

Jumpchain CYOA v.1.3.1 by PlateGlassArmour, with help from SJ-Chan

A land beset by monsters and dominated by those that would summon more in their mad lust for power, this world is a cold, bleak place that teeters on the brink of destruction. However, it is also the home of gemcraft, a branch of magic with immense destructive power, the kind that could shake a world to its foundations. With the world as it is, however, even the most powerful gemcrafters can struggle just to survive... Whichever origin you pick, there will be enemies out there that are intent on your destruction, and while running away may work for a while, if the Forgotten realizes her goal of destroying the last bastion of wizards, she will become unimaginably powerful. Even experienced jumpers would be cautioned to avoid letting that happen.

Note on Timescale: Despite the fact that, when playing the game the battles play out over an hour or so, canonically they take days to weeks each. You'll be here for ten years… that's a lot of battles. Better take this 1000 Craft Points… and use them in good health.



Changelog v1.3
Lots of stuff got changed. Lots.

Origins

Wizard (200cp)

A knowledgeable human mage, possessing a comparatively large pool of mana to work with. You objected to the practice of summoning demons to gain power, so you are now on the run from both sides of the war. The Forgotten is a powerful demon that sends waves of monsters across the lands and is seemingly immune to death and banishment, and can never be imprisoned for long; she hunts all wizards. The ruling wizards are safely protected in the shielded Spiritforge, and defend against intrusion from the Forgotten, but they also refuse to give up demon summoning, and send out Wizard Hunters to kill those that will not bend the knee. Choose your age and sex for free.

Apparition (0cp)

A dead wizard with no knowledge of your past, bound to the material plane of existence. This is the drop-in option, since it comes with no jump memories other than the skills that you chose during character creation. Apparitions are mostly incorporeal entities that can fly over the lands and phase through solid objects, and are even capable of magic. However they can be disrupted by magic, and can be permanently banished by a strong enough wizard. Wizards of all stripes will try to banish apparitions in an attempt to allow their spirit to move on, so be careful about being seen. You have no defined age or sex in this form.

Wizard Hunter (Free with Mandatory Drawback or 200cp to be a Free Wizard Hunter)

A former human, wizard hunters have been twisted by their constant interactions with demons without sufficient protections for the mind, body, and soul; they now more closely resemble the demons that they summon than a human. They are intensely powerful individuals, but they also have the fewest freedoms. They are bound by the ruling wizards the Spiritforge to kill those that oppose them. A creative mind could find ways around the bindings, but they will know if you break them, or slip the leash entirely, and the ruling wizards are not above putting deadly backdoors in their control spells. Only suicidal orders can be ignored, such as a command to face the Forgotten, as that is almost certainly suicide.

For 200 CP, you have broken free of the control of the Masters of the Spiritforge and thus have full control over your own actions. You have no defined age or sex in this form.



Key Perks

GemCraft (400cp, Free for Wizard, Half Price for Apparition)

The specialized magic style of this realm, it is an advanced form of metamagic that allows the creation of self-sustaining gems that can create further effects on their own. It allows a wizard to create huge gems formed from pure crystalized mana that can then produce magical effects that do not draw power from the wizard. The gem's color indicates its abilities, but the effects of the spells are determined by how the gems are mounted. Mountings can alter a gem to provide passive boosts to surrounding gems, area of effect bursts, strong bolts of pure force that can deal incredible damage, and many more effects.

One thing to note about gemcraft is that it scales to extreme heights, since the wizard doesn't have to chanel the power directly, a sufficient buildup of power allows spells that can only describe their damage in scientific notation. This power is fueled by the self-improving nature of the Orb of Presence as a mana battery and generator. It is certainly possible to cast gemcraft without an orb, but the true heights of power require one in order to avoid burning the wizard to a cinder from over-channeling magic.

The other main consideration is that gemcraft is predominantly a defensive art (in the 'the best defense is overlapping fields of fire' sense). Since the easiest size of gem to work with is the size of a large living room and weighs hundreds of tons, moving them conventionally is impractical. While you can reposition them around the battlefield within range of an Orb of Presence, don't expect to be able to take the fight to the enemy with any degree of ease.

Gemcraft can be taught to anyone that already has a massive pool of mana to work with, although it is quite complex, and requires quite a bit of magic theory background to progress to even the simplest of spells.

Orb of Presence (400cp, Free Wizard)

The cornerstone of a gemcrafter's power. The Orb of Presence is a single, perfect sphere of mana the size of a large house. It acts primarily as a mana battery and mana generator with synergistic effects on the mage that is connected to it, as well as the stable spells that are within range of it. Casting the spell that creates an Orb of Presence is physically and magically exhausting and takes several minutes of intense concentration, regardless of your power level or expertise. It starts out with a mana regeneration rate and mana storage limit similar to the caster, but it's strongest power is that it is self improving. Any time the orb fills with mana, it collects the spillover into a spell of self improvement that will increase its capacity and regeneration by about a third. This improvement is permanent, and will compound with future improvements, until the orb is destroyed, or the wizard unlinks from the orb in order to create a new one or by traveling too far out of range.

