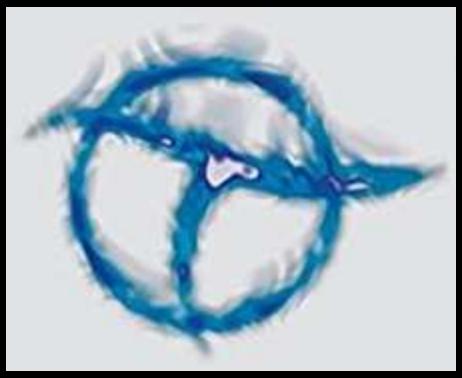
The Old Kingdom



Does the jumper choose the path, or the path the jumper?

Welcome to the world of the Old Kingdom. It is a troubled time: the government has collapsed, and anarchy reigns. What's worse, the Dead rise from their graves, both on their own and at the behest of necromancers. Charter Magic, the force that would bring order, is weaker now than it has ever been. And Kerrigor, one of the Greater Dead, has begun to set his schemes into motion.

But there is still hope: by your actions, the land may yet be restored. Alternatively, perhaps you would rather stay in Ancelstierre to the south, a world of 20th-century technology where charter and necromancy alike have no place. Or maybe you would see this world slide even further into darkness, that you yourself might flourish.

Regardless, you have 1000 choice points to start you off. You'll have to survive here for 10 years, so spend them wisely.

Backgrounds:

Your age is 16 + 2d8. You may alter your age and gender for 100 cp.

Drop-In (Free):
You enter the world as you are, with no added memories of the world.

Charter Mage (50 cp):
Long ago, order was imposed over chaos. Charter magic is the expression of that order, and you've grown up learning its structure. You may start at Wyverley College.

Free Magic Sorcerer (50 cp):
When charter magic first entered the world, free magic was driven back, reduced to necromancy alone. With the breaking of two of the Great Charter, and many lesser charter stones, it made its resurgence. It was this opportunity that you seized, spending years learning the finer points of this less constrained magic.

Ancelstierran (50 cp):
You grew up in Corvere, outside the Old Kingdom entirely. Magic was at most a distant concern, whether free or charter.

Locations:

If your background or perks don't dictate your starting location, roll 1d8 to select, or pay 100 cp to choose.

1: Nestowe Island. A small island, filled with displaced villagers originally hailing from Nestowe Village, which has since been overrun by the dead.

2: High Bridge. A town built on the River Ratterlin, patrolled by guard boats.

3: Holehallow. A large system of caves, tunnels, and sinkholes. The largest sinkhole contains several ships, and is the burial ground for Old Kingdom royalty.

4: Wyverley College. An Ancelstierran girls' school. Due to its proximity to the Wall, it is the only Ancelstierran school that teaches magic. If you're male, the staff will make accommodations for your presence.

5: Corvere. The capital city of Ancelstierre, home to its governing bodies.

6: Abhorsen's House. A walled-off house built on an island in the River Ratterlin. The house is populated by charter magic servants known as Sendings, and protected from the dead by magic and water alike.

7: Clayr's Glacier. A huge glacier at the north of the Old Kingdom, from which the River Ratterlin runs. The Clayr live here, using the purity of the ice to strengthen their Sight.

8: Free Choice. You may also select a location not listed.

Bloodline Perks:

Five Great Charters knit the land
together linked, hand in hand
One in the people who wear the crown
Two in the folk who keep the Dead down
Three and Five became stone and mortar
Four sees all in frozen water.

Those who are born to certain ancestries find themselves granted unique powers. You may choose to be among their number.
You may take more than one bloodline.

Clayr (50 cp):
You are born a member of the Clayr, an exclusively female group best known for their ability to see into the future. If you pick this bloodline, you become female and may choose to start at Clayr's Glacier.

Frozen Future (100 cp, free Clayr):
By gazing into a pane of ice, you can conjure fractured glimpses of possible futures. You can combine your efforts with others who share this ability to improve the effect, seeing more, seeing farther, or overcoming resistance to your sight.

Ice Specialization (200 cp, discount Clayr):
The Clayr have always had an affinity for ice, but it is especially strong in you. Whether by charter or free magic, you improve in spells involving ice far quicker than average.

The True Timeline (400 cp, discount Clayr):
Some Clayr are unique, able to have a well-founded confidence in their visions that others lack. That confidence allows them to prepare for events centuries in the making. Whether in the immediate future or hundreds of years from now, things that you see are far more likely to come to pass.

