You find yourself, flying over a strangely clustered landscape. Hills and forests and mountains and lakes, all crammed together in a cramped looking continent.All around its edges, you can see different races, gathering and heading towards it, to claim it as their own.

Welcome to…



SmallWorld is a board game, where players take control of fantasy races, and try to use them to claim territory on a ‘bit-too-small’ map. But here, you won’t be playing a game.

Here, you will take on the role of a ‘player’. An intangible, untouchable spirit, whose goal is to guide one of the races seeking to conquer this land in their conquest. They will arrive somewhere on the borders of the land, and from there will spread across the land as far as they can. Eventually, you may find that they are overextended, and can conquer no more. In such a case, you may abandon them and move to another race, allowing the first to go ‘in decline’, wasting away without your leadership.

You will spend 10 years guiding your chosen races. Success on the part of your races will earn you ‘Victory Coins’. These can be earned in many ways, but generally will be gained by taking and holding territory for a period of time. At the end of the 10 years, whichever ‘player’ has earned the most victory coins will be declared the winner..

Yes, this does mean that you will face other players, who are just as intangible and untouchable as you are. They will each be guiding their own races, and may shift to support new races over time, the same as you.

To keep things ‘fair’, you will not be allowed any powers, items, companions, or any other purchases or freebies from any previous Jump. Given your intangible nature, you won’t even get your body mod. That said, there is absolutely no way for you to fail and end your Chain here. At worst, you will simply be passed onward to the next Jump, without anything to show for your time here.

You will start with **+0 CP**, but in the next section, we will set some rules that will give you some to work with.

Rules

The following rules will grant you CP by increasing the difficulty that you will face overall. There is no limit on how much CP you can gain from these rules. Note that if you choose either level of the 'Incarnation' rule, it will affect how several of the other rules are implemented. Rules that are marked as Mandatory require you to pick one of the 'levels' within that rule.

Incarnation (+400/+800): You know how I said you were an untouchable, intangible spirit? Well, I lied. No, it turns out that you will be incarnated as a member of the race you would have guided. This locks you out of taking any purchases from the 'Personal Powers' section, and makes you a very squishy mortal. On the plus side, you do get your Body Mod now, if you have one. If you take the **+400 CP** version of this, you will still be incarnated as the absolute military / political leader of your race, giving you the authority to actually direct the conquest of SmallWorld. If you take the **+800 CP** version of this, you will just be a common soldier, with no special authority or anything setting you apart from the rest of the army.

Mandatory Rules

Player Count (-100 ~ +300): Mandatory. You are not alone in trying to conquer SmallWorld. There are other intangible 'players' who are guiding races of their own in this conquest, and here is where you will select how many of them you will face. While they will fight each other as much as they fight you, the land you are fighting over will not get any bigger, and more enemies to overcome will always be more difficult.

- **One (-100 CP)**: One other player
- **Two (+0 CP)**: Two other players
- **Three (+100 CP)**: Three other players
- **Four (+200 CP)**: Four other players
- **Five (+300 CP)**: Five other players

Player Skill (+0 ~ +600): Mandatory. Not all players are created equal. Some are definitely smarter than others. With this rule, you can set the average skill level of the other players that you will face. Note that this is only the average, so it could be that everyone is at this level, it could be that some are below and one is well above it.

- **Average Person (+0 CP)**: Your average competitor is not particularly dumb, but also has no particular tactical insight or advantages. They are roughly the same level as your average scrub on the internet.
- **Talented (+200 CP)**: Your average competitor is at the level of someone who has actually played strategy games, and won, and knows how to make plans and predict enemy moves.
- **Trained (+400 CP)**: Your average competitor is at the level of someone who has actual training in tactics, strategy, organization, warfare, etc.
- **Tactical Genius (+600 CP)**: Your average competitor is at the level of a person who has an instinctive understanding of war and combat, on top of actual training.

Race Selection (+0 ~ +600): Mandatory. As mentioned, you don't need to stick with your initial starting race. Once your first race has gotten as far as they can, you can switch to a new one. Your options for which races you can select will depend on the rule you set here, as well as which races you purchase in the Races section later on. If you have chosen to be Incarnated, you can only 'switch' to a new race upon your death.

