
A NETFLIX SERIES
ARCANE
LEAGUE OF LEGENDS

By QafianSage

Welcome to Piltover, City of Progress! She welcomes all with open arms, to bring her wealth in trade from the sea, and leave with beautiful art, cunning machines, and minds bursting with new ideas, edified by their mere witnessing of her glory. In her streets her citizens sell the fruits of their innovations from galleries, tinkers' shops and bookstores, and in her laboratories her children delve into the mysteries of the world, transforming mysticism into science with the fervour of the driven. A lucky few might even be invited to the pinnacles of the city, where the nobility compete to adorn her in the jewels of their industry (and, of course, to show up their fellows). Piltover is a light of wonder and innovation, held high for all to see.

Of course, where there is light, there are also shadows, and the shadow of Piltover is the undercity. Connected to the main city by bridges, the undercity is a vast, lightless shadow-city which varies from run-down to shanty-town and slum, populated by those unfortunate enough to have been born into the wrong stratum of society. The original population were the survivors of the catastrophe which destroyed old Zaun, but as Piltover was built by wealthy merchants seeking to exploit a new trade route opened up by that same catastrophe, the Zaunites found themselves cut out from the prosperity of the upper city. In the wake of a failed revolution a decade ago, the undercity is subjugated to Piltover by their enforcers, and it's a rare individual who can manage to claw their way over at all – and even then, the stigma will follow them the rest of their life. The waters are poisoned, life is hard labour and harder violence, and the chem-barons rule all that they can.

Such is progress.

You have 1000 CP. Spend it wisely.

You arrive three days before Vi, Powder and their friends attempt a theft in Piltover.

Origin

Choose <u>one</u> of the following Origins. Any Origin may be taken as a drop-in.

Outsider: You're not from around here, are you? You're a traveller from somewhere else in Runeterra, come to the City of Progress for your own reasons.

Piltovan: You're a resident and citizen of Piltover, City of Progress. Your life is, relatively speaking, fairly comfortable. You have light, air, clean water, a beautiful city… and all it takes is denying those things to Zaun.

Zaunite: You're a resident and citizen of the undercity, you poor sod. Your life has been struggle and hardship, and you've fought for what you have - but you've got to cling to hope, at least.

Species, Age and Sex

Choose one species, and pick your age and sex as you want, within the bounds of that species:

Human: Just a normal, bog-standard human. Plus or minus a tattoo or three. Feel free to either use your normal shape, or pick one in line with another nationality in League of Legends. You're still a resident of Piltover or Zaun; you've just got some heritage from elsewhere.

Vastaya (Free *or* 50 *or* 100): You're a catguy! Or a catgirl. Or a fishgirl. Or a- Look, there's a lot of different types of Vastaya. The long and short of the thing is, Vastaya are people who exist as hybrids of human and animal, descendants of ancient and powerful part-spirits. For free, you can be a Vastaya that doesn't get any particular benefits from your nature; you just look kinda neat. For 50 CP, you can either:

- Gain some useful physical benefits from your state (e.g. a fishy Vastaya might have excellent swimming speed, resistance to pressure and the ability to breathe water, while a tiger-Vastaya might be particularly stealthy, have excellent hearing and claws)
- Inherit a small degree of your ancestors' spiritual power, allowing you to create short-lived illusions, or manipulate a particular element to a limited extent; not enough to really be useful in combat, but enough to be handy.

For 100 CP, you can have both. You can't take one option twice.

Yordle (100): You're an adorable, three-foot-tall spirit-creature. You probably look a bit like someone brought a teddy bear to life, but there are some yordles which have a bit more of a fishy look to them. Yordles are essentially spiritual beings, a little like the concept of 'goblins' or 'brownies' in some other worlds, adapting themselves to the environments they find themselves in, and being one comes with a few benefits.

First of all, you're absolutely adorable, which can be very useful in some circumstances. Secondly, you're small, which can be useful for sneaking around places but you can use human-sized tools, weapons and similar without difficulty, though armour and clothes will need to be adapted to you. Thirdly, you have a subtle kind of glamour which makes you seem less remarkable. This doesn't necessarily hide you from sight, but it means people won't comment on your strange nature unless they're particularly perceptive. Finally, you're ageless. Not immortal; you can be killed, but age won't get you – you're part-spirit, after all.

Location

Start in the location associated with your Origin. Then, roll the appropriate die to show your specific location.

Alternatively, spend 50 CP to pick either part of this, or 100 CP to pick your starting location freely.

Piltover (d6)

1. *Bluewind Court:* Home to the mansions and townhouses of the wealthy and great, this is a place ruled by the ambitions of noble clans, its houses sparkling with splendour and its gutters running with the kind of corruption that can only really be found in such places. Perhaps you have a home here, perhaps you're just admiring the dwellings of your betters, or perhaps you're casing the joint.
2. *Drawsmith Arcade:* a great vaulted structure of glass and ingenious ironwork, the Arcade is home to many of Piltover's artists' workshops and theatres, making it a heart of beauty and artistic expression. Many of the great and good come here to commission or browse the latest works, or the neighbouring Mainspring Crescent, the fashionable street of coffee-houses, supper clubs and similar.
3. *Sidereal Avenue:* The home of the Piltover Treasury, a number of lesser banks, and a bewildering array of other financial institutions, Sidereal Avenue is the heart of Piltover's wealth, and is accordingly well-protected – not only for the money, but also for the museums which stand alongside the banks.
4. *Coppertongue Road:* The famous street of inventors, this is where all manner of tinkerers, engineers and make their home – those who aren't lucky enough to have gotten patronage from the nobles yet, and a lab of their own under the close eye of a noble clan. If Sidereal Avenue is the beating heart of Piltover, then Coppertongue is its blazing mind.
5. *Sapphilite Row:* A little more low-market than much of Piltover, Sapphilite Row nevertheless has industry of its own, being a little more practical and down-to-earth than much of the rest of the city. It's lined with groceries, cobblers, tinkers' shops and, of course, Zalie's Expeditionary Outfitters and Haberdashery, famed for their well-wearing clothes ideal for far-flung adventures.
6. *Free Choice*.