The secondary power of an orb is to act as a foci, allowing spells to be cast on a much larger scale than would otherwise be possible. While gemcraft is normally performed within about 100m of the wizard if they do not have access to an orb, connecting to an orb will grant the wizard an awareness and casting range boost of nearly 100 times their personal range. This boost applies to any magic cast through the orb, so any spell known by the wizard can be cast on the field of battle within range of the orb. The wizard can also safely store a few spells within the orb, ready to cast, and can re-absorb existing spells on the field into the orb. The most common use of this ability is to reposition the massive gems on the field of battle, but the wizard can also just absorb the mana from the spell directly into the orb in order to get most of the mana back.

While the Orb of Presence is incredibly powerful, it is also quite fragile. Other than a single defensive ability called banishment, the orb remains unprotected from attack, and can be shattered by a single strong blow. Banishment is an automatic defence that teleports anything striking the orb to the outer edge of the field of battle at the cost of some mana. The mana cost scales with the strength of the soul of the attacker. Fortunately, this means that most ranged attacks are basically free to banish, but it also means that if a powerful enemy gets close to your orb, it can cost an exorbitant amount of mana to prevent destruction, and if you do not have that mana available, the orb shatters.

Shadow Magic (200, Free for Apparition)

Having no body can be a bit of a problem… for some. For you? Not so much. See, lacking a body means phase through solid matter with nary a twinge of discomfort. For a small amount of mana, you could even phase through energy barriers or magical defenses. If you happen to have a body, well, that's no real detriment, since you now know how to temporarily convert your body to that of an Apparition, though that process takes a small amount of mana. Incidentally, the same process can be reversed by those without a body to transform an Apparition into a Wraith temporarily. Same ghostly appearance, but made of flesh. You may, at will, cause a localized disturbance in any remote viewing device aimed your way, or even aimed at an area you're currently heading towards. The strength of this disturbance depends entirely on how much energy you put into it, but at the very least it will appear as static, and could simply black out all but the most powerful of scrying methods entirely.

Greater Shadows (400, Requires Shadow Magic, Half Price for Apparition, Free for Forgotten Servant)

The Forgotten can be said to be the Queen of Shadows, for her most powerful servants are known only as Shadows. Shadows possess many terrifying abilities, and this perk unlocks them for you. Not only can you now liberate a gem controlled by another Wizard from its socket, but you can craft projectiles and even pseudo-demons out of pure shadow (and mana). These Shadow Projectiles and Shadow Spawn will always head directly for the most powerful energy source in the area and attack mindlessly, but they're incredibly cheap to produce, so what do you care if they die in droves?

However, this is not the limit of your power, for you possess a trio of unusual abilities. First, you can expend some of your energy to disperse yourself into a cloud of shadow that is immune to all forms of direct damage. In this form you can rapidly travel long distances, but the longer you maintain this form the more draining it is. Second, you can collapse into a tight, virtually undamageable, ball of shadows in which you rapidly recover from damage you've suffered, but you're unable to take any action or move while in this form. And last, you can use your shadow powers to "possess" any soulless creatures around (such as demons) and grant them increased health, boosted defenses, and speed… plus potentially shields, regeneration, or other buffs that you might know how to grant. You can control those you've possessed, but it is a clumsy control and requires a constant application of will.

Sympathetic Binding (400, Free Wizard Hunter)

Simply put: this is a cheap way of summoning demons and binding them to your power, allowing you to extract energy or work from them. Demons are infinite in number, and are summoned from Beyond, so there is no risk of running out, and no penalty for their death. The price is easy; a drop of blood and an investment of mana. The more mana you contribute, the stronger the resulting pseudo-soul of the demon. Since the soul-like structure of the demon is tied directly to their body, it also increases their physical resilience, with no real upper limit.

At the time of summoning, you can bind them with a simple command, and they will try to complete the given objective, albeit with extremely limited intelligence. With advanced techniques, you can also provide more direct control, but that requires an ongoing effort, as well as the specialized training necessary to avoid damage from the corrosive mind of the demon.

A word of warning, while simple demons are dumb reguardless of their strength, that is not the case for every type of demon. Simple swarmlings, reavers, and giants all lack the critical thinking necessary to rebel against your control, but if you try to get creative and summon anything more sophisticated, you may end up with a powerful enemy that resents your chains, and may very well possess the creativity to get loose from them. The greatest threat that the world faces was one such demon, once upon a time.