Abhorsen (200 cp):
You are a descendant of the Abhorsen. You may choose to begin at Abhorsen's House, and receive the Abhorsen’s Bells and the Book of the Dead at no additional cost.

Flexible Casting (100 cp, free Abhorsen):
You may make use of both free magic and charter magic. Using charter magic does not weaken your free magic, and vice versa. You may pay an additional 100 cp to increase this ability, allowing you to wield any incompatible magics without negative effect.

They Toll For Thee (200 cp, discount Abhorsen):
You take to the bells with practiced ease. Normally difficult to wield, they leap to your command. Even wielding two in tandem is not beyond you. You will never produce an effect you didn't intend while using the bells, barring outside interference.

To The Final Rest (400 cp, discount Abhorsen):
Your task is to send the dead onward, rather than let them linger, and you take to it with aplomb. When fighting the deceased, you have an instinctive awareness of where to strike, when to evade, and whether they have something secretly binding them to this realm.

Remembrancer:
If you are descended from both the Clayr and the Abhorsen lines, you may choose to be a Remembrancer. You receive any Abhorsen benefits, but the Clayr benefits are replaced with those below.

Pitch-Black Past (100 cp, free Remembrancer):
By entering the river of Death and using the Black Mirror, you can see events that took place in the past. For events which took place twenty years ago or less, you need only enter the First Precinct. The farther back the event took place, however, the deeper into Death you need to go in order to find it.

Deja Vu (200 cp, discount Remembrancer):
You've just been in this place before. While in a location you've previously visited, you can recall with near-perfect clarity anything you've done there.

Waker and Weeper (400 cp, discount Remembrancer):
You are descended from Mosrael and Astarael, and carry some portion of their power. With an exertion of free magic, all those around you are either strengthened or weakened for an hour. Either way, you are weakened by the same amount, and cannot use the ability again that day.

Royalty (50 cp):
You are a descendant of the long-dead royal bloodline. Should no others outrank your claim, you may come into leadership of the Old Kingdom if the capital city of Belisaere is restored.

Assertive Bearing (100 cp, free Royalty):
Confidence in yourself is only natural for a leader. In the social scene, it's easier for you to get what you want, and rare for others to push you around.

Rally the Troops (200 cp, discount Royalty):
Battle is as much a matter of morale as anything else. By providing a rousing speech, you can bolster the confidence of your audience, that they might put more into their blows, and refuse to flee when the tidings are grim.

Royal Retainers (400 cp, discount Royalty):
Noble though your lineage may be, it means little alone. You may import an additional companion for free, and all of your companions receive 300 additional cp.

Wallmaker (50 cp):
You are a descendant of the Wallmakers, who once sacrificed themselves to create the Charter Stones and the Great Wall.

Inventor's Eye (100 cp, free Wallmaker):
You have an intuitive grasp of enchantment. Applying magic to objects comes more easily to you than most.

Versatile Arsenal (200 cp, discount Wallmaker):
Enemies can come in many varieties, each with unique strengths and weaknesses. Be they the dead, elementals, or constructs, you will always have an enchanted weapon at hand designed for increased potency against that foe.

Hemostruct (400 cp, discount Wallmaker):
To create their greatest works, the Wallmakers gave their bodies as fuel. Similarly, you can greatly empower a spell or enchantment by the addition of blood, whether your own or that of an important lineage. (Note that, when a spell or enchantment is so empowered, blood of the same lineage can be used in a perversion of the original ritual to break it.)

Dead (50 cp):
Some time ago, an accident befell you, and you fell into Death. One way or another, you managed to avoid getting sucked out to the Ninth Precinct, and clawed your way back into life. Although not inheritable for obvious reasons, there are still benefits to be had.

River Navigation (100 cp, free Dead):
You are adept at traversing the afterlife, familiar with the eddies and pitfalls that befall other, lesser dead. After this jump's completion, you will find other afterlives intuitive and familiar.

Life's Energy (200 cp, discount Dead):
By slaying those among the living, you can drain their energy for your own use, either healing you or letting you better resist the pull of the river of Death.

Discordant Note (200 cp, discount Dead):
Bells and pipes are common tools against the dead, whether belonging to a necromancer or an Abhorsen. By humming, whistling, or singing, you can interrupt any music-based magic, twisting the intended effect. In the worst case, you simply weaken it; at best, you can partially turn the song against its owner until it ceases to play.