The Undercity (d4)

1. *The Promenade Level:* The highest part of the Undercity, reaching up out of the canyons to be level with the lower parts of Piltover. This is something of an entertainment and commercial district, where Piltovans go for a good, cheap time, and the wealthy of the undercity gather to shop, dine and trade goods from down below.
2. *Entresol Level:* Between the Promenade and the Slums, Entresol is the heart of the undercity. It's where business is done, with brokers, dealers, shopkeepers and entertainers of all kinds sustaining stalls, clubs, augmentation parlours and bars of every sort.

3. *Sump Level:* Beneath Entresol is the Sump, a vast slum where light barely reaches, water is toxic and the majority of the working class make their homes. Almost everything here fuels the chemtech industry in some way, and the fumes of that industry drift through the streets.
4. *Free Choice.*

In-Between (d4)

1. *Boundary Markets:* The place where the undercity and Piltover meet, home to thriving markets and commercial halls – but it's easy to see the scars from past contention between the two.
2. *The Sun Gates:* The great result of the same disaster which ruined old Zaun, the Sun Gates are an artificial passage which opened up the city to trade from elsewhere in Valoran, and brought (parts of) it great prosperity.
3. *Stillwater Prison:* A great prison built to hold even the most dangerous criminals Piltover decides aren't useful enough to run free, Stillwater is a grim edifice of misery and corruption, with many imprisoned within who should be, and many who shouldn't. Hopefully you're just visiting.
4. *Free Choice*

Perks

You get a 50% discount on all Perks under your chosen Origin. Additionally, two 100 CP perks from your Origin are free, with the remainder being discounted.

General

Just a Little Banter [50]: Quick-talk, witty comebacks, cool one-liners - maybe even some smooth flirting. You've got a talent for all of these, able to piss off your enemies, cheer up your allies and make a pretty high-born lady blush when you want to.

Acrobat [50]: Were you raised in a circus? You've got an excellent sense of balance, and the kind of athletic and acrobatic ability which would make you an excellent dancer, or let you parkour across the creaking catwalks and exposed piping of Zaun without any danger of falling.

I've Got a Bad Feeling About This [50]: The hairs rising on the back of your neck, that feeling of being watched - you've learned to heed these gut-level warnings, and they've rarely steered you wrong. You have a kind of intuitive sense for imminent danger which will warn you of stalkers, surprise attacks or people tailing you, or less human dangers like a rusty catwalk or a planted bomb. You won't know exactly what the danger *is*, but you'll know to look out for it.

Outsider

Wanderer [100]: Runeterra is a big place, and you won't be able to pick up food from the supermarket. Lucky for you, you're practised in all the skills someone travelling in a fantasy world might need, from navigation by the stars to finding or making shelter to foraging for food. This kind of travel might not be comfortable, exactly, but you'll be able to survive in all but the most hostile of environments.

Foreigner [100]: People can be suspicious of outsiders, but sometimes it's better than being inside the system and on the bottom. No matter where your travels take you, you can always present yourself as an outsider and a foreigner, and be judged according to those standards, rather than another, potentially worse, schema. You might be laughed at for not knowing the customs and left out of things that the in-group keep for themselves, but being tolerated is better than being on the bottom of the pile.

Amateur Anthropologist [100]: There are so many people to meet and things to see! Lucky for you, you've a real talent for picking up the languages and mores of any groups you meet, able to learn the basics of a language within a couple of days, and speak it with reasonable fluency within a week or two. In a similar manner, you have a kind of intuition for customs and unspoken social rules, helping you to avoid giving offence, and letting you quickly blend into new cultures. This perk only helps with integrating into living cultures, not learning ancient, lost languages or similar.

A Friend In Every Port [200]: The Yordles have spread across the world, but despite that they all have an easy road back to their friends in Bandle City. Not all are so lucky - but that doesn't mean you have to travel on your own. You have a real knack for making fast friends, seeming to stumble into chance encounters with people suited to forming close relationships with - platonic or otherwise - more often than you'd expect. If you put a little effort into cultivating these bonds they'll grow quickly and last long, even if you spend years apart.

Strange Sights, Strange Fights [200]: Runeterra is not a peaceful world, so it should come as no surprise that different cultures have developed many different fighting styles. With this perk, you become well-trained in one of these fighting styles, whether the martial arts of an Ionian Kinkou monk, the gladiatorial combat of the Noxian arenas, the knightly chivalry of Demacia, the guns-and-cutlasses battling of Bilgewater or something else. There's nothing inherently magical about your fighting style, but it's damn effective at what it does, and within a couple years you could be a real master.

Outside Perspective [200]: It's often hard to really assess problems when you're mired in them. You have a talent for viewing problems - your own and others' - from an outside perspective, cutting past the biases of this or that culture to see the real root of the issue and come up with solutions. Moreover, you're good at explaining these ideas to people still stuck on the 'inside' in ways that won't cause them to react badly, and at mediating between different groups, even those which have been at odds for ages. You won't necessarily be able to make them friends, but you'll at least be able to act as a go-between.