Chromafactor (600cp, Half Price with GemCraft, Capstone Booster)

Different wizards use different colors of gems to enact different effects. This perk allows you to create new gem colors based on any magic that you understand at a fundamental level. The gems can then be used as inflexible but incredibly potent foci for those effects. If a normal sleep spell could cause a strong foe to become drowsy, the applications of a gem that can send entire armies into eternal slumber are hopefully obvious. This also acts as a capstone booster, providing additional benefits from each origin's capstone perk.

Wizard Perks

Orblets (100cp, Free for Wizard)

You can enchant any single point of failure system to be protected by a number of automatically generated orblets that bob around the core. This maxes out at 10 orbs per unique system at a time, and each one takes a year to appear, but an orb will protect from any single attack of any power, and the protection will last for one second. If the system already has backups that can take over in case of destruction, then the orblets won't work until all those backups are disabled, either by deliberate action or destruction.

Downsized (200cp, Half Price for Wizard)

While gems the size of a room are the most efficient and stable, this perk will give you the skills necessary to create gems that are smaller than that. Smaller gems are cheaper than larger gems, but not as efficient. Thus, you might end up paying half the mana for a gem a hundredth the size and a tenth the power. Small gems might seem useless at first glance, but gems effectively do not have an upper bound for how high they can scale. Feel free to make an Orb of Presence fit for a backpack, and carry around a staff with a gem on the top for blasting foes, or launch gem bombs the size of grenades and leave behind gem-wasps the size of flies to distract your foes.

Upsized (200cp, Half Price for Wizard)

While making gems the size of entire buildings is possible for normal wizards, they usually don't bother, since they have a tendency to cause widespread devastation when they break, and that can endanger the wizard that cast the spells. If you don't mind working around the potentially deadly consequences of summoning huge gems, this perk will give you the skills necessary to scale your gems as large as you want, so long as the entire thing can fit within your spellcasting range. Of course, you will draw a lot of attention doing this. The mana cost can get pretty outrageous very quickly, but every doubling of size increases the raw destructive power by an order of magnitude… while increasing the cost by a factor of fifty. Oh, and such gems are far from stable, so don't let them get damaged. Normal gems can be used as fairly effective bombs. Upsized gems? Well, there's a reason this world is in the middle of an ice-age.

Trials and Tribulations (400cp, Half Price for Wizard)

Being a Wizard in this world is all about amassing power for yourself, and the best way to do that is to make every challenge that much more challenging. You gain two different methods of doing just that; Traits and Enraging. Enraging is simple. By creating a special Rage Gem and feeding it with a trickle of mana you can make all those who would attack you stronger, faster, and tougher. By changing the enchantment on your Orb of Presence, you can add various traits to it, traits that strengthen all enemies in the area, or cause extra enemies to be summoned, or weaken yourself. Effectively, you challenge yourself… and the more you screw yourself over the better the rewards.

The harder you make your own fights, the more danger you place yourself in, the more rapidly you'll gain experience (and in those places where your enemies are, in fact, loot pinatas, they'll drop more and better loot). Incidentally, Enraged enemies give you more mana when you kill them, and cost more mana to banish.

Gemavic (400cp, Half Price for Wizard)

This perk allows you to summon gems made of different materials using gemcraft, including materials from other jumps. This only works if the material is a transparent or translucent crystal, unfortunately. Most materials are much worse for conducting magic than crystalized mana, but perhaps you can find a use for a diamond the size of a living room? Non-Magical gems are exceptionally cheap to create… you know, since they're essentially sparkly paperweights. Feel free to be creative with shapes.

Facets of Sockets (600cp, Half Price for Wizard)

Gems are both a way of effecting the world and a stable source of power, but they don't actually do anything unless directed. Sockets are the mounting points for gems, and they define how the gem's power is expressed in the world. They don't provide any power, but they provide a path for existing power to flow along in order to achieve specific results. This perk makes you an expert at the types of sockets in the gemcraft world, and also allows you to come up with novel designs in the future. All gemcrafters know how to create Towers, Gem-Traps, Lanterns, Amplifiers, and Pylons, but you can make more efficient versions of them that syphon off some of a gem's spare power to reinforce themselves. Oh, and we'll even toss in Magical Walls for free. Be aware that these structures are made of solidified mana and thus the more of them you have linked to your Orb of Presence (or around your personal fortress) the more building a new one will cost.

Enshrined Power (With Chromafactor)

Shrines are the most powerful constructs in this world, and normally beyond the ability of mere Wizards to create. They are self-powering engines of destruction… though totally immobile. Firing one off is virtually guaranteed to clear the battlefield of all but the most powerful enemies, and the resultant flood of mana is a great reward considering that firing a Shrine off costs nothing. Once per battle, and not more than once per month, you can spawn a Shrine to a location of your choice. Shrines are massive structures and are virtually indestructible.

