energy beams sent their way with nary a cinder.

100 CP – Lightcatchers
For all the difficulty of eluding danger, doing so is hardly any easier in the dark. These lantern-esque plants have collected Spirit Light in such a way to provide useful illumination to any travelers.

200 CP – Gorlek Ore
When the Gorleks were great, they built devices and structures to rival the Gumon, buried now under mountains of dust. The most impressive of their works exploited the properties of this wondrous material, once extracted en masse from deep mines. With the collapse of Gorlek industry, only a rare soul knows its true value. While immensely resilient, its best use is in realms less physical. Spiritual energies flow marvelously through the refined substance, stored, conducted, and even enhanced to a small degree. If one knew other means to manipulate spiritual power, who could predict what magnificent structures might be erected? You will receive approximately 5 kilograms of this substance at the start of every month.

200 CP - Hermit's Orchard
Other matters came to eclipse the passage of time, and it soon seemed an eternity that the valleys lay barren. In truth, it has only been years, though such mistakes might be forgiven in the face of decay's unceasing spread. Hidden between two cliffs, this is a small grotto which has miraculously escaped the worst ills affecting Nibel. Creatures who eat the fruit on these trees can grow fit even should they eat nothing else. Additionally, anything planted in this little slice of paradise will grow strong, healthy, and bountifully regardless of local conditions such as aridity and pollution. Likewise, forest fires and vandals will tend to steer clear of the area unless you lead them here, though more deliberate attempts to destroy this sanctuary will see it burn as normal.

200 CP - Jumo's Hideout
Risking life and limb to grasp mere moments is no way to live. Find some steady ground, build your home, and rest without a blade hanging over your head; anything else is needless torment. Whoever settled this cave before you has long since abandoned it, but not before setting up many fierce traps in its defense. A lengthy dip beneath the earth terminates in a massive underground chamber, the depths home to both impure waterfalls and derelict abodes. Much like a similar residence in this world, the only way out is between huge stone pistons and over carefully-placed spike pits, assuming one somehow survives the fall.

200 CP - Shaman's Plate
Should one suffer a brush with death, the trail to the nearest Spirit Well may still stretch miles ahead. Nevertheless, there is hope for the prepared. Occasionally, the light inherent to all life shines so brightly in one respect, that it may be collected and used by other beings in that form. Where other animals and plants have a small chance of developing these facets to such a degree, this herb is always strong in the vital aspect of Spirit Light. Found in cracks and clearings throughout Nibel, eating its leaves will knit small cuts and smooth bruises before one's eyes, but inside its portly bud rests the very breath of spirit: A Life Shard, whoever absorbs it will be availed of even major wounds, if only just.

200 CP - Wraithbell
Tired, battered, hungry… Through its diverse and ample climes, it is all too easy for the forest to wear one down, leave one helpless. Conveniently for those capable of using them, the strange arts of this land draw neither on one's vitality nor one's stamina. All the same, another tool, another weapon, another aegis to be ablated—most Skills are practically useless without Energy to fuel them. Any adepts who cared to live quickly found ways to restore their source of power, or perhaps they would, had they not been slaughtered… Beasts rarely progress in the Energy aspect of Spirit Light. More reliable are these crystal plants, each budding with invigorating fruit: A Shard capable of restoring a small amount of Energy. This breed will even refill other mystical energy pools, if applicable.

200 CP - Sample and Seeds
Encroaching and enervating, corruption has strangled the life from Nibel. Twisting and tenacious, its agents have only been strengthened. Thorns as hard as steel line every passageway, while inverted pitchers project beams of Energy. In your grasp are now several samples and seeds of the blighted plants that taint the land. Properly cared for, they can act as a potent bulwark against those who would trespass your domain. Left alone… Well, if there's anyone you'd like to evict from their home, these will put on a rather cathartic performance.

400 CP - Sunstone
Within this ancient rune, the lights of earth and sun mingle to form a power far greater than the sum of its parts. Ever burning with solar and spiritual energy, merely being near the Sunstone is enough to destroy all but the most powerful forces of darkness. In future worlds, this will serve as a potent defense against creatures of Dark and Decay.

400 CP - Spirit Snare
The Spirit Tree was not always so capable of watching the forest and dispensing it aid. He grew as we all do, from sapling to high wood. A lightless being, Naru, cared for him and his spirits whenever she could. When held, this sphere will materialize nearby spiritual beings and constructs, allowing you to interact with them as though they were purely physical.