- **Free Select (+0)**: At any point that you desire to switch, there will be at least six races waiting in the wings for their chance to step forward and invade SmallWorld, and you can pick from any of them. If you have purchased races beyond your first, they will be among those you can select, but even when you run out, a random assortment of races will be available for you. These random races will each have a single random trait as well.
- **Purchased Only (+200)**: Your pool of potential choices is still capped at six, but it now consists only of those that you have purchased for CP in the Races section. If you run out of those, you are out of luck, and will just have to wait for everything to end and see how you do.
- **Starting Race Only (+600)**: Turns out, you are not allowed to switch. You can still make extra Race purchases, and can pick from them which one will be your starting race, but you will not be able to switch to another race during your time here. Once this race is done, so are you.

Expansions (+0 ~ +400): Mandatory. By default, you would be fighting on a continent on the surface. However, there are expansions for fighting in caverns far beneath the ground, or on islands floating around in the sky. Your rule selection here will determine which 'expansions' are in play. Note that even if a given expansion is not selected, races and traits from that expansion could still be purchased and used.

- **Surface (+0)**: SmallWorld Classic. You will be fighting solely on the surface.
- **Underground (+0)**: SmallWorld Underground. You are fighting in caverns deep beneath the surface of the earth.
- **Surface And Sky (+100)**: SmallWorld Classic + Sky Islands. You will be fighting on the surface, but there will be connections here and there to islands floating in the sky that you can conquer as well. Increase the Player Count by one, without gaining extra CP.
- **Above And Below (+300)**: SmallWorld Classic + Underground. You will be fighting on both the surface and deep underground, with numerous tunnels linking the two areas. Double the number of enemy players that you are facing.
- **Triple Layer (+400)**: SmallWorld Classic + Underground + Sky Islands. You will have access to all possible layers, from the depths to the sky. Increase the Player Count by one, without gaining extra CP, and then double the number of enemy players.

Logistics (+0 ~ +400): Mandatory. Once you've arrived on the continent, it will be time for you to set about conquering it. But 10 years is an awfully short amount of time to conduct any sort of actual military campaign. Thus, while this is certainly no game, things are still rather… accelerated and abbreviated. How far this extends depends on your choice here.

- **Simplified (+0)**: You don't have to worry about anything other than actual combat. Things like shelter, fortifications, supply chains, etc., will all just sort of… happen. And you'll find that the time it will take for your races to fight, travel, rest, and be ready to fight again are rather accelerated compared to what is normal.
- **Detailed (+200)**: Now, you do need to worry about the little details. Things like setting up camps, scouting, sanitation, foraging up food. All those little details of management that grease the wheels of your conquest, you are going to need to take care of them. Or at least, get your races to take care of them. Various actions, such as battles, recovery, crop-raising, etc, will all still be accelerated compared to normal.
- **4X (+400)**: Now, you aren't going to be here just for 10 years. No, your time here expands out to 100 years, with absolutely no acceleration or skipping over the various logistical processes. Your goal is still the same, to amass as many victory coins as possible via leading your various chosen races, but it will be a long, 'realistic' slog for you to do so.

Optional Rules

Double Trouble (+100 * Number of Other Players): It turns out that the Player Count rule isn't dictating the number of players, but the number of teams that you will be facing. Effectively, you will be doubling the number of other players that are out there, and each of them will be acting as part of a united pair. All except you. You are still on your own. The amount of CP you get for this rises with the number of teams you face. If Player Count was set to one (meaning you only have one team of two to face), you will get +100 CP. If there are two teams, you get +200 CP. Etc.

Matching Power (+300 / +600): Ordinarily, your opponent players will only have their skill, the Spirit Form freebie from Personal Powers, a free starting race and trait, and the effects of the Free Select Race Selection rule. However, if you want to give up a bit of your lead, you can choose to have the players match you in power a bit. For **+300 CP**, this translates to each of them getting 300 CP to spend on Personal Powers. For **+600 CP**, this translates to each of them getting 600 CP to spend on Personal Powers, as well as getting an equal number of races and traits to however many you purchased. The only guarantee is that the races and traits they purchase will be different from yours (I.E., you get first pick, and they can't get what you've got). Otherwise, they will make their race purchases as tactically as they know how.