Apparition Perks

It's a Bird! (100cp, Free for Apparition)

Sure, you were originally human (probably) but that's not very imposing. Now you're a jet-plane-sized spectral bird thing that can hover in place or fly at mach speed (as long as you're intangible). If you're not intangible, you can fly a hundred kilometers per hour. Flying slowly takes no appreciable energy on your part, so you can just glide about all day if you like.

Softened Edges (200cp, Half Price for Apparition)

This perk is for those who want the awesome power of gemcraft, but without the side effects of a messy death for anything that you apply the upper level spells to. It provides the skills necessary to change any magical attack into a new version that deals no harm. Armor tearing gems will still rend magical and mundane defences alike, but it will no longer blast the one being struck. Mana leeching gems will still draw strength from those struck, but it will not smite them at the same time. This can be used with any magic system or any other method of generating energy attacks.

Living Gems (200cp, Half Price for Apparition)

Gemcraft gems are composed of crystalized mana, but they are not useless once they shatter. Once a gem is broken, the free floating mana that is left over transforms into gem wasps; short lived mana constructs that will follow basic commands and attack enemies. Now you have more control over this effect. Any time a stable spell cast by you is broken, the remaining mana will transform into mana constructs of your choice. More advanced spells can form stronger and smarter constructs, and those constructs will live longer as well. If an enemy managed to shatter an epic tier spell, you could use the remaining energy to create enduring gem life. They would still need to absorb ambient mana to live forever, but they could pass into sentience and possibly even reproduce, given enough time to grow.

Duplicate (400cp, Half Price for Apparition)

Need another copy of some unique magic item? Now you can create a copy of any item that you own at the cost of all the energy that went into the original's creation. If an item was merely created from magic to begin with (like gems), then you just have to pay the cost of their creation, but if unique materials or the workings of fate went into their creation, expect the cost of the item to skyrocket exponentially. The copied items will always maintain the powers of the original item, but they will lack the durability of the original. Impervious swords would merely become very tough to damage, and a copy of the Gem of Eternity would eventually shatter.

Merge (400cp, Half Price for Apparition)

Want a bigger, better, badder copy of something you already have? Look no further. This allows you to permanently merge items together, even CP items, but the more dissimilar they are, the more potential power is lost in the merge. Two magic swords would usually stack their power, but a magic sword and a magic bow combining would be reduced to one form and reduce the power of the final item a fair amount, though it would still be more powerful than either original. You can't do more than double the power of the strongest original item merged in this way, but you could add lots of bells and whistles that don't directly make it more powerful such as additional elemental affinities. Items that are designed to be merged (like gems) do not have the limitation of doubling their starting power, so if you merge 64 level one gems, you will end up with a level 6 gem.

Earthly Anchor (600cp, Half Price for Apparition)

With this, you learn the secrets of how and why apparitions stick around after their death. In this jump, it is much harder to banish you, but in future jumps, any time your body dies, your spirit will stick around as an apparition. At the end of a jump, or after one year of focused effort, whichever comes first, your body is recreated, and your spirit slips back in. If you are banished when you do not have a physical form, you are counted as killed.

Wasp Swarm (With Chromafactor)

Most Apparitions are harmless… you’re not. Every minute or so you can spawn a spell-wasp of one color of gem you can craft. You can either store these wasps for later release, or combine them (at a small mana cost) to make more powerful spell-wasps. There is no real limit to how many spell-wasps you can store, but the more you store in a container the stronger the container will need to be. However, you can always store up to a hundred wasps in yourself. When released, they will attack anything hostile to you within a couple hundred meters. Combining wasps of different colors reduces the total amount of damage they deal, but it will be more than a lower level wasp would deal and this is a good way of adding multiple effects to a single wasp. The more powerful the wasp, the longer it can continue to fight before it dissipates.

Wizard Hunter Perks

Magic Armor (100cp, Free for Wizard Hunter)

The twisted forms of Wizard Hunters are as strong as any monster. You can now directly strengthen your form with a defence that scales based on your total mana pool. This defence can reduce weaker attacks to harmlessness, and even strong attacks will be dramatically weakened. While magic designed to tear away armor will weaken this defence, it will regenerate over the course of a few hours naturally, and doesn't require any upkeep.

Direct Control (200cp, Half Price for Wizard Hunter)

This allows you to direct the actions of those that you have summoned. You can select the level of control, and it scales from a minor change of existing directions all the way up to full possession and sense sharing. Note that the more complex the control you exert, the more attention it takes, so issuing many minor changes is easy, full possession would be limited to a single summoned minion barring some extraordinary ability to multitask.