Mystic Ways [400]: Magic is a mysterious but powerful force which has shaped Runeterra in countless ways. Perhaps you were born with the talent, perhaps you suffered a curse you were able to turn to your own ends, or perhaps you found some magical artefact, but however you came by it you're now capable of a specific, limited style of magic. Perhaps you're a stoneweaver like Taliyah, you've bonded with a Darkin weapon, you've learned to channel the powers of the sun like the Solari, you've studied the mystic ways of the Kinkou, you stole an arcane artefact from a Shuriman tomb, or you were afflicted with the curse of the Shadow Isles and learned to control it.

Whatever form your magic takes, it has a specific theme, and to begin with is limited mostly to the personal scale. If you practise with it, though, you're sure to be able to increase its power over time, and one day you'll be able to accomplish truly incredible feats.

You Call This Archaeology? [400]: Runeterra has a history long before the rise of Zaun and Piltover, and countless opportunities for adventure. You have a tendency to stumble head-first into those opportunities; not so that you're forced to partake, but you'll semi-regularly find yourself called to adventure. Maybe you get a look at a treasure map over someone's shoulder, or you run into a group of Ionian demon-hunters on the trail of a monster. Significant events seem drawn to you, and often in ways where you can benefit from them in some manner, whether by helping your allies with their causes, by the opportunity to discover ancient secrets, or by making out like a bandit with treasures stolen from a collapsing tomb. If you take this perk, you'll never lack for excitement

The Arcane [600]: The City of Progress strives towards understanding of the world, and grows rich on the profits of its hextech advancements - but they only grasp and scrabble for facets of a greater, deeper truth. You are a natural user of magic, a wielder of the true arcane - the power which, long ago, shaped the world itself. Given a source of power from which to draw, you can shape and command that power through the medium of runes, bending reality itself to achieve grand acts of magic. Hextech may be more reliable, and able to be put in the hands of any, but this power can be commanded by nothing more than word and will, and the possibilities it presents are vast.

It will take time to devise new spells based upon the runes you know and can discover, and you're still limited by the power sources you have access to. Your own internal energies will suffice for basic spells, but for grander works, such as long-distance teleportation, you will require equally-grand sources of power.

Piltovan

Pretty Face [100]: Good genes, good upbringing, good style - all of these go into a good look, and you've got that in spades. You have a naturally-beautiful, handsome or otherwise impressive appearance, in whatever form you desire. Turning heads as you enter a ball would just be natural, and you can probably expect to have a fair few admirers. As a bonus, you have an instinctive sense for the kinds of clothes which go well with your own appearance.

Artiste [100]: Piltover is renowned as a city of industry and innovation, yes - but also a city of art and beauty. You have all the skills required to adorn it with the jewels of human (or vastaya or yordle) artistry, being an excellent painter, sculptor, singer, poet and draughtsman. Moreover, you know how to make whatever you build or craft look good.

Sleuth [100]: Despite its prosperous veneer, beneath the surface Piltover is far from free from crime, whether that be embezzlement, tax evasion and smuggling, or thefts and attacks from Zaun. With this perk, you're well-suited to following up on such crimes, thanks to a talent for noticing things that might be out of place, whether in ledgers or crime scenes - clues, in other words - and putting together those clues to form a bigger picture.

Breach and Clear [200]: You have all the skills necessary to serve as an exemplary member of Piltover's Enforcers. You're well-practised in fighting in a dense-urban environment, and in using advanced and complex gear to its best potential even in desperate situations. In particular, you're skilled in non-lethal takedowns and fighting to capture, and adapting your fighting styles to incorporate new equipment as you get it - and if you really need to, you can pull out skills in riot suppression to put down the rabble. Of course, it'd be better if they just stayed quiet in the first place, but ~~capital~~ peace isn't going to protect itself, is it?

Presentation! [200]: What's the difference between a ruthless industrialist and a pillar of the community? Why, presentation of course! You're a genius when it comes to public relations, self-presentation and what the crass might call 'propaganda'. You've got an eye for eye-catching and inspiring designs, and for how to go about hushing things up when you need some skeletons to stay in their closets. These skills apply from everything to poster design to organising events and celebrations to create just the right feeling in attendees. You could make the richest men in Piltover feel privileged to come to your party, and inspire downtrodden workers with visions of the future they're helping to build - and nevermind that that future will be one in which they're still working the assembly lines.

Talent Scout [200]: You may or may not be a genius inventor yourself, but you have an eye for finding those who are. You've got a knack for finding just the right people for whatever job you want doing, snapping up talent just as it's beginning to show, and convincing such talented people that working under you is the best place to achieve their dreams, as well as yours. Moreover, you're good at managing different personalities, acting as a group coordinator to keep everyone working together on the projects that really matter, rather than wasting their energies on infighting and squabbles. Finally, you have the acumen to judge when someone can be trusted with a job, and when it'd be better to keep them away from the levers of power. After all, you don't want them embezzling from *you*.

Hextechnician [400]: Hextech is a bold new field of scientific endeavour, utilising power drawn from magical gemstones to put magic - once the domain only of those born to the power, or having somehow earned it - in the hands of the common man. At least, the common man wealthy enough to pay for it. Its potential is nearly-limitless, from delivering powerful strikes with Atlas Gauntlets to cutting through stone with beams of light to even warping space and time to propel airships far across Runeterra.