Harsh Terrain (+100): Traveling is a constant annoyance for your races. Unless they have a favored terrain trait for a given area, all sorts of little irritants will pop up whenever they are traveling. Roads will be flooded, brambles will pop up like weeds to snag at their clothes, bugs will pester them, winds will chill them, etc, etc.

Poor Start (+100): Every race needs to secure an entry point into SmallWorld. Typically, you could help guide them to a starting point that would be beneficial for you. Now, however, it seems like they are always being blown off course when heading in, ending up in some place that is less than ideal. If they do best in the forests, they somehow end up in the mountains. If you were hoping for them to start out capturing a mine, they arrived well away from it. They'll navigate just fine once they've arrived, but that initial start will be less than ideal.

Rotten Luck (+100): The luck of you and your races seems to tilt towards the negative end of the scale. Weapons break more often, foraged food will often be spoiled, enemy scouts will stumble across your movements. This doesn't make victory impossible by any stretch, rather it is just a single finger on the scale, tilting things against you ever so slightly.

Fog of War (+200): Ordinarily, all players are able to view all of SmallWorld, allowing you to spot when enemy troops are moving and where they are heading. Now, you specifically are going in blind. You can only see the areas close to members of your race and the range of their senses. Other players aren't so limited, so you'll be operating at quite an information deficit. If you are Incarnated, this functions as your race's scouts being simply bad at their jobs, and your own senses being a bit weaker than normal.

Ever Declining (+200): Ordinarily, your races would arrive at the borders of this land eager to fight and conquer territories. Now, it seems like a malaise has struck them from the very beginning. All of your races will seem rather tired, and it will be a bit of a struggle to motivate them to actually fight. They will be more likely to turn and run when a battle seems to be shifting against them, and will just be generally unmotivated. You will have your work cut out for you to get as much out of them as possible. If you are Incarnated, this malaise will affect you and your motivation as well.

Disobedient Pawns (+300): Ordinarily, your chosen race will be unfailing obedient. Following whatever directives you put forward. Now, there will be a distinct subsection which simply… doesn't listen. It will start off as a fairly tiny fraction of your overall forces, but whenever you take losses or fail at objectives, the proportion of your chosen race that follows their own whims will grow. The fraction of disobedient individuals 'resets' when you shift to a new race. If you are Incarnated, this manifests as the race as a whole just not working together with each other all that well. Everyone doing their own thing rather than being truly united.

Choice Target (+300): It seems that you are everyone's first priority. If your rival players have a choice between attacking you, and doing something else, they will pretty much always pick to attack you. On the one hand, this does make them a bit predictable. On the other, having everyone out to get you isn't really conducive to a great time for you. If you are Incarnated, well, this just applies to other races in general. You will always seem to be the priority target in any conflict you get involved in.

Rise of the Necromancer (+500): Somewhere in the land, a large black tower stretches upward. This is the tower of the necromancer. It is virtually indestructible, though a determined enough assault could potentially break into it. Contained within the tower is the 'Well of Souls', which will gain energy with every death that occurs in SmallWorld. The necromancer will then turn this energy into ghosts which he will then send out into the surrounding regions, to attack whoever they find there. The longer he builds in power, the harder it would be to battle through to the tower and take him down. Even worse for you, the necromancer earns victory coins like players do, meaning it is possible for him to 'win' if his ghostly army swells to large enough size.

I'm Not Playing This Game (+1000): Oh, ok then. So, this is going to be a normal Jump, rather than a Gauntlet. You'll get to keep all of your prior purchases and powers and items. You can freely import up to 8 Companions as 'players' (each with 1000 CP to spend), in addition to however many enemy players you select above. Go wild, you'll almost certainly be able to run rampant over this world. But, you won't be able to win any prize higher than 'On The Board'. That means the 'First Place' and 'Absolute Dominion' prizes are completely out of your reach.

Personal Powers

These are powers that you as a 'player' possess. If you have chosen to take the Incarnated drawback, you cannot make any purchases from this area, including the free Spiritform perk.

Spiritform (Free and Mandatory): You are a spirit. Untouchable and intangible, you are capable of moving across an entire continent in an eyeblink, flickering around to any major landmark or concentration of people. Your senses can stretch across miles, passing through obstacles and sensing in complete darkness. You are able to communicate with the minds of any individual or group of individuals that are aligned with you. During this Jump, this means the race you are actively guiding at the moment.