Resist Corruption (200cp, Half Price for Wizard Hunter)

Demons are inherently corrupting, so a wise demon summoner will perfect their own protections prior to performing any summonings. This perk allows you to resist all but the strongest of corrupting effects. This applies to corruption of the mind, body, and soul. Choosing this perk allows Wizard Hunters to retain their human form in this jump, although it will come at the cost of additional scrutiny from your masters.

Shadows (400cp, Half Price for Wizard Hunter)

An innate ability of Wizard Hunters, it allows you to spawn a single use shadow about once per minute. This shadow bears a shadowy copy of your soul, and retains your abilities and perks. You can direct the shadow to make a single attack against a target within your line of sight at the time of creation, and they will proceed to do so to the best of their ability. Shadows are insubstantial until the exact moment of their attack, and can pass through nearly every type of defence. Any passive defense is worthless, and even most types of active defences aren't able to do much. A Shadow created by this ability cannot be used to damage you, even indirectly or through mirroring.

Sunder Buildings (400cp, Half Price for Wizard Hunter)

As beings designed to destroy rogue wizards that rely on gemcraft, wizard hunters excel at destroying structures. So long as you can get within striking range, you can destroy any building or structure smaller than a large clocktower with a single blow, regardless of its defenses. This synergizes particularly well with the Shadows perk

Beacons (600cp, Half Price for Wizard Hunter)

A wizard hunter's answer to gems. They are structures of smooth black stone that are warm to the touch. There are two ways of summoning beacons, paying their mana cost directly to summon them in your line of sight, or by paying their mana cost during the summoning of a demon and binding them to the demon's pseudo-soul. When the demon dies, the beacon will form on the ground close to where they fell. Beacon effects can be customized based on strength, range, and the frequency of pulsing their effects, since most beacon effects are active. By spending more on a Beacon, you increase its durability and armor as well. You can make the following types of beacons.

- **Heal:** Restore a set percent of health to all friendlies within range of pulse.
- **Haste:** Makes time run a set percent faster for all friendlies within range of pulse.
- **Shield:** Adds a single layer of one-time-use invulnerable shield to all friendlies within range of pulse.

- **Discharge:** Disrupts enemy spells within range of pulse. Gems require several seconds to work again.
- **Static:** Disrupts all active enemy magic within range from forming, preventing building or moving via magic.

Omnibeacon (with Chromafactor)

Allows you to combine the effects of two beacons into one, and drastically increases the area of effect; of course, Omnibeacons are considerably more costly to create. Also, you can design custom beacon effects using any magic you understand to a sufficient degree.

Undiscounted Perks

Self Stabilizing Spells (200cp)

Gems are a perfect example of self stabilizing spells; other than being shattered, they will continue to merrily blast away at enemies forever with no further input of mana. They even become more stable over time as the spell fine tunes itself. This perk allows you to apply that philosophy to any persistent spell from any magical system. It will necessitate creating a physical anchor for the spell and it will probably be more limited and costly, but its effect will now continue until the physical anchor is shattered

Poolbound (400cp)

All of your spells from any magical system now scale in power based on the total available mana you have at your disposal, including the total capacity of your Orb of Presence or any power you can draw from summoned creatures. Doubling your spell's effective strength would take more than an order of magnitude of additional mana capacity, but it is certainly possible to reach.

Bloodbound (400cp)

All of your spells from any magical system now scale in power based on the amount of use that they have received. This is only relevant to persistent spells that stick around for at least several days, since it counts on a spell by spell basis. A gem that has been defending a strongpoint for months would be several times stronger than when it started, at no additional cost of mana.

Soft Cap (600cp)

Abilities that can be improved over time no longer stop improving at a set point. Although it does become more and more time consuming to improve a skill as it is increased, the time needed is now merely linear, not exponential. Any improvements that make something cheaper will continue to get closer to zero, but they can't go past zero, so you can't improve until spells give you mana to cast.



Items

Wizard Hunters gain a 200cp Stipend in this section.

Even More Gratuitously Large Book of Achievements (0cp, only one per person)

You gain a book of more than 600 achievements for things that you can do in this world, customized to your personal skillset and purchases here. The book keeps a record of all your previous achievements in previous worlds as well as creating 600 new achievements for you to complete in any future jump. If you have the ability to return to a previous jump, you may complete any achievements you may have missed completing the first time through. Completing achievements will increase your skill in magic over time. For every 100 achievements that you complete in a single world, you'll gain a mid-tier talisman fragment. If you ever manage to complete every achievement in a single jump, you will be rewarded with a single talisman fragment of godlike quality. Literally. You would need to kill a god in order to get a comparable fragment.