You have been extensively-trained in hextech engineering, and are capable both of building all common hextech devices in Piltover-Zaun, and of innovating upon them based on your knowledge of hextech and its principles. True, radical innovations like the Hexcore are somewhat beyond you, but you could approach such creations with a long-enough development scale and enough staff to help you - and 'conventional' hextech is nothing to sneeze at.

Moreover, you know how to use existing hex-crystals to produce new ones, albeit not as potent as the original, natural hex-crystals. Thus, you need not worry about your creations running out of power in new worlds.

Mover and Shaker [400]: Behind the immaculate facades of Bluewind Court festers a secret world of polite manoeuvring, financial chicanery and political games. An ordinary person would likely be bewildered by the array of alliances, feuds and backroom deals that populate this stratum of society - but to you, this is the ocean in which you swim. You can scheme and politic with the best of them, managing conflicting interests to your own advantage and giving bribes, lies, platitudes or inspiring oratory as the occasion calls. Moreover, you're well-practised in manipulating money, able to hide incomes and outlays, ensure all the wealth is going just where it needs to, and tell at a glance which ventures are more or less risky. Given access and time to work you could rise to prominence in any such political arena, and make a pretty penny while doing it.

Man of Progress [600]: For thousands of years, magic was thought to be the domain of the few privileged to be born with the talent, or willing to mortgage their souls to demons or celestial beings. Now, thanks to Jayce Talis, that power has been democratised - somewhat, at least. You share the same kind of innovative ability of Jayce and Viktor, able to make scientific leaps and bounds while others creep along at a steady pace behind you. Whatever fields of research you involve yourself in, you'll find yourself making intuitive leaps, putting together disparate facts and seeing patterns where others only see noise. Besides your personal innovative abilities, you also have a knack for producing designs which can be adapted for mass production with relative ease and whose principles can be easily taught to others, so that you can uplift not only yourself, but those around you as well. Piltover is called the City of Progress, after all.

Your scientific prowess is at its height when you're working based on some form of inspiration; perhaps trying to imitate some process seen in nature, or replicate spells and magic. Your inventions might not quite work the same as the original, but if you work long and hard enough, almost anything that can be done by natural or supernatural means can be measured, harnessed and controlled through the power of your scientific method.

Zaunite

Iron Jaw [100]: You don't last long in Zaun without being able to take a hit and get back up again. Your body is tough and resilient; you can take more punishment than most, and you're more resilient to poisons, diseases and any negative side-effects from other substances, though you can still enjoy any positive effects they may have.

Street Kid [100]: Piltover has its etiquette, but in Zaun not knowing the right ways can get you killed. You can navigate any kind of criminal or hostile urban environment in relative safety, thanks to an instinctive sense for who you need to act tough with and who you need to not piss off. On top of that, you've seen some shit, but you don't let that stop you from living your life. You're good at pushing down traumatic or horrifying memories and experiences to focus on the here and now; you don't forget them, but you can deal with them later. Pushing them away too long might lead to some problems, though.

Art of the Threat [100]: You're one scary motherfucker when you want to be. You can project an aura of danger and threat just by how you move and act, letting people know that you aren't the kind of guy to fuck with. You need to be able to make some kind of credible threat, even if it only seems credible, but if you can do that you could make the most hardened ganger piss his britches or, if you're into the more subtle kinds of intimidation, let people know you can ruin them with just an implied word.

Fisticuffs [200]: You've learned to fight the Zaunite way; rough and tumble, vicious, practical and effective. You know how to disable an opponent, how to use improvised or low-quality weapons to their best effect, and how to use distractions and dirty tricks to get the upper hand. Moreover, your practicality makes your fighting style easily-adaptable to different kinds of equipment, or the integration of new skills or supernatural abilities. Whatever you add to it, there's no movement or effort wasted in your fighting style. You're here to take down the enemy before they can take you down, and you're damn good at it.

Cat Burglar [200]: Not everyone in Zaun is a thief, but it's a rare soul who hasn't had to resort to stealing to get by at some point. But that's the ordinary kind of crime; you're something more. You're a master of stealth, able to sneak past Enforcers and other guards with relative ease, and make sure you don't leave any signs behind. You can pick locks and pockets almost-instinctively, and you know how to tell the best targets for a cut purse or a cat burglary. The rich had better keep a close eye on their wealth around you - because it won't be theirs for long.

The Base Violence Necessary for Change [200]: Piltover fears Zaun - and not without reason. After all, if you keep kicking someone down, sooner or later they're going to catch the boot and drag you down with them. You could be considered the very embodiment of Piltover's fears, with your expertise in all kinds of things that go boom. In short, you're a master arsonist and terrorist, with great knowledge when it comes to creating and using explosives in a fight, as well as just how to use such devices to make the biggest impact - practical or psychological. You can wield other kinds of violence with the same kind of artistry, striking at the foundations of public trust with vandalism, thefts and kidnapping, or targeting assassinations and raids to cause the most impact in an organisation. If they will not love you, they will fear you.

King of the Underground [400]: As above, so below. Just as the wealthy families of Piltover scheme and politic in Bluewind Court, so do the chem-barons of Zaun jostle for position in the undercity. The only difference is how honest they are about their intentions. You're a master of this kind of unforgiving environment, able to play rival gangs against one another and ruthlessly grasp for position. You know just how to find bribeable officials or get an inspector to look the other way, how to keep your minions in line while appeasing those above you, how to stay out of the limelight until you're ready to seize power, and how to make yourself the 'lesser evil' in the eyes of even those who really *do* have the best of intentions. Better the devil they know, after all.