Fifth Gate Rester (400 cp, discount Dead):
You have spent a lot of time deep within death. Your form is twisted, becoming noticeably inhuman, gaining increased physical strength, and replacing your eyes with dancing fires. You no longer require a body to enter life, instead able to roam in your spirit form. At the end of the jump, this becomes an alternate form for you.

Jumper's Lineage (200 cp):
Your blood possesses strength on par with that of the five bloodlines. Pick any one ability you possess. That ability is now part of your blood, and inherited by any of your descendants.

Background Perks:

Drop In

Discipline in Adversity (100 cp, discount Drop In):
The Old Kingdom is home to all manner of threats, be they the walking dead, treacherous terrain, or others. You can handle it, though. No matter what hazards you face, mundane fear will not impede your decision-making ability.

Time to Improvise (200 cp, discount Drop In):
Not all problems can be solved by simple firepower. Some require more creativity, especially when supplies are limited. Whether sailing the River Ratterlin in a bathtub, or using game supplies to pin down the dead, you excel at putting your resources to unusual tasks.

Swordsmanship (200 cp, discount Drop In):
You are highly competent in the use of swords of all varieties, able to stand on equal or better terms with most trained fighters. Additionally, you find a sword's magic easier to activate and use.

All Things Wash Away (400 cp, discount Drop In):
Magic can be suppressed, given large enough quantities of water, allowing freedom of speech even past binding spells that span the Old Kingdom. You now carry this quality within you. Any effect that would bind you, still your tongue, dictate your actions, or otherwise control you is weakened in the presence of running water. Given an especially large body of water, like an ocean, you can suppress the effect entirely, though it will return once you leave the water.

Think of Life (600 cp, discount Drop In):
Everyone and everything has a time to die...but you're not done in the world yet. Through force of extreme willpower, you can resist a single effect that would kill instantly. Once used, this effect is depleted until your next jump begins.

Charter Mage

Baptism (Free):
You have a charter mark on your forehead. This grants you access to Charter Magic, although the connection is weakened by use of Free Magic. By touching your charter mark, others can confirm that you are a charter mage. You can also produce a simple glamour to conceal the mark from sight.

Charter Novice (100 cp, free Charter Mage):
You have received basic training in the Charter. You can create a diamond of protection, burn dead bodies, activate simple runes, and recognize charter magic on sight. You can improve in charter magic through dedicated effort.

Charter Inscription (200 cp, discount Charter Mage):
You can etch charter runes into objects, granting them the relevant effects. For example, etching a fire rune into a sword would allow the sword to combust on command.

6th Form (200 cp, discount Charter Mage):
Charter magic comes in many forms. Through time and training, you're familiar with most of them. Should the need arise, you can draw, speak, or whistle any simple effects, and can activate any inscribed rune you find.

Spell Linking (400 cp, discount Charter Mage):
You can create Master Marks, advanced marks that combine many lesser marks to produce an elaborate effect. This will allow you to construct advanced spells, like Sendings, or bindings to keep an entity’s power suppressed. Additionally, you no longer run the risk of injuring yourself by using a Master Mark, whether created by you or by another.

Sayrian Energy (600 cp, discount Charter Mage):
Massive amounts of free magic have been injected into your bloodstream. Not ideal, right? Well, it turns out that there are some pretty significant benefits. Your charter mark, assuming you have one, can keep the free magic at bay, preventing you from being transformed into an elemental, or some worse entity. Additionally, since the Charter was originally built from free magic, you can use the free magic within you, as well as any you produce, to power the charter. As a consequence, you act as a portable charter stone, allowing access to the charter wherever you go. Finally, you can modulate charter magic near you, either enhancing or dampening it as you wish.

Free Magic Sorceror:

Free Magic (Free):
You are capable of using Free Magic, though you lack training in it. Free Magic is particularly potent, as well as naturally resistant to Charter Magic. However, it is difficult to wield, tending to burn the lips and tongue when cast. You can improve in free magic with dedicated effort, although use of Charter Magic or possession of a Charter Mark will weaken it.
In future jumps, Free Magic will work normally for you. Its presence will be corrosive to systematized or ordered magic, much as it is to Charter Magic.