Alert (100): You may be able to be anywhere in this land, but that doesn't mean you can be everywhere. There are so many places where things could be happening, you are almost certain to miss some of them. However, now, when something that might be of interest to you is happening within range of your senses or within or near territory that you control, you will receive a mental ping, marking the location for you to come check it out.

Detector (100): Your senses are sharp, but they are ultimately mundane, just souped up quite a bit. Now, your senses are a bit more esoteric. You can determine the composition of materials, detect hidden magic, sense weak points in structures, and reveal the special abilities and powers of enemies. And as you stretch your senses, they can grow and evolve further.

Energizer (100): Your troops are eager, but ultimately mortal. They can fall prey to fatigue and exhaustion. Now, however, you are able to lend power to your troops when you communicate with them. When you talk with them, they will gain energy like they are resting. Talk to entire companies at once to help them stave off sleep long enough for that one more decisive battle. Your voice can't put off their need to sleep forever, but you could help them last through a day or two of constant combat before they'd need true rest.

Foresight (200): As you study the movements and actions of your enemies, you will be able to visualize the potential future actions they may take. Is this attack a true thrust, or a feint to draw you out? Is that circling army going to come around and attack your flank, or move on to attack your neighbor? The more likely a possibility, the more clear the vision of it will be, and the more that you understand your enemies' history and motivation, the farther and more accurately you will be able to foretell their actions.

Hidden Plans (200): There is nothing quite as frustrating as marching towards an objective, only to find that an enemy had predicted your objective, and had set up a trap to cut you off. Now, you have a gift for keeping your true intentions hidden. If you have an idea for what sort of false impression you want to leave others, you will gain insight into how to shape your actions to present that impression. Otherwise, your actions will just end up seeming largely random to those you are hiding from.

Shared Knowledge (200): You can act as a repository and distributor of the knowledge of those under your command. If one of your troops knows how to wield a sword, move stealthily, or build a fort, that knowledge can be spread to the rest. The more sources of knowledge there are and the closer the learners are, the more knowledge can be spread and the faster it will be shared. A single swordmaster could raise the sword knowledge of nearby troops by a small fraction. A dozen swordmasters could rapidly raise nearby troops to high levels of competence.

Hybridizer (300): When you are selecting a race (either your starting race, or a new one after letting your current race go into decline), you can instead pick two races, fusing them into a hybrid race that combines the best features and strengths of both races. At the start of all future Jumps, you can choose to fuse a race that you have been in the past with your current race, making yourself a hybrid of both. You can choose to have this hybridization extend to your immediate family as well.

Multitasking (300): You are able to perfectly split your attention in multiple directions, allowing you to direct multiple groups and armies at once. You can copy your spiritform self up to half-a-dozen times, allowing you to be in multiple places at once, and then each 'copy' of yourself can split their attention between up to half-a-dozen tasks simultaneously. Each of your selves can seamlessly share information and memories, and when you recombine, they will all merge together.

Unity (300): You are able to synchronize the actions of those that are serving under you, allowing them to function as a singular unit. Those that you unify will gain an awareness of what all other unified individuals are doing, and will be able to act together, covering each other's needs and weaknesses. You will be able to unify up to several dozen individuals at once to begin with, but as you practice, the number you can unite will grow.

Possession (400): Once per day, you can merge yourself with a willing host, granting them access to your senses and abilities, as well as massively magnifying their own abilities several times over. This merge can last for a couple of hours, before you will have to separate, leaving the target of the possession exhausted and in need of rest and recovery.

Miracles (400): Victory coins. They are emblems representing your triumph, and are your ticket to winning this Gauntlet. But sometimes, you need to spend money to make money, and that now applies here. You are able to sacrifice some of the victory coins that you have earned to cause some sort of miraculous event to occur. Sacrifice a coin to call down a bolt of lightning, for example. Or a couple of coins to cause a river to temporarily dry up so your army can cross. The more coins spent, the larger the effect you can create. You will keep earning victory coins when you accomplish significant feats in the future, to spend on future miracles, but you could also sacrifice significant amounts of stamina or magic, or large piles of actual money, in place of a coin if needed.