400 CP - Shrouded Lantern
From the throat of this stone effigy spills an eerie mist, carried through the forest by unnatural winds. Whoever falls under this fog is mesmerized and misled, a subtle touch to their spirit disorienting ever so slightly, while the terrain itself shifts to ensnare the lost.

400 CP - Spirit Vessel
The relic from which all Gumon marvels are derived, the Spirit Vessel is capable of powering an entire city for thousands of years. Like the original, this one can last for untold generations through its reserves alone; but beyond even that will constantly recharge itself with the ambient energy of the world, meaning that short of truly absurd expenditures, it will serve as an indefinite source of power. By purchasing this, you gain one such vessel, along with diagrams and notes needed to create more.

400 CP - Atsu's Torch
When the eponymous Guardian Spirit succumbed to his wounds, his torch was surrendered to the Misty Woods. Somehow, you have stumbled upon an artifact indistinguishable from his flame. Key to the Shrouded Lantern, the fiery orb showed the path through its haze. With but a firm grip, the bearer was insulated from mental intrusion, and nearby means of supernatural obscurity were dispelled. You will be similarly shielded from such influences while it rests in your hands, and though this effect is not absolute, any veil must be strong enough to shroud a forest and further before its protection is even softened.

400 CP – Wellspring Glades
Refuge is scarce in these overrun forests, peace rarer still. Known to you is the location of a glade which will serve as both. This glade and all within are provided a moderate resistance to Decay and Corruption, and it is unlikely to be found by enemies unless you are followed. An aura of peace permeates the place, lessening the possibility of conflict and encouraging cooperation, between friends and strangers alike. Inspiration also comes more easily, both regarding improvement of the glade and creative pursuits. Architects, farmers, painters, and more. All will find greater success in lending their talents to the bettering of this community.

600 CP – Ginso Tree
Towering thousands of meters above the forest floor, the Ginso Tree caresses the clouds. Beyond its impressive stature, the Tree plays a vital role in Nibel's essential processes. Nestled in its Heart, the Element of Waters governs every drop of every lake and stream, through its very existence cleansing these bodies of corruption and filth. With a skilled master, it may be applied to yet more impressive ends. Upon entering a new world, you may choose to deploy new instances of the Ginso Tree and the surrounding parts of Thornfelt Swamp in any appropriate location.

600 CP – Forlorn Ruins
Carved on the face of a stone giant, the Forlorn Ruins are where the Gumon rest their heads. Almost a city unto itself, this venerable citadel is capable of sheltering and providing for hundreds of citizens within its halls. The complex houses the Element of Winds, from which the greatest of Nibel's gusts derive. At all times cycling incredible volumes of air, this Element provides a steady source of wind and cold to the local atmosphere. Of course, active manipulation may produce grander effects, though such ends would require cultivation of equally grand skill and effort. In other worlds, the stone city will appear in an appropriate mountain of your choice, with any improvements you've made to it if applicable.

600 CP – Mount Horu
Deep within Mount Horu lies the Element of Warmth, currently inert in its fiery grave. Largely empty save for lakes of magma, lavafalls and searing boulders guard the paths deeper into the mountain, to say nothing of predators who have adapted to life in such hellish climes. Whatever your aim for the volcano itself, its greatest treasure is the Element of Warmth, an ancient artifact which regulates temperature across Nibel. While it is mainly used to provide hospitable and comfortable climate, it may possibly

be applied to other ends given enough experimentation and practice. You will find the mountain in other worlds, retaining any modifications you've applied to it.

600 CP - Spirit Pool

Spirit Wells are known primarily for their rejuvenating properties, though they also possess a lesser-known function, capable of instantly transporting a traveler to any Spirit Well they've visited. This is… something else entirely. Stepping into this pool, you will find yourself transported a world much like the one you are currently visiting, though not at its peak. Much like Nibel today, the world you find yourself in will be one which has seen incredible catastrophe, one which is teetering on the edge of total extinction. Whether or not you decide to intervene in its fate, exploration will not go unrewarded. The portal has seeded the world with some of Nibel's most valuable treasures: Life Orbs, which will increase your ability to stay functional in spite of wounds; Energy Orbs, which will enhance your capacity for spiritual energy; and finally, Ability Cells, which will spur on months of growth for a single field instantly, as though you had trained regularly for as much time. And finally, Spirit Shards, magnificent gems which enhance one's spiritual abilities, though almost always at cost. Significant areas will likely contain a number of these items, concentrated in hidden spaces near the most dangerous accessible locations. You may also use the pool to visit such worlds without any of said "seeding", if you would prefer.