Lesser Necromancy (100 cp, free Free Magic Sorceror):
You have a basic grasp of the incantations required for Free Magic. With it, you can summon lesser spirits from the rivers of Death, binding them into dead bodies to do your bidding. In this manner, you can summon Dead Hands, human bodies with a soul bound to them, or Gore Crows, a flock of bird corpses with a single soul split among them.

Elemental Magic (200 cp, discount Free Magic Sorceror):
By wielding free magic, you can conjure elemental effects like bursts of fire, waves of water, or quaking earth.

Charter's Lack (200 cp, discount Free Magic Sorceror):
For most sorcerors, the presence of the Charter is a serious disadvantage, weakening the power of your Free Magic. This is still true for you, but when the Charter is weak or absent, your Free Magic is even stronger than it would be for another sorceror. Additionally, you know a ritual that uses blood to break a Charter Stone, making it no longer provide Charter Magic. The more powerful the Charter Stone, the more powerful the blood required--to break the Great Charter Stones which provide charter magic for the entire kingdom, royal blood would be required.

Advanced Necromancy (400 cp, discount Free Magic Sorceror):
You can manipulate the undead in especially advanced ways, being able to create or bind them, as well as combine them with a construct or elemental. Some examples follow:
Mordaut: A rat made of darkness in its default state, the Mordaut can enter a living person's body and take it over, feeding on it until it's withered away.
Shadow Hand: A spirit without a body, these act much like Dead Hands, but are smarter and immune to physical effects.
Mordicant: Very complicated to make, these are a body of clay and human blood, filled with Free Magic, and possessed by a dead spirit. This creature constantly spews flame, is capable of passing between life and death, and can track its target across extreme distances.

Return to Chaos (600 cp, discount Free Magic Sorceror):
All magic was once unbound, and you can return it to that form again. In your presence, orderly magic like the charter fails completely, and sufficiently powerful free magic can replicate any effect formerly under the ordered magic's domain. Additionally, you have countered free magic's inimical effects, allowing you to use it freely without risk to yourself.

Ancelstierran

Cricket Body (100 cp, free Ancelstierran):
You are in good physical fitness, whether as the result of sports in Ancelstierre or running from the rotting hordes.

Sheer Skepticism (200 cp, discount Ancelstierran):
Magic doesn't really work on belief. Whether or not you accept the concept of dead returning to life, they can rip your face off regardless. In your case, though, by stubbornly refusing to accept what you see, you can shrug off some of the more minor effects.

Crack Shot (200 cp, discount Ancelstierran):
In the absence of magic, the people of Ancelstierre have developed alternate methods of warfare. You are unusually skilled in projectile weaponry of all kinds, from guns to longbows to throwing spears. To miss your target is almost unthinkable, barring extreme circumstances.

Quality Assurance (400 cp, discount Ancelstierran):
What's that? Machinery crumbles in the Old Kingdom? Well, maybe for other people, but your supplies are the best. So long as it remains near your person, you can protect any technology-based items or materials you choose from the adverse effects of magic.

Science and Nothing More (600 cp, discount Ancelstierran):
You were certain that magic in all its forms could be explained in Ancelstierran terms alone, and you were right. By analyzing a magical phenomenon, you are able to reverse engineer it, constructing machines and technology that replicate the effect. Simple effects like conjuring fire can be solved in a day, and given fifty years, you could start to unravel the workings of the Charter.

Undiscounted

When Worlds Collide (400 cp):
The Old Kingdom didn't always have the place known as Ancelstierre to its south, nor the Empty Lands to its north. By some process, entirely separate worlds can be connected at the boundary, and you now have access to a fraction of that power. You may connect your pocket dimensions, personal realities and the like by way of an intervening border between them. Rules/metaphysics in one such world do not apply in the others.

The Not-As-Bright Shiner (400 cp):
You are an entity of Free Magic, that sprung into existence wholecloth. You can alter your physical appearance at will (with your base form being a pillar of light). You naturally emanate Free Magic, allowing its use even in places where it is otherwise absent, and are quite skilled in its use, allowing you to avoid its negative effects. As an entity of Free Magic, you can resist the effects of the Charter, though a particularly strong spell could still bind you for a time. Like all magic, your presence is inimical to technology.
Should you bear a Charter Mark, you may use Charter Magic as normal. Additionally, you can use the Charter to suppress your aura of Free Magic.
In future jumps, this becomes an alternate form for you.

Items, Pets, and Vehicles:

False Charter Mark (Free):
To all appearances, you are a charter mage. Only if somebody touches your charter mark will it be revealed as a fake.