Talisman (0cp, only one per person)

This is a magical trinket soul bound to its user that holds up to 25 shards of defeated enemy's souls, commonly called Talisman Fragments. The shards fit together like puzzle pieces, and their combined effects can raise every aspect of a mage's skill by an order of magnitude or more, although such a talisman would take painstaking centuries to construct. You can import any magical trinket to use as your talisman, and you also learn how to teach others to make them. Unfortunately, only enemies that you are personally responsible for the defeat of will ever provide a soul shard that works for your talisman. See Talisman Customization for more details.

Endurance Mode Orb (100cp)

This magical device allows you to refight any past defensive battle or siege you've ever experienced to gain deeper insight or test might have beens. The enemies will have the same skills, techniques, technology, and strength as in the original fight, but they are soulless copies, so they can't talk or provide information other than their fighting style. Refighting a battle in this way does not take up any time in the jump, and nothing except experience / insight is gained during the fight, but you can tweak the situation by multiplying enemies or making them stronger or weaker. Defeat or death in one of these fights holds no consequence. This can only be used to recreate one battle once per day, per person. Multiple Orbs allow multiple combatants in the same battle but a single individual cannot use more than one orb per day.

Bag of Shadow Cores (100cp)

A bag of 100 shadow cores, the pseudo-souls that are sometimes dropped by slain demons. It refills once per week. They make for a useful crafting reagent, a strong magical ingredient for potions, and they provide a slight boost to your luck for a day if you shatter a couple of them, *and* they count as souls for any entity that requires souls for sustenance, although they do taste a bit bland. They are especially useful for maximizing the strength of Talisman Fragments.

Deployable Shrine (200cp)

A fist-sized stone that will permanently turn into a mansion-sized shrine if you bury it under a few inches of dirt. You gain a new one after a single year has passed since you buried the last one. Shrines unleash extremely powerful blasts of magic that ignore armor, stun enemies regardless of strength, and rip away a set percent of the enemy's total health. Shrines can be set to charge for a specific amount of time during their creation. The longer the charge period, the stronger the effects. A one day charge could kill human level enemies, whereas a one year charge would stand a decent chance of killing a powerful demi-god. Can only be activated by the people who the owner regards as an ally, and the magical blast passes allies by without harm. The Deployable Shrine charges twice as fast if you possess the perk Enshrined Power and this shrine does not count against your limit.

Jar of Wasps (200cp)

This stone jar, about the size of a large bucket, contains a dozen grade 8 spell-wasps. They are extremely annoyed, or at least will be whenever this jar is shattered and will attack anything that gets nearby. You get a new one one week after you use the last one… or every two months, regardless of if you used the last one. For 100cp you may increase the grade of the wasps, or double the number of wasps, and may do so multiple times. If you purchase multiple Jars, all improvements apply to all jars purchased… even by your companions. Companions cannot purchase upgrades however.

Tomb (200cp)

This heavily armored structure is added to your Warehouse (or similar) from where it can be deployed into any battlefield you're present at (either in person or via Orb of Presence). If broken open, it will flood the area with swarmlings, which are tiny (for demons) demons that are quite a bit faster than normal demons, and will attack absolutely anything and everything on the battlefield indiscriminately. Breaking open the tomb isn't particularly easy, but for anyone with any amount of greed, it will be virtually impossible to resist the temptation to do so. If you want, you can simply will the tomb to open, though in that case, the swarmlings inside will all attack you. The tomb (and its occupants) respawns a month after it was last opened.

Wallbreaker (300cp)

This relentless juggernaut is half-construct, half-creature, and all a crime against architecture. Once unleashed, this nearly indestructible monstrosity will simply plow straight ahead, smashing any structure or barrier it comes in contact with apart. It cannot be banished. It also cannot be stopped, only slowed (and it's already painfully slow) or destroyed. It also cannot turn. Eventually it will get tired and stop, but that takes about a hundred kilometers… and several weeks. This one is now your pet. You may summon it from its nest once every three months. It will spend the rest of its time sleeping.

Swarm Queen (300cp)

This giant beast is now your pet. It is larger than the largest demon, larger by a considerable margin than even an Orb of Presence, and obscenely tough. Like… tougher than entire waves of armored giant demons. It is also fairly slow (slower than said armored giants) and never attacks anything. What it does do, however, is lay eggs. Lots of them. Big truck-sized eggs that hatch in a few days into a dozen swarmlings. It keeps doing this continuously. Why you'd want her around is your own business.

Snowy Pit (400cp)

This is a giant hole in the ground that regularly spawns white (frost resistant) swarmlings. They will attack whatever is the most powerful creature or power source within ten kilometers. You may deploy this anywhere you like, but it can only be moved once per year.