200 CP - Spirit Shard (Undiscounted)

The Skills of Spirit Guardians are impressive, but not always sufficient against every threat. Spirit Shards were developed as a means to enhance Skills or provide useful effects of their own, and provide a much-needed edge, though often at cost. With each purchase of this option, you may choose any Spirit Shard from Will of the Wisps. Unlike the Spirit Shards found in this world, you or anyone you allow may use them, even if not a Guardian Spirit. Effects that work with Vitality will work with the internal lifeforce of the user. Any that work with Spirit Light or Life Orbs will use lifeforce external to the user. Effects involving Energy will work with any form of magical or spiritual power source the user may possess. This option may be purchased multiple times. You will have as many "slots" to use Spirit Shards as Shards you purchase.

Companions

100 CP – Sapling

The wizened Spirit Tree earned his wisdom through many, many years. His life began soon after Naru's, and he died just before. Hundreds of years, at the least, does he remember. Hundreds of years, at least, will he stand strong. You have the beginnings of a Spirit Tree, a sapling like Nibel's once was. His light provides, and it heals. So too will your sapling learn this power. He or she is predisposed towards wisdom and enlightenment and will quickly mature into a reasonable voice. Speaking of maturity, when fully grown (again, hundreds of years), they will produce Guardian Spirits to protect the land and its people. As the Tree is immobile, they will not take up a Companion slot. Unfortunately, the Spirit Guardians produced by him/her will stay bound to the world in which they were birthed.

300 CP - OC Sein/Seir

The light of the forest, its eyes and its ears… Its strength and its will lay dying for years. After Sein was stolen by Kuro and cast to the ground, the last sparks of Nibel in mind and spirit were bound.

Like Sein, this is a spirit tree's potent core, lived years granting them impressive knowledge of the life and history of this world. Unlike Sein, the Spirit Tree which bore them has withered irreparably, thus cruelly orphaning them. If you allow it, they will spiritually bond with you, dispensing aid where they can and channeling the powers of your soul. This sprite does not occupy a companion slot, but neither can they be imported. Perhaps your combined efforts will permit other spirits a brighter future?

Canon Companions/Companion Import

At the end of the jump, you may bring with you any companion who has agreed to follow you through the multiverse, so long as you have paid for an open "slot" at the appropriate tier. While you may take anyone you can convince, by choosing a particular character on purchase, you are guaranteed to meet under favorable circumstances. Some are more prepared to face the dangers of this world and others and are thus more expensive. You may instead import a companion at the listed price, granting the italicized benefits. If you purchase multiple slots, you may either take multiple characters, or grant a character native to this world CP to spend on choices from this document.

50 CP – Tier One

Those who are compassionate or wise, but unlikely to contribute much to your immediate chances of survival. Naru. Lupo. Ku. *400 CP to spend.*

100 CP – Tier Two
Creatures who have great potential, but have yet to realize it. Ori at the start of Blind Forest. Gumo. Twillen. *800 CP to spend.*

200 CP – Tier Three
Undeniably potent creatures who provide both company and serious advantage. Ori at the end of Blind Forest. Kuro. Shriek. Baur. *800 CP to spend. Any origin for Free.*

Ori
One whose light may waver, but whose resolve never falters, who will lend strength to a land on its last few breaths. A Spirit Guardian, the last of their kind, they are a novice in the mystic arts but possessed of all the inner qualities one would expect of a hero. Bravery, compassion, self-sacrifice. Dexterity and might. Soon they will learn camaraderie and become wise, but the road ahead is perilous and frightful. Your aid would not go amiss.

Kuro
As is often the case, neglect and love have cultivated vengeance and tragedy, whenever harm is done to the centers of our worlds.
Her wings do not quite enshroud the moon, though the objects of her enmity are rarely granted a chance to see otherwise. Her skill in stealth is formidable, her tracking free from error, her mass beyond boulders yet her blows missed in blinks. Mercy has been scorched from her soul, passion long since reduced to frigid ash. All things of light are anathema, even if they are impotent against her. Will you lead her on a brighter path, one of twilight, if not day?