Black Mirror (Free):
A two-sided mirror, with one side reflective and the other black. The reflective side allows you to watch behind you for approaching threats, while the black side, if used in Death, lets you look into the past. Can only be used if you have the Pitch-Black Past perk.

Feather Coins x12 (25 cp):
A set of a dozen small toys, these coins can be flipped into the air, hovering for a time, before succumbing to gravity.

Horse (25 cp):
Given the failure of technology in the Old Kingdom, other methods are necessary for travel. Horses are reliable and quick, able to bring you wherever you need.

Clockwork Mouse (25 cp):
A small construct imbued with charter magic. When activated, runs to a preset location of your choice and raises an alarm.

Mundane Weaponry (50 cp, first purchase free):
A simple, nonmagical tool of warfare, be it a sword, handgun, or other weapon.

Book of the Dead (50 cp, free Abhorsen):
A pale green grimoire, containing all the collected knowledge of the Abhorsens in regards to necromancy. The book's contents change from reading to reading, always providing pertinent information. Among its contents include how to navigate the Nine Precincts, how to recognize and deal with various undead, and how to use the bells and pipes of a necromancer. The knowledge contained within comes to mind easily when you need it, but otherwise fades from memory. Only a user of Free Magic can open the book, and only someone with a Charter Mark can close it again.
+ Book of Remembrance And Forgetting (Free with Black Mirror): In addition to the above, the book also explains how to properly use the Black Mirror to look into the past.
+ Updating Tome (50 cp): This upgrade allows the book to always contain relevant information on the afterlife and the undead, even in future jumps.

Message Hawk (50 cp):
The ability to send messages over a long distance is surprisingly crucial. To that end, these magic birds can deliver messages of moderate length, in the sender's own voice. Longer messages cannot be sent, due to the bird's limited mental abilities.

Wind Chimes (75 cp):
Originally crafted by the Abhorsen, these are a set of hung instruments, to be placed along an area's perimeter. So long as they remain active, they will provide a barrier between Death and Life, making it difficult for the dead to rise.

Spirit Glass Arrows x10 (100 cp):
An invention of the twenty tribes to the north of the Old Kingdom, these arrows have tips made of spirit-glass, filled with Free Magic. These arrows are remarkably effective against creatures of Free Magic, and if the arrowhead is smashed, it will produce a fire that cannot be extinguished until its magic is expended.

Necromancer's Pipes (100 cp, free Abhorsen, discount Free Magic Sorceror):
A set of seven free magic pipes, each with a specific effect that can be resisted through force of will. They consist of the following:

Ranna, the Sleeper. Induces drowsiness and sleep in those who hear it.
Mosrael, the Waker. Animates dead bodies, while throwing the player into Death.
Kibeth, the Walker. Causes others to go where you wish, but is prone to sound of its own accord, moving the player.
Dyrim, the Speaker. Grants speech, or makes things mute.
Belgaer, the Thinker. Grants independent thought, or destroys memories.
Saraneth, the Binder. Forces the listener to the wielder's will.
Astarael, the Weeper. Throws all who hear it deep into Death.
+ Necromancer's Bells (50 cp, free Abhorsen): A similar set of instruments, but significantly stronger, and don't require the user's breath, although they are also more difficult to master.
+ Abhorsen's Instruments (Free): Unlike the necromancer's instruments, which are free magic alone, these are instead free magic bound by charter magic. This averts the negative consequences of free magic, but also makes them unusable without a charter mark.

Binding Sword (150 cp):
A powerful magic sword, with several Master Marks along its side. A user of Charter Magic can use this weapon to bind Free Magic creatures, suppressing their power and locking them away in an appropriate receptacle. Note that, without the skill to properly use Master Marks, using the sword in this way will damage you severely in the backlash. Even without using the Master Marks, however, the sword is enchanted for enhanced cutting, flensing, and stopping power.

Paperwing (200 cp):
A partially conscious aircraft made of laminated paper. They're known to be temperamental, and some skill in weather control is required to maintain the winds that drive the craft to its destination. Seats two.

Finder (200 cp):
A boat made by the Clayr. Partially conscious like a paperwing, the *Finder* is capable of navigating on its own, though not as skillfully as a trained pilot. Seats four.