Chemtechnician [400]: Though Piltover has been remade into the hextech City of Progress, Zaun has been left behind. Without the same access to the expensive hexcrystals which make the innovations of Jayce Talis possible, the undercity has had to continue relying on older chemtech, with all its associated volatility and, often, toxicity. Still, chemtech is hardly a worthless line of research, capable of everything from creating powerful fuels for engines and industry, to brewing all kinds of near-magical drugs, potions and concoctions.

You are well-trained as a practitioner of chemtech, able to produce all the common chemicals used in the economy of Zaun, as well as to modify them or innovate new ones given time and space to work in. You know the recipe for Shimmer, and are quite a proficient doctor, able to keep your patients alive (though not necessarily unchanged) far past the point at which mundane medicine would have given up. As well as being able to perform the chemical side of things, you're also capable of building machines that take advantage of the weird brews and concoctions you can make, like engines which run on artificial fuels, prosthetic arms powered by Shimmer, or suits designed to supplement Shimmer's body-enhancing properties.

Beyond the Bounds [600]: While Piltover marches on into the future, it sometimes seems that Zaun has been left in the past. Even so, amongst its sunken towers there are those whose minds could outstrip any of the academics of Piltover, if they were only given the chance. Those high-and-mighty scholars might spit on your theories, call you mad or deluded, but you know better. You're a *genius*.

You have an incredible talent for invention - not the stable kind that propels society as a whole forwards, but creating things that would be deemed preposterous by most, breaking the seeming bounds of science or crossing disciplines which seem incompatible to achieve the impossible. Machines that bend and twist time, spells that seem to go beyond the rules of magic, drugs which can heal a person from the very verge of death - you might create all of these, if you put your mind to it.

Such creations are generally difficult or near-impossible to replicate on a mass scale, and are often unstable or possess downsides or negative side-effects, but their potency cannot be understated.

Items

You get a 50% discount on all Items under your chosen Origin, while the 100 CP item for your Origin is free.

General

Art Supplies [50]: A collection of paints, canvases, easels, brushes and any other tools you might need to make a splash in the artistic world of Piltover or Zaun. Let your colours flow!

Snazzy Smokes [50]: Would it be a fantasy pseudo-20s setting without some elegant cigars, cigarettes and cigarette holders, for all your noiry needs? This little case has all you need to smoke in style, always seems to have enough for at least one more smoke - and, as a bonus, it's completely healthy.

Firelights [50]: The firelights are an insect species unique to old Zaun, insects with glowing abdomens which, although not very useful, can look quite spectacular at night. With this item you have a jar of firelights which you can keep around, or release to start up a new population in your warehouse or other worlds.

Weapons [50 *or* 100 *or* 200]: This isn't always the nicest world, and it often pays to have something to put between yourself and an enemy.

For **50 CP**, you've got some well-made but basic weaponry; maybe some steel fighting-gauntlets, an early gun, or a sword and shield.

For **100 CP**, your weapon is a little more special; maybe a sword made by a legendary smith, perfectly-balanced for your style, or a top-of-the-line rifle.

For **200 CP**, what you've got is quite the treasure; a weapon with real magical powers, or just great technological potency. This might be something like Vi's Atlas Gauntlets, Jayce's Mercury Hammer, or the shattered blade used by Riven.

Work, Sweet Work [200]: What's a scientist without a place to work? With this, you own a laboratory and workshop well-equipped for whatever crafts and sciences you know how to perform. If you're a hextechnician you've got all the tools you need to build your inventions, and if you're skilled in chemtech it'll have all the beakers, bunsen burners and distillation towers you could want. This laboratory is also well-stocked with common materials and reagents for your (e.g. metals, basic chemicals etc), but rarer things will need to be found elsewhere.

Hexcrystals [200]: Though beautiful in appearance, these blue crystals are worth far more than their looks. You have twenty of these blue, roughly-spherical gems, each of which has tremendous magical power locked inside them. These could each power large amounts of hextech, or perhaps be used for some other purpose. You may choose whether these gems are the unstable, natural variety or the more refined and stabilised kind used in later hextech, choosing for each gem, and each gem seems to be able to provide power indefinitely, though they each have a limit in terms of how much power they can provide at a time. While inside their case, the gems are held in place and you can be assured they won't detonate. The case will refill once per three months - so use your gems wisely.

Outsider

Travelling Supplies [100]: What's a traveller without supplies? This pack seems lighter than it should be, despite containing all you need for the road; good clothes and boots, a bedroll and tent, equipment for lighting fires, a canteen for water and some long-lasting rations for when you can't forage for your food. Anything lost, used up or damaged can be replaced after a week.

Book of Maps [200]: This battered old journal is filled with scribbled notes, scrawled maps and directions to all kinds of interesting places across Runeterra, along with some rather nice maps of just about everywhere across the known world. If you follow its directions you're sure to be able to unearth some interesting artefacts or secrets, though you'll probably need to deal with some trouble first to earn your rewards.

In future jumps, this item will update to provide similar information for new settings, if you so choose.

Airship [400]: Now this is how to travel in style! One of the latest vessels out of the sky-docks of Piltover, and it can all be yours for the low, low price of… Huh, you seem to have a deed already. Well, let me walk you through all the features you can expect from your new airship! Held aloft by a gasbag shielded with hextech from any explosive mishaps, this baby can travel at a staggering forty miles an hour (more with a good headwind). The gondola has space for as much cargo as a caravel, as well as luxurious living quarters for you and up to eight companions (or more if you're willing to bunk together. The hull is armoured well enough to resist small-arms fire with ease, and if you want you could probably mount some weapons on the sides.

Oh, and in case you don't know how to pilot, there's a manual on the bridge which you can pick up to learn all you need in a day or two!