Gumo
Was it a cruel twist of fate, or a mixed blessing from on high, that Gumo was barred from his city and neglected by rime? Lost in the wilderness, wandering in vain for the briefest respite, he who inherited neither magic nor fang has nonetheless managed to thrive in dying Nibel. His quick wits granted salvation where the strong would perish.
His owes his survival to marvelous contraptions, deadly and utilitarian, which he has repaired and realized through primitive means. A perfect system, his is not, however. His desperation will soon force him to steal the Water Vein, one last attempt to live in a shrinking world. Let it be known, as well, that he does not yet know the fate of his people. Friendship will soon become his greatest need… and his greatest gift.

Naru
The adoptive mother to a storm-scattered spirit, a gentle soul overflowing with compassion. Hate has drifted from her heart, even for those whose may innately harm her. Early in her life, she bonded with Nibel's first spirits, and it was she who nurtured the Spirit Tree to maturity. It was she, also, who gave her life so that hope might live.

Shriek
A victim of Decay, not slain by its touch, albeit terribly deformed. Stone guards her from the world, and corruption burns in her chest, more dangerous to her enemies than the greatest elders of her race. Ostracized by her fellow owls for her power and disfigurement, every living being is an abomination in her eyes, their death the only recompense for exile in the deadly wastes.

Ku
A dark owl's offspring, she is soon to become friends with the remaining residents of Nibel. A wing was taken from her in a momentary act of grief, but such an act has fortified her against one source of danger. Spirit Light in its purest form harms her little more than it would the Gumon, though bonds to the peaceful denizens of Nibel have left her ill-equipped for the reality of other lands. Pain and hardship will become prolific features on her path. Potentially avoided… Otherwise, desire to protect her will inspire the greatest good this world may ever know.

Kwolok
An amphibian of prodigious size, his light does not illuminate gloomy caverns, nor does it fend off those born of night. He is nonetheless a shining presence, for in his strength, he has proven an able guardian where the Spirits failed long ago. In his wisdom, he has offered guidance to the lost. And in his benevolence, he has earned hope from the hopeless. For all this, he is not invincible, and his efforts have provoked the ire of unclean powers.

Mora
One whose mind is no longer her own, this shadowy spider was brought under corruption's thrall, used as an instrument for its ruinous whims. This manifests in near-madness, a beast-like hostility against non-corrupted entities, most soon-to-be-dead targets of corrosive energy beams. Freed from corruption, her strength and armor would emerge victorious over stone pillars, and her venom quickly fatal to fleshly beings. And, of course, her children would love to have their mother back…

Opher

A warrior and a scholar both, this simian sage has studied all forms of martial and spiritual arts, ancient and modern. His physical prowess renders him a force to be reckoned with, and the inherent traits of his race allow him to travel Niwen with ease. His obsession with martial arts means he is an excellent tutor in the use of Spirit Energy, though he is not capable of using such himself.

Baur

Like many of this world's residents, Baur resembles an ordinary creature, if one of mythic proportions. An ursine giant, Decay's icy grip has forced him into prolonged hibernation, where in his dreams he bears witness to the fate of the world.
Like any dream, his oneiric visions are slippery at best, where at a moment's notice he may fall from one story to another. Still, what he learns might prove vital in your journey. Whether ages long dead, or moments yet born, no glimpse he shares should be carelessly discarded.

Lupo

He may lack the fantastic abilities of the spirits, but more than makes up for it in tenacity. He is the mapmaker of Niwen, who shows the paths safe and the paths to be avoided to all who pay the price. He still needs to survive, after all, and not all of us can hunt.

Twillen

Wise in the ways of the world, this wandering merchant trades in objects of power and secrets of the dead. In his travels, he has accumulated a veritable trove of trinkets and trivia, though do not be fooled by his eccentric manner. Real power is his as well, and he has learned to "polish" Spirit Shards as to improve their function almost twice-over, for a price. News he offers more freely.

Drawbacks

800 CP limit.

100 CP – Attack Masher

Surviving here requires constant vigilance, and many structures lie in ruin. When other options have been exhausted, it should come as no surprise that some take the more direct path. In truth, many paths still exist, but you've drilled yourself not to see them. While not any less intelligent, you seem to prefer the most obvious or brute-force solution to any problem. You are not barred from thinking of other solutions entirely, but every instance will require great mental effort on your part, as though breaking a habit held since childhood.

100 CP – Rotten Inside

If the years following the Light Ceremony shook Nibel to its core, they shook you to your spirit. You are now the very image of paranoia and fear, a condition which will never fade in your ten years here. So much as the sound of dripping water is enough to set you on edge. Hear a beast's roar in the distance, and you'll be left trembling even after it's moved on. As such, coming to trust anyone will be nearly impossible in your current state, your mind constantly running scenarios in which potential allies could turn on you. Hopefully the forest does not need your intervention to survive: Such a coward as you would find it unbearably hellacious.