Binding Ring (500 cp):
A relic from near the beginnings of the world, this device allows for the capture of nearly any single entity (though it would fail against entities as strong as, or stronger than, Orannis), transforming into a collar around them. The nature of the binding can be altered: for example, adding Saraneth, the Binder forces them to act to their binder's will, while replacing it with Ranna, the Sleeper causes them to require frequent naps. By releasing the captured, the ring can be used again.

Companions:

Import Companion (100 cp):
You may bring a companion into the setting along with you. They gain 300 cp.

Mass Import (300 cp):
Up to 6 companions can enter the world along with you, each gaining 300 cp.

6th Form Companion (150 cp):
A charter mage joins you in your travels. They are well-trained in the charter, capable of casting most basic spells and item enchantments.

Necromancer Companion (150 cp):
A wielder of free magic joins you. They carry the necromancer's pipes, and can control most Lesser Dead.

Canon Companion (300 cp):
A character from the main series may join you, if they are willing. (No, this perk does not allow you to take along one of the Bright Shiners.)

The Disreputable Dog (400 cp):
Once one of the Bright Shiners, nearly all of Kibeth's power was lost in making the Charter. Now, she takes the form of an affable dog. In her current form, she can alter her physical form, navigate Death without trouble, and reproduce the effect of her bell, the Walker, by barking.

Warehouse:

Charter Room (Free):
This perk adds several Charter Stones to a room in your warehouse. In future jumps, these Charter Stones will fuel your Charter Magic, allowing it to work as normal.

Drawbacks:

You can take a maximum of 800 cp in drawbacks.

Target of the Restless (+100 cp):
One way or another, the dead are drawn to follow you wherever you go. Expect frequent incursions of Dead Hands and Gore Crows, along with occasional attacks from rarer and stronger foes. This effect persists even in Ancelstierre.

The Untrusted (+100 cp):
No matter where you go, people will be wary of your presence, always ready to think the worst of you. Wearing an Abhorsen's bells? You'll be assumed to be a necromancer. Sailing in a Clayr ship? Must have stolen it. Saved the villagers from the rampaging dead? ...Well, you must have had some agenda, so don't expect much gratitude.

Extended Stay (+100 cp):
Instead of ten years, you'll be staying for twenty, during which time Hedge will try to unbind Orannis. For another 100 points, you can stay for thirty, which will be long enough to see Chlorr of the Mask unite the northern tribes in an assault on the Old Kingdom.

If Neither Guards (+200 cp):
Running water now poses no threat to the dead. Similarly, fire rolls off the dead, causing them no harm. The only ways to handle them now are either necromancy, or assaulting their bodies until too damaged to move. Many places that were once safeguarded against attack are now vulnerable, and the magicless are left almost entirely without recourse.

Yrael Unbound (+200 cp):
The Eighth Bright Shiner managed to elude the Seven, keeping his freedom. Accordingly, there is no Mogget to aid the Abhorsen, nor a binding ring to trap Kerrigor. Without your intervention, the canonical sequence of events will quickly fall to ruin.

Fell Intentions (+200 cp):
You are targeted by one of the Greater Dead, a necromancer who wishes to take your soul for their own purposes. They wield minions in the form of each kind of Lesser Dead, and carry necromancer's bells. Should you defeat this enemy, another will appear shortly thereafter.

The Weeping (+300 cp):
Astarael has taken a morbid interest in you and your companions. So long as you are nearby, the walls between Life and Death are thin, very thin; even in perfect health, you will always feel death's pull. Should your willpower grow weak, it will be easy for you to be swept out of Life. What's more, the Nine Precincts are far more dangerous while you’re around. The First Precinct, which borders Life, is now a raging current, and the following areas are similarly increased in treacherousness.

Sealed Away (+300):
All your previous knowledge and powers are locked for the jump's duration. You have only your perks from within the jump to aid you.

ORANNIS (+600 cp):
Somehow, some way, the bindings on the Ninth Bright Shiner have failed at the beginning of your jump, and nobody noticed until it was too late. Perhaps Hedge freed him, or Chlorr of the Mask was able to assemble the twin hemispheres. Regardless, Orannis has returned, bent on destruction. The initial impact of his unbinding destroyed the Wall, leaving no divide between Ancelstierre and the Old Kingdom. Unless he can be slain or bound, he will soon reduce the world to ash.

Endings:

You've made it through your time here, for better or worse. Now you have a choice to make.

Return Home:
If this jump was as far as you were willing to go, you can end your chain. You will wake up in your home dimension, as though you'd never left, but keeping everything you've acquired up until now.