Gem of Eternity (400cp, Half Price Wizard Hunter)

A true Gem of Eternity, a brilliant round gem the size of your cupped hands. Its primary purpose is to seal any purely spiritual or magical being, also locking away their powers and putting all magical servants of theirs into a kind of torpor unless disturbed. It can also prevent the death of its owner by shattering, which will release any entities that are sealed within. It is invulnerable to damage via conventional means. If it is shattered by preventing death, you gain a new one at the start of the next jump.

Companions

Import Companions (100 per companion, or 300 for 8)

Bring some companions with you to the world of GemCraft. They each start with their choice of origin, and 600cp to spend. Companions may take drawbacks if they wish. Companions cannot buy more companions.

Drawbacks

There are no limits to how many drawbacks you can take at once (other than no more than one of each). Keep in mind that they all stack, so if you take the lot, expect to be in for a world of hurt. Remember that both gems and monsters in this world don't really have an upper limit to how strong they can get. Expect demi-god, arch-demon, and eventually godlike toughness if you decide to pick a fight with an entrenched major player. Since drawbacks take place on an individual basis, anyone who imports into this jump may take as many drawbacks as they want, but if a companion decides to take a drawback and then dies during the jump, they will not respawn during this jump, and they don't get to keep anything that they purchased. If you take more than 600cp worth of Drawbacks, you become Earthbound, meaning that you cannot travel more than 50 meters from the surface of the planet. No summoning endless waves of enemies while you bugger off into space or turtle in the planet's core.

Overcrowded (100/200cp)

Enemies everywhere! For some reason, any enemy you face can field their forces for half the cost, meaning you will face twice as many forces, regardless of who you fight. For the higher reward, they can now do it at a quarter the cost.

Haste (100/200cp)

Your very presence causes enemies to speed up by 50%. This affects monster movement speed and wizards mana regen. For the higher reward, the speed up is now by 100%... that is, every enemy is now twice as fast.

Adaptive Carapace (100/200cp)

Enemies gain 5% unremovable damage reduction every time you hit them. Stacks multiplicatively. Enemy wizards also gain a similar boost to their banishment cost for their Orb. Capped at 50%. For the higher reward, the cap is changed to 95%.

Awakening (100/200cp)

Opponent's health scales 50% faster with respect to their mana cost. For the higher reward, it now scales 80% faster.

Dark Masonry (100/200cp)

The opponent gains a free beacon every wave during your fights, and their effects stack, so you'd better clear them as they get placed. For the higher reward, the enemy gains three beacons instead of one.

Swarmling Domination (100/200cp)

25% of the enemy's normal forces are replaced with swarmlings or micro-gems that take up the same total cost. Expect to have to face twice as many total enemies on the field. For the higher reward, twice as many swarmlings or micro-gems appear in place of that 25%.

Giants Domination (100/200cp)

25% of the enemy's normal forces are replaced with giants or giant gems that take up the same total cost. Expect to struggle against their sheer might. For the higher reward, every giant has haste.

Corrupted Banishment (100cp)

Any enemy unit that still remains on the field of battle facing you for at least two waves gains a free shield and a 20% permanent increase to their health and armor. This happens every wave.

Vital Link (100cp)

Enemy demons gain a permanent 10% bonus to their health for every other demon on the field at the time of their summoning. Enemy gems gain a permanent 10% bonus to their damage output every time a gem of equal or greater value is created on the field (upgrading a gem technically creates a copy of the first gem and then fuses it automatically, so upgrading a gem also applies this effect to itself.)

Insulation (100/200cp)

The enemy spawns with 5 shields on every unit and gem. For the higher reward, it's 15 shields.

Ritual (100/200cp)

The enemy will get a unique demon to aid them every five waves. On the plus side, these enemies also tend to drop better rewards. They are never more difficult to defeat than a normal demon, they just have unique behaviors or attack types. For the higher reward, they are more difficult to defeat than a normal giant.

Strength in Numbers (200cp)

The enemy will gain additional unremovable armor for every unit on the field. Stacks multiplicatively.

Thick Air (200cp)

You can not deal more than 20% damage to an enemy in a single attack, regardless of what perks or abilities you use.

Swarming Parasites (200cp)

For every enemy unit killed (other than parasites), spawn two parasites that have half the total health of the original unit. For wizards, they get a spell-wasp for every slotted gem they have on the field every time they banish one of your creatures..

Hatred (300cp)

Every enemy unit has 10x as much base health. Wizards gain 10x as much base mana and doubled mana gains.

Lightshow (300cp)

You have a glowing beacon directly above you that is visible for many kilometers. It cannot be hidden or obscured in any way, and is visible even in the middle of a sunny day. Any enemy that sees it immediately knows that it marks your location. Expect to face endless waves of monsters for your entire stay on this world.