100 CP – Rusty

In times of peace, it can be tempting to relax, to enjoy the spoils of your victory and live in harmony with your fellows. This temptation you know all too well, having succumbed and grown weaker as a result. Your skills and developed attributes have atrophied to the level of a novice. Attempts to grow on your own or with the help of your companions will be met with little success. Only by studying under the hermitic masters of this world, or somehow acquiring the skills of the dead, will you gain the proficiency needed to thrive in the forests of today.

100 CP – Broken Wing

The guardians of this land, of other lands, have died. The Spirit Trees have become hollow husks. Some of the greatest scions of darkness, they too have met their end. Of those who live, Decay still batters at their crumbling door. What hope, then, does a mere chick have? A child? In your youth, you were assailed by a servant of Decay or

some other creature. One of the Light, perhaps, who harmed you unwittingly. In any case, you survived, but did not emerge unscathed. One of your limbs, an arm, leg, or wing, was scarred irreparably. It is either gone or useless, even for simple tasks. Nothing you do will heal it, nor will efforts of outside parties. Prosthetics, too, are more prone to malfunction. Hopefully, you will learn to function without it, or otherwise find compassion in your fellow survivors.

200 CP – Flying Fury

True hate is overwhelming. It can restrain reason, overshadow compassion. Alarmingly simple is it for one to go too far, even where they once were justified. Choose a race or positive concept which plays a significant role in the stories of Nibel or the last Guardian Spirit. Beings without light, beings of light, hope, friendship, so on and so forth. Whatever it is, a major event in your past was shaped by its influence, and not in a good way. Your tolerance for this group or concept is non-existent, your wrath without end. Until it is entirely wiped from existence, you cannot and will not allow yourself to rest, ignoring collateral damage and other such consequences in your fury. Only if your deepest desire was threatened would you even consider mercy.

200 CP – Hardy Presence

Despite Nibel's present state, myriad savage varmints have settled all over its expanse. You can hardly throw a stone without hitting something that wants to kill you. However true this may have been, it is now even truer for you. As soon as they have exited your direct line of sight, any foe you have incapacitated will wake fully healed, while any you have killed will immediately be replaced with others of similar strength. Though most of the denizens of Nibel are weak individually, wading through this endless tide may eventually lead even you to fatigue, to say nothing if you provoke stronger beings…

200 CP – Hunted

The Light Ceremony set the skies ablaze. Kuro's rage burned from within. Only one prevailed, and thus our story was set in motion. Victory was not enough for her, not enough to quell her anger. The Guardian Spirits were mangled and massacred, yet she would not be sated until their light was forever vanquished. Kuro has now set her sights on you. Immune to all but the strongest expressions of Spirit Light, resilient enough to weather tumbling boulders, and strength to heft the same. This is not a foe to be underestimated. Despite this, her hatred is vast, but not unlimited. While it would certainly be a formidable effort, she could yet be convinced to cease her

pursuit. You may optionally choose for similarly powerful dark hunter to accost you, but only time will tell if they can be appeased at all.

200 CP – No Stone Unturned

Hundreds of artifacts lie strewn about the land, from minor Spirit Light containers, to Atsu's Torch… to your otherworldly powers and any items you own. Your abilities from other worlds, as well as those obtained at the 400 tier and above, have been invested in Ancestral Trees placed artfully in perilous locations. Items you own have been similarly hidden, though thankfully, each of them is made resistant to decay and damage until returned to your possession. All are located in areas inaccessible to all but the most graceful climbers, and you will explore nearly all of Nibel if you wish to reclaim what is yours. You may not summon, recall, teleport to, bend space, or otherwise bypass the need to reach these items through foot and/or flight. For an additional 200 CP, a significant number of these abilities have taken the form of "Shards" of which only a few may be used at once and many of which will begin in a weakened state. Unlike "normal" Shards, this can include both passive and active abilities.