Races

You may select one race (of any price) for free. The rest must be paid for normally. You can choose from among all of the races you've purchased to pick your starting race. All races shown here can be purchased, even if their specific expansions are not in play, they just may not be best suited for the areas that are available.

Barbarians (100): A near-human race, which can gain a significant boost to strength when enraged, but which suffers from a reduction in intelligence at the same time. They tend to focus on attacking above all, with little to no thought for defense.

Dwarves (100): Dwarves are not a terribly numerous race, but they are excellent miners and metalworkers. They can earn you victory coins through digging up metals and crafting them into equipment, and the weapons and armor they make are top-notch.

Elves (100): Graceful and long-lived, elves are excellent at moving through wild areas, and have a particular knack for escaping to fight another day.

Fauns (100): The embodiment of the phrase 'make love not war'. The fauns are very peace-loving and, ahem, fertile, and would prefer to 'befriend' individuals, rather than fight them. Even just being in their vicinity can increase pregnancies in a population.

Goblins (100): Clever and opportunistic, goblins excel at attacking when their foes are weakened or exhausted.

Gypsies (100): A race that is best at staying on the move. They can earn you extra victory coins when they move on from areas into new ones, rather than fortifying and settling down.

Humans (100): Bog standard humans. They are pretty good farmers, granting you a bonus in victory coins when they tend to crops.

Leprechauns (100): Leprechauns have a significant boost to good luck. They also have the ability to gamble with their luck, wagering on the outcome of events such as battles. If they guess accurately, their luck will boost further, but if they guess wrong in either direction, their luck will invert for a time. This influence can affect the victory coins they win you.

Kobolds (100): Small lizardlike beings that are exceedingly numerous, but which are rather fearful of being on their own. They do possess excellent teamwork for working together.

Orcs (100): Massively strong fighters, they will earn you extra victory coins on anything that involves actual bloodshed.

Pixies (100): These tiny flying fairies always travel in swarms, and excel at creating hiding places in nature. In pure numbers, they will outnumber any other group, but they will need to fight together to actually match individuals from other races.

Ratmen (100): A very numerous race that matures very quickly, to the point where they can likely have 'reinforcements' mature in time to be of use during this Gauntlet.

Slingmen (100): A near-human race that is just a bit lighter than most humans. They use catapults and slingshots for travel, hurling themselves through the air to fly and strike from above.

Wizards (100): A near-human race that has the ability to draw magic out of the world around them. Anything they do with magic can earn you extra victory coins.

Amazons (200): An all-female race that are amazing warriors. Every individual is skilled in the art of war, and easily a match for two or three warriors from most other races in direct combat.

Ghouls (200): Not quite alive, not quite dead, the Ghouls are somewhere in between. They can persist through severe wounds, though they heal very slowly, and are just generally extremely hard to kill.

Halflings (200): This small race are excellent tunnelers, using their skills to make Holes-In-the-Ground, their comfortable preferred homes. While they have a preference for comfort, they will defend their holes ferociously when needed.

Homunculi (200): One of the strangest races, floating brains in jars with tendrils of goo sticking out that they can control. They have the capacity to literally grow new units, though it is a rather time-consuming process.

Ice Witches (200): This race of female magic users has an innate connection to ice and winter. In addition to being generally skilled at ice magic, they are able to turn the natural magic of areas towards winter, shifting the nature of the terrain to support them. This takes quite a bit of time and magic, but will persist for some time, even if they are forced to leave the area.

Priestesses (200): The heart of the priestesses' power is the Ivory Tower. An imposing edifice, it requires the willing sacrifice of several of them to raise. However, once raised, it can provide numerous benefits. It will fortify the area it is in against invasion, and can spread an influence similar to your own, guiding the priestesses outside of it. Its power will grow the more priestesses remain within it, but once a priestess dedicates herself to the Tower, she can never leave. Only one tower can be raised, and should the Tower be invaded or broken, their race's power will be broken as well.

Skags (200): Large semi-canine predators, with far more aggression than intelligence. They are largely ambush predators, forming dens from which they will explode out to attack when disturbed. Even when they are driven from an area, the eggs left in their dens can hatch and become a nasty surprise for whoever has tried to claim their old territory.

Tritons (200): An aquatic race that are masters of amphibious warfare. They can move through virtually any body of water with speed, even when laden in armor and weapons, striking out at any coastal territory.