A Personal Interest (400cp)

The Forgotten has taken a personal interest in you, and knows your location to within 50 kilometers at all times. Expect to be surrounded by high level monsters at all times, and if you stop moving for more than a day or two, expect to be crushed under a tide of ever escalating power.

Spirit's Wrath (400cp, cannot be taken by Loyal Wizard Hunters)

The Masters of the Spiritforge have detected your arrival in this world and now fear you as much as they do The Forgotten. They will turn their energies to your banishment or destruction. They have a complete dossier on you and their magic can always locate you within a week. These beings have faced down The Forgotten for centuries… they know the meaning of the term Escalation.

Trial Mode (400cp)

You cannot use any outside perks, powers, skills, or equipment. Your warehouse is sealed. You may only use what you bought here.

Soul-linked (400cp, Orb of Presence only)

You are now soul-linked to your Orb of Presence. It is no more difficult to destroy than before, but letting it get destroyed will kill you. You can sever the connection to your old orb only once you have placed a new one. Orbs can only be placed in the world, with an unobstructed view of the horizon.

Servant of the Forgotten (400cp, Apparition only)

Want to be a Shadow? Of course you do! Shadows are awesome! Why, only a fool wouldn't want to serve the most powerful being in this entire stinking world! Congratulations, you're now one of the Shadows, the primary servants of the Forgotten. Doesn't sound like much of a drawback does it? Well, first, everyone hates you. Well, possibly not the boss, but everyone else. Absolutely no one is going to want to be anywhere near you and you can expect every Wizard and Wizard Hunter in the entire world to come at you with intent to kill. Second, if the Forgotten is banished, sealed in the Gem of Eternity, or otherwise destroyed, that's it. You're done. Pack your bags, you're going home. Last, well, you're a Servant of the Forgotten. She's calling the shots. When she says jump, you say "I don't have legs, but I'll try." Now, she can't command you to give her anything you've gained from the Chain, not command you to kill yourself or do something that will definately get you killed, but aside from that, the sky is the limit. On the plus side, you get the perk Greater Shadows free… and, if you want to, after the jump is over, you can invite The Forgotten to become one of your companions. I'm sure she'd be thrilled to escape the Spiritforge's range permanently… though she might be less than thrilled having to play second fiddle to one of her former minions.

END OF THE ROAD

We hope you enjoyed your stay here. Now go away. You may either Go Home or Continue Jumping. Your kind isn't welcome here.

Talisman Customization

The talisman is one of a wizard's strongest weapons, since it provides a permanent boost to their abilities and can never be lost or broken, since it is bound to the soul. Talismans are created by carefully filling the elaborate little shape with shards of souls from enemies that you have personally defeated. Up to 25 shards can be used in crafting a single talisman, and shards may be swapped out for better ones as you find them. Any time you kill or permanently banish an enemy, there is about a one percent chance that they leave a shard behind. Don't worry, you collect the shards automatically, so you don't need to go hunting for them.

Each shard will provide some bonuses to a mage's power or skills in some way. More powerful shards will both provide a higher bonus, as well as provide more types of bonuses at once. To unlock a shard's true potential, it must be painstakingly polished, which can only be done with materials imbued with many shadow cores, or with ground up lesser shards. Higher level shards will require proportionally more expensive materials to polish.

Shards that share similar effects will provide more than the sum of their parts, so it's worth searching out several shards that have overlapping effects. Of course, this is more common on stronger shards that have more effects to begin with, but the synergies are even higher if multiple effects overlap, which gets increasingly unlikely.

Some of the examples of the bonuses that shards can provide are:
Bonus damage against a specific type of foe,
Higher base mana capacity or regen,
Higher skill in a certain type of magic,
Higher base improvement rate for a certain skill,
Slight chance for a chain effect on mundane magic spells,
Stronger attacks from a specific element or magic type,
Longer lasting effects from debuffs on enemies or buffs on allies,
Small bonus to the base improvement of all magic,
Etc.



If a human level enemy provides a shard, expect a single bonus.
If a strong but mundane monster provides a shard, expect two or three bonuses.
If a powerful supernatural threat provides a shard, expect four to six bonuses.
If a demi-god or powerful demon provides a shard, expect seven to ten bonuses.
If you are lucky enough to get a shard from a god-like being, expect as many as a dozen bonuses.

Additionally, you will always receive a single shard at the end of each jump. It will always be of at least medium quality, but it will receive a bonus depending on the danger present in the jump you just finished. In a jump like 40k, expect an extremely high quality shard as a reward for finishing the jump.

Companions that have been taught to make talismans will receive shards under the same circumstances you would, but they only receive the jump shard if they imported during that jump.