300 CP – Corrupted

While corruption seems to be a facet of Decay, it is not merely death that it renders. It indeed corrupts, twists life and landscape to filth and poison. Creatures of dark are not exempt. Nor are the colossal guardian of Niwen. All but the light are vulnerable to its curse, their minds and bodies no longer their own. Just so, your mind is no longer your own. You have been brought under the sway of Decay, reduced to a hateful beast regardless of your genius. Reflection, contemplation, and resistance are beyond you. Scheming is no longer possible through your faculties. You desires are only to spread your affliction to any beings not equally corrupted, or to destroy those immune. And to survive, but not when it impedes these other goals. There remains one glimmer of hope. Like Mora or Kwolok, your corruption is not quite internalized. It is sustained through suspicious growths or entities, whose destruction will mean the end of its influence. Unfortunately, it shares in your endurance and other defenses… Hopefully, your opponents are both intelligent and precise.

300 CP – Jumper of the Wisps

Nibel and Niwen are not the only lands touched by Spirits. Nor are they the only lands grasped by decay. You are the spirit core of another land, like those aforementioned, strangled by decay. Like Seir, you have been split into 5 wisps, each

representing one aspect of your being, weak in any other. Voice, Memory, Eyes, Strength, and Heart. You are the Voice, your wisdom and intelligence, and the ability to speak. Otherwise, you are ignorant and amnesiac. A lone spirit will find this piece of you and bind with it. Their land is on the brink of annihilation, and they will need your advice and power to succeed.

Your Memory is just that, your knowledge and memories. Without your Eyes, you are blind, only able to perceive the voices of those bound to you. Should you recover them, you will regain access to any sensory abilities you possess. Your Strength is your potency. Without it, you are unable to affect the world, physically or otherwise. You must use your powers of persuasion to convince your allies to act, until it is found. Finally, your heart is your being and passion. Without it, your emotions are deadened, and your essence is incomplete. For every moment you are incomplete, your soul will fade gradually away, which will be considered death for the purposes of your continued chain. No method of healing your soul will grant you the equivalent effects of a Wisp, nor will it slow your spiritual decay. You must find every piece, from Memory to Heart, or it will be your end.

Toggles

0 CP – To Untold Stories

It is unlike this world to reveal its mysteries. Some might say its secrets are held too well to know if its next stories are worth singing. If you have endured at least 3 years in these forests, and your efforts have significantly contributed to making their fates at least as hopeful as they should be, then you may move on to whatever realm awaits you.

0 CP – Epilogue

Perhaps 10 years is insufficient to tell your story. If so, you may add more time to your stay, in any amount between a single day and the natural lifespan of a Spirit Tree. Upon spending ten years here, the effects of additional choices in the prior section, while not removed as if you had chosen to leave, cease to be backed by "drawback fiat". Their effects are no longer unnaturally enforced and might be mitigated should you have the means. If you have Broken Wing, for example, your wing will remain broken, but may now be healed. No Stone Unturned would mean any powers you

have failed to retrieve are still scattered, but you may search for them with anything at your disposal. When you finally leave, their effects will be lifted totally, as is the norm.

0 CP - Of the World

Through your travels, your abilities and experiences may have made it less fitting -- even impossible -- for you to participate in the events which will soon take place. Through this, you may seal any powers, memories, knowledge, or conditions which you gained before coming here. Strength which would be unconquerable by the world's most powerful inhabitants, foreknowledge of coming tragedies, experience as one of the "human" species, post-traumatic stress disorder, inability to walk under the sun (and any associated benefits), and so on. If you do not wish for it to influence your choices, it will be sealed until you leave. Anything so sealed is unavailable for your benefit, but neither can it be used against you.

Ending

Stay
Go Home
Continue

Notes

-Do note that Pyre does not provide a 1-for-1 copy of a being's signature ability or technique. It is essentially teaching and shaping your Spirit Light to achieve a similar effect, rather than directly gaining the power as your own. In some cases it will be weaker, in others stronger, depending on your own spiritual might.

-You may choose, upon acquisition of any alt-form, to cover it with the stone armor of Unbroken Night.

-Post-jump, Guardian Spirits will gain an innate form of the Overflow Shard, which allows them to convert excess vitality to Energy. Unlike the Shard in-jump, this is only one-way. This "Shard", and if applicable, those granted by Restoring the Lighr, do not occupy a "Slot", but neither can they be removed, upgraded, or gifted to others barring effects which would do the same to your Spirit Light powers in their entirety.

-Ancestral Light cannot be purchased as a Skill, though you may obtain it in the world itself.

-Example list of Skills
https://oriandtheblindforest.fandom.com/wiki/Skills_(Ori_and_the_Blind_Forest)
https://oriandtheblindforest.fandom.com/wiki/Skills_(Ori_and_the_Will_of_the_Wisps)