Bandlewood Seed [600]: Long before the Yordles called Bandle City home, there was only a tree. No one knows why, or when, but it grew to fill the space behind reality, unfurling its branches into the Spirit Realm until it had no clear beginning or end—it only was, and had always been. Its fae magic reached into Runeterra through swirling portals, and in time the Yordles came to call it home, building Bandle City amidst its branches and venturing out to learn more about the world beyond the great Bandlewood Tree.

Somehow, you've discovered a seed of the Bandlewood. Within this jump, the seed won't grow, but it will give off a soft glow which intensifies the closer you come to one of the portals to Bandle City. Once you find such a portal, it'll ensure you can get through, and its aura will assure the inhabitants of Bandle City won't be hostile to you unless you give them good reason to be - though they might play a prank or two!

After this jump, however, the seed will be ready to sprout. If planted, it'll grow quickly into a beautiful, gnarled tree, but if you pass down under the roots, you'll enter a similar spirit-realm to that of the Runeterran Bandlewood Tree, growing larger with time as the tree grows. With time, its roots and branches will stretch out, creating new portals across the world, and even into other realms of existence (if they exist in that setting). By traveling to the Bandlewood's heart you'll be able to control roughly where these portals open, to a degree of precision within about

a city's size, and will be able to lock them, set conditions to open them, or close them permanently if you see fit, as well as channel the tree's great spiritual energy.

And finally, when you move onto a new world, your tree will give you another seed to carry with you in turn.

Piltovan

Bed, Board and Wardrobe [100]: It would be a shame if you were left to wander the streets of this fair city without a place to call home. With this item, you have a nice, one-bedroom flat in Piltover, rent and utilities all paid for, and with an excellent view of the City of Progress. It'd be a nice place to make a home, and the wardrobe is full of good-quality, if not necessarily the wealthiest, clothing in Piltovan styles.

Business [200]: Money makes the world go 'round, it is said, and money doesn't come from nowhere. With this item, you own a business of your own, able to comfortably support a middle-class lifestyle; perhaps you're a successful artist and painter, you own a grocer's store, or you supply bespoke creations or parts to the city's inventors and mechanists. This purchase includes a property to work out of, which you can merge with the flat from **Bed, Board and Wardrobe** if you so choose.

Townhouse [400]: On the other hand, is a flat really enough? With this item, you own a magnificent townhouse somewhere in the better part of Piltover, a small mansion of your own, complete with gardens, receiving rooms, a ballroom, luxurious bedrooms and a small staff of servants to keep the place clean and tend to your needs, from cooking you high-class meals to keeping the garden just how you like it.

The Great and the Good (?) [600]: Not to put too fine a point on it, but Piltover is more or less an oligarchy, and in such a system it pays to be able to pay. Lucky for you, you've come into a not-inconsiderable amount of wealth, easily enough to put you in Piltover's top 1%. With this amount of money you could finance a good many businesses, live larger for the rest of your stay here, or maybe put your wealth to other uses.

If you have **Business**, you may choose to convert that business into a major company with a reasonable share in a significant industry within Piltover, such as production of complex parts, energy-generation using hextech, or production of cosmetics.

Zaunite

Street Clothes [100]: If you're gonna brave the tough streets of Zaun, you're gonna have to look the part. Here's a set of street clothing, styled how you like, which won't wear out or take harm from hard use or bad environments - and as a bonus, they make you look cool as hell. There's a mask in here as well, to scrub the toxins from the Zaunite air before you breathe them. Wouldn't want you to go down just from some bad air, would we?

Shimmer [200]: Shimmer, the drug of choice for many in Zaun, is one of the miracles of chemtech. Able to be used to give a burst of energy and healing, to grant incredible strength, or even as a fuel, Silco's organisations have made a pretty penny selling this in the lanes, and now

so can you. This item is a chest filled with vials of shimmer, as well as the equipment needed to manufacture more, and the seeds for the flowers from which it's extracted. Even if you don't make more yourself, the chest will be refilled once a month.

Home Base [400]: Zaun's a hard place to live, so having a secure home-base is a hell of a privilege. Luckily, that's a privilege you've got, and you have a fair-sized building all to yourself, and those you let inside. Maybe some part of it's open to the public, like a bar, or maybe it's something more like the home base of the Firelights, a rare island of peace in the chaos of the undercity. Whatever form it takes, it'll have plenty of space for you and a fair number of others to hang out in safety, and you can be assured it's well-defended, either by being well-hidden and difficult to find, or by being easily-defensible against anything but overwhelming force.

Backup [600]: Even if you're tough enough to face Zaun alone, it doesn't hurt to have some buddies at your back. You've got a couple hundred toughs willing to fight for you in the undercity, whether you run them like Ekko and his Firelights, or one of the chem-barons with their gangs. On top of the fighters, you've got a whole network of other folks you can count on, whether fences for your stolen goods, smugglers at your beck and call, or people willing to hide you in an attic if things get bad. Maybe you're a gang leader, maybe you're a freedom fighter, maybe you're an industrialist, or maybe you're just a pillar of the community - whatever the case, you can count on this backup.

You can either bring your contacts to future jumps, importing them into appropriate roles, or simply find yourself tending to accumulate a similar following.

Companions

Canon Companion [50]: You may recruit a person from this world to join you on your journeys, assuming you can persuade them to join you.

This may be taken as many times as desired.

Companion Import [100 *or* 400]: You may create a companion, or import an existing companion, into this jump with 600 CP to spend, along with an Origin. They may only gain up to 400 CP from Complications. You may spend your own CP on companions as well.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 400 CP each instead.