Stay Here:
On the other hand, maybe you enjoy this world, or have come to care for the people here. If so, you can always choose to remain. In your home dimension, it will be as if you suddenly vanished.

Continue On:
Your chain isn't over yet. If you want, you can keep going, and jump to the next world.

Lore and Additional Notes:

Locations

To the far south is the territory of Ancelstierre, a place with technology similar to that of 20th century Britain. Magic is absent in the southern parts of Ancelstierre, growing steadily more present as you move north. The strength of magic is also affected by the direction and strength of the wind--in a strong wind from the north, a mage at Wyverley College could be nearly as strong as a mage in the Old Kingdom.

To the north of Ancelstierre is the Wall, and past that the Old Kingdom, where the majority of the series takes place. Technology fails here, as well as anything made from it. Even clothing that was stitched by machine will tend to fall apart quickly. The walking dead are the most ubiquitous problem here.

To the north of the Old Kingdom are the territories of the twenty clans. No charter stones are placed that far, and accordingly, charter magic is quite weak there. Not much is known of this area.

To the north of the territories is the Great Rift, a massive crevasse in the earth. Past that are the Empty Lands. In the Empty Lands, there is no magic, nor flora, nor fauna, nor even air. There is only a vast plains, covered with spirit glass: the remnants of the dead left in the wake of Orannis's destruction.

A step away from all of these places in the deathward direction are the Nine Precincts, also known as Death. Created by Astarael, they are essentially a massive river, full of treacherous eddies, pits, and occasionally physics-defying traps, that drag any who enter them toward their final death. Although it is possible to escape the beginnings of the river without much trouble, escaping from farther in is another beast entirely, requiring either immense strength or knowledge of how to navigate the river. If somebody who is alive enters Death, their body is left behind, freezing over with ice and rendering them vulnerable to attack. For that reason, most who enter Death are sure to place protections around their body first.

Magic

In the beginnings of the world, there was Free Magic, a formless, chaotic power. At that time, Free Magic could do nearly anything, limited only by your personal skill. After the time of the Nine Bright Shiners, much of Free Magic was bound into the Charter. As a result, the main use

of Free Magic is for necromancy, which the Charter does not govern. When the Charter is absent, Free Magic can once again be used freely. Due to the nature of Free Magic, it is inimical to both Life and the Charter, gradually eroding them away. Accordingly, it is painful for the living to use, burning the tongue, blistering the lips, and producing the smell of acrid metal.

Charter Magic is only usable to those who have a Charter Mark on their foreheads, connecting them to the power's source. Whether spoken, drawn, whistled or inscribed, this magic takes the form of glowing runes that perform the desired effect. Due to the flexibility of the magic which the Charter is built from, a wide range of effects can be produced by it, from summoning lights, to empowering weapons, to absorbing incoming projectiles, to conjuring servants, to healing the injured, to creating protective diamonds around you. The only thing Charter Magic explicitly cannot do is summon or manipulate the dead.

In the former capital city of Belisaere, there are five Great Charter Stones, which fuel all Charter Magic in the Old Kingdom. Lesser Charter Stones dot the landscape, serving as conduits to provide Charter Magic to minor locations. At the beginning of this jump, two of the Great Charter Stones and many of the lesser Charter Stones have been broken, weakening the Charter. Given time, they can be repaired using blood from the five bloodlines. You can also create lesser Charter Stones, given much time and skill in both enchantment and blood magic.

Bestiary

Dead come in two categories: Lesser and Greater. Lesser Dead are the more common kind, a weak spirit bound by a necromancer to serve its bidding. Greater Dead refers to necromancers that manage to return from deep within Death.

Elementals are Free Magic spirits that are inserted into a sculpted body. They have a variety of powers, usually relating to the element they associate with. Most elementals vanished when the Charter was formed, but should one arise, the Charter will prove ineffective at slaying them.

Constructs are bodies into which necromancers or elementals insert their spirits. Depending on construction, they can gain various additional effects, such as enhanced physical ability, ability to travel between life and death at will, resistance to sunlight, or tracking a target over vast distances.

Sendings are entities composed entirely of Charter Marks. Most are capable of thought, but simple of mind and are generally assigned to perform a specific function, like serving food or guarding an entrance. Sendings are fairly complicated to make, requiring the use of Master Marks to coordinate the spell.