Complications

Take as many Complications as you want, but you can gain no more than 1000 CP this way.

Legends of Runeterra [+0]: Perhaps you want to adventure beyond the bounds of Piltover-Zaun? If you take this option, ignore your starting location. Instead, pick a location on the following chart, or take 100 CP to roll 1d10 for a random location:

1. **Noxus:** A brutal land ruled by brutal men, Noxus is a militaristic empire bent on expansion, where the strong rise to the top and the weak are crushed underfoot.
2. **Demacia:** A long-time enemy of Noxus, Demacia is a land of nobility, honour and duty - but also a land where those born with magical power are cruelly persecuted.
3. **Mt. Targon:** Located to the west of Shurima, Mt. Targon is the tallest peak on Runeterra, and it is said that those who ascend its slopes can gain audience with the beings of the Celestial Realm.
4. **Ionia:** The inhabitants of the First Lands strived to live in harmony with magic and the spiritual inhabitants, until Noxus invaded to colonise their home. Now, they wage guerilla war against the invaders.
5. **Shurima:** The southern desert land of Shurima was once home to a mighty empire, and today is torn between its tribal inhabitants, the resurrected remains of that empire, and the Void creatures which intrude upon it.
6. **Bilgewater:** Located in an archipelago in the eastern ocean, Bilgewater is a haven of pirates, scoundrels and sea-folk of all types - as well as the worship of strange aquatic gods like Nagakaburous.
7. **Ixtal:** Located in the verdant jungles to the east of Shurima, the inhabitants of Ixtal use powerful elemental magic to enforce isolation from the outside world.
8. **Freljord:** In the northwest of Runeterra is the frozen Freljord, warred over by various matriarchal tribes, and the only place where unmelting True Ice can be found - as well as the tomb of the apocalyptic Watchers.
9. **Shadow Isles:** Once, these were called the Blessed Isles, but a magical cataclysm shrouded them in a black mist which raises the dead and binds their souls within it.
10. **Bandle City:** Exactly where Bandle City is located is a mystery, but portals across the world allow its Yordle inhabitants to wander far afield, or for outsiders to stumble into this strange, tree-bound realm of whimsy and magic.

It's A Yordle's Life for Me [+0, Yordle Only]: If you take this complication, you find that you (and you personally) have the luck of the Yordles. In other words, you interact with Runeterra in a kind of semi-playful haze, like the goblins or mischief-spirits of folklore. This is great for you, turning your time in this jump into a rollicking adventure - but it doesn't keep the consequences of your actions from having very real repercussions on those around you. Your playful theft of a coin tossed into the sea might just be a game to you, but it might bring down the wrath of the sea-goddess whose offering you stole onto the ship which tossed in the coin.

You can bring yourself down to reality for a while if you really want, but why would you? There's always the temptation there to just… let it go.

Betrayal of the Flesh [+100]: Like Viktor or Silco, the poisons of Zaun have left their mark on you. Your body is physically-feeble unless supported by alchemical or magical means such as regular doses of shimmer, and your condition will slowly grow worse over time. By the time ten years have passed, you'll likely be incapable of anything more than hobbling about using a crutch - unless you can find some way to cheat this fate.

We Don't Serve Your Kind [+100]: Whatever your Origin, during the course of this jump you'll often find your efforts stymied by bigotry or social rejection. You'll find yourself thrown out of bars, laughed out of theatres or mistaken for a citizen of an enemy land. These misunderstandings can be cleared up with time and effort, but unless dealing with your own people you'll more often than not run up against the divisions of Runeterran society.

Stillwater [+100 *or* +200]: Ignore your rolled location; you begin in Stillwater Prison, locked behind bars and not getting out soon. For 100 CP, your term of imprisonment will last three years; for 200 CP it'll last the entire jump. While imprisoned, any abilities you may possess which would allow you to simply magic or blast your way out won't work, and of course you don't have access to your warehouse or items - can't let prisoners have such dangerous tools as those, after all. You'll regain access to these if you manage to escape or are released for whatever reason.

Don't think you can just sit safely behind the prison walls and let the trouble outside pass by, either. Stillwater is the pit where Piltover throws its worst criminals to forget about them; it's a den of murderers, thieves, serial killers and worse, and the guards aren't overly-bothered about fights. Best try and stay safe, jumper.

Addiction [+100 *or* +200]: Shimmer's got its claws in you, jumper, and it's not letting go. For 100 CP, this addiction is manageable, even if you need to get yourself a dose of shimmer once a week - and shimmer from the item won't do, either - and you might start showing some relatively-minor signs over time. For 200 CP, your addiction is deeper still; you need that shimmer daily, and you'll quickly begin to display the signs of your addiction prominently. When the withdrawal gets bad, who knows what you'll do for a taste?

Get Yordled! [+100 *or* +200]: For whatever reason, you always seem to have trouble with yordles. For 100 CP, you'll semi-regularly find yourself the butt of one of their jokes or pranks, or something they do will backfire in such a way as to cause trouble or danger for you. For 200 CP, these pranks are difficult to distinguish from outright hostility; sometimes they seem genuinely innocent, but still manage to put you in mortal peril, while at other times you might find yourself the target of a group of Bandle Scouts who've decided you're a problem that needs to be dealt with.

Amputee [+200]: Whether you lost it to an industrial accident, a fight or some other cause, you're missing an arm, a leg or both eyes, and no means of regeneration or healing will replace them in this jump - though you might be able to find or create some kind of advanced prosthetic.

Mortgaged [+200; with 300+ CP in items only]: So, you know those items you bought? You didn't actually buy them. They actually belong to someone else, who has the last word on when and how you get to use them (though you might be able to keep them from noticing whatever it

is you're doing). The one who owns them is fairly free with them, but they'll deny you access or even cut you off long-term or permanently if you displease them too much. Speaking of pleasing them, they'll often make 'requests' that align with their interests - working on such and such a project, producing this or that for them, tracking down a particular criminal and so on. If you don't do as they say, they might cut you off - or send some other agents of theirs to extract what they want from you.

At the end of the jump, you receive all your items fully.

Foes in High Places [+300]: Somehow, you've earned yourself the particular hatred of a member of Piltover or Zaun's upper class; perhaps a chem-baron, one of the seats on the merchant-council, or perhaps a certain Ms. Glasc. Whatever their identity, they'll do their best to ensure that you end up in a shallow grave, sending thugs and assassins when they can - and they have the influence to reach across Runeterra if they really want to, so don't think just leaving the big city will get you out of trouble - and interfering in your plans when they can't. You might be able to take them out permanently, but not without burning other bridges that'll leave you in more or less the same position, just with someone else determined to see you gone.

Just a Man [+300]: The standard power-loss drawback. Lose all access to perks, powers and items from outside this jump, as well as your warehouse, though you retain your body mod and any skills you've gained from practice rather than simply purchasing.

Get Jinxed [+400]: Like Jinx, you have the unpleasant combination of schizophrenic tendencies and some serious trauma backing them up. Stable, safe and comforting environments can help manage the hallucinations and violent impulses to a degree, but they'll always still be there - and the fact that you're an erratic, impulsive schizophrenic can make it hard to find stable, safe and comforting environments. When you're in a really high-stress situation, or emotional turmoil, everything just gets worse.

Good luck.

Ending

After ten years, you will have three choices:

Stay Here on Runeterra, ending your chain but allowing you to begin a new life with all you've gained up to now.

Go Home to the world where you began, ending your chain but keeping all you've gained along your journey.

Continue On to further jumps.

Notes

On Hexcrystals

In the canon of *League of Legends*, the original crystals used to power hextech originate from the Brackern, crystalline, scorpion-like beings with potent magical powers, which were harvested while hibernating by Piltovan mercantile interests. Later on, a method of producing synthetic (though weaker) hex-crystals was developed, though this contributed to the pollution of Zaun.

It is not clear whether this is the case in the canon of *Arcane*, so you can choose whether this is the case, or the crystals come from some other source. (e.g. mana which concentrates itself in certain geological processes).

On Mystic Ways

This perk offers a very open kind of magic, so I'd like to advise you to fanwank responsibly. The League of Legends champions are a pretty good set of inspirations for the kinds of magic this might give you, though absurd power-levels like Aurelion Sol, Malphite or similar are off-limits for this perk.

Some example types of magic follow, though this list is not exhaustive, and I encourage you to dig into the lore of League of Legends for further ideas (https://universe.leagueoflegends.com/en_US/):

- *Stoneweaving*: Allows the user to telekinetically manipulate earth and stone.
- *Ferromancy*: Allows the user to telekinetically manipulate metal, forging and re-shaping it with their will.
- *Solarian Magic*: This magic calls on the power of the sun, illuminating, burning, blinding, heating and healing things with radiant light, as well as banishing other powers.
- *Lunarian Magic*: This magic calls on the subtle power of the moon, allowing the user to conceal themselves, create illusions and visions, become intangible, fire blasts of moonlight, or grant protection from magic.
- *Yordle Magic:* Allows the user to perform all kinds of whimsical enchantments and spells, from embiggening themselves to turning enemies into cute woodland critters to conjuring poisonous exploding mushrooms to creating portals to the spirit realm.
- *Artefact of the Sun-Disk:* Granting powers similar to the Shuriman sun-disk, albeit at much lesser scale, this magic allows the user to create healing and blessing waters, to shed magical sunlight and to temporarily imbue others with power to strengthen and enhance them.
- *Black Mist:* Drawing on the power which corrupted the Shadow Isles, you can transform yourself into a phantom of black mist, corrupt the weak or the dead into mindless ghouls under your control or imprison the spirits of the dead.
- *Nature Magic:* This magic allows the user to cause plants to grow and control their growth, communicate with and control animals, feel nature and living things around them, and heal injuries, poisons and diseases.

As a final note, if you take a source of power which is ordinarily corrupting (e.g. a Darkin weapon), you won't be subject to that corruption unless you willingly give into it.

On the Bandlewood Seed

The portals created by the Bandlewood can reach across space, or between different realms of existence within a jump - for instance, they could reach between planets in Star Wars, into the Warp or the Webway in 40k, or between parallel Earths in Worm. Only post-Spark will you be able to cause your Bandlewood to reach between jumps entirely.

On Shimmer

In small doses, shimmer can accelerate the healing process and reinforce the body's constitution. In larger doses, it can grant superhuman levels of strength and durability. A massive dose can even cause the user's body to grow and twist into monstrous (and monstrously-powerful) forms, though this often comes with a great deal of pain, increased aggression and loss of cognitive abilities. Long-term use may result in degeneration of muscular tissues, veins and eyes becoming pink or purple, and potentially tumour-like growths as well. You can use it as high-density fuel, too, if you really want.

On Mass Production

If you have both the 'Man of Progress' and 'Beyond the Bounds' perks, the former will help to some extent with making the creations enabled by the latter more mass-producible - though it certainly won't be easy.

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