Trolls (200): Large and lumbering, trolls are excellent at adapting to the environment wherever they are, and reinforcing their lairs with the natural features. From pulling together logs in a forest, to stacking up boulders in the mountains, their fortifications make trying to attack trolls in their lair a dicey proposition.

White Ladies (200): Ethereal ladies who have many ghostlike traits. They can move silently and gracefully, but their most potent power is that they can 'haunt' areas upon their death, infusing the ground with a grudge that will inflict those who try to take the land with horrid luck.

Giants (300): Massive creatures, in both size and strength. Their sheer size can allow them to ignore many types of terrain, either by stepping over them or just powering through.

Igors (300): A race made out of a patchwork of the corpses of other races. If they can gather sufficient corpses in good quality, they can build new troops out of pieces of those corpses. Three or four sources are needed for a single new igor, and pieces of igors themselves generally aren't usable for this.

Pygmies (300): A race of tiny humanoids, their spirits are deeply connected with their masks. In the case where one of them falls, their mask can be used to call back their spirit, forming a new body for themselves. Even if the mask is broken or lost, if it is recreated, it could potentially call back the spirit if it is recreated quickly enough. This reincarnation has a chance to fail, which rises sharply with each reincarnation. More than three reincarnations is effectively impossible.

Shrubmen (300): A group of sentient leafy humanoid plants. Their connection with nature is strong enough to bend and reshape plants, even granting them limited sentience of their own to act on their own. In areas of heavy plantlife, such as forests, these empowered plants can form near-impenetrable fortifications.

Skeletons (300): While these living skeletons are somewhat more fragile than most, they have a potent ability. The skeletons of creatures that fall in battle with them have a high chance of reviving into new skeletons. If this happens, the flesh of the corpse will melt away, and the bones will reshape into a generally humanoid shape, with only a few flourishes or twists to mark their origin.

Sorcerers (300): Aside from a potent skill for magic, sorcerers have a very insidious ability: Hypnosis. Sorcerers are capable of reshaping the minds of those they come in contact with, luring them to work for the sorcerer. This ability can only be used on a single target at a time, and requires a fair amount of exposure and focus, but as the effect advances, it can not only convert the mind of the target, but can even grant them power and slowly turn them into a sorcerer themselves.

Underground

The underground races are generally most comfortable in the tunnels far below the earth that are used when you pick “Underground”, “Above and Below”, or “Triple Layer” for the Expansions rule.

Drow (100): A race of cave-dwelling elves that prefer solitude more than anything. They can grant you extra victory coins when they are acting in areas far from other races.

Kraken (100): An aquatic race that prefers to live below the waves than above them. They can still conquer regions of land, but they have a preference for living at the bottom of rivers and lakes if they can.

Lizardmen (100): A quick reptilian race that are strong swimmers, capable of passing through rivers and lakes quickly, and being very fast over most other terrain as well.

Mummies (100): A race of the undead. They are unaging, which has allowed them to amass a large army, but they are somewhat more frail than most races, necessitating them acting in groups rather than on their own.

Shrooms (100): Large humanoid mushrooms, they are masters of raising and harvesting fungus. They will earn you extra victory coins when working with mushrooms.

Spiderines (100): A race with the body of a human and the legs of a spider, they are capable of moving on vertical surfaces like they were flat ground.

Cultists (200): A race shrouded in robes, which worships an eldritch being from beyond space and time. One that isn’t you, at that. This Great Ancient One slumbers deeply, too deep for them to awaken, but they can draw on its power somewhat, weakening reality in an area to cause its power to leak out and influence the surrounding regions. Only one such rift can be maintained at a time.

Iron Dwarves (200): An offshoot of dwarves which know secrets for making potent weapons of mythril, AKA magical silver. These weapons can be force multipliers in the right hands, but they require a great deal of naturally pure materials to craft.

Liches (200): Undead creatures, which exude an aura of death and decay. This aura strengthens when they are wounded and near true death, sapping the strength from those who are attacking them.

Mudmen (200): Creatures of living molded mud, they are somewhat fragile. However, when they are in swamps or marshes or other sources of naturally formed mud, they can mold new units rather quickly, replenishing numbers very quickly.

Ogres (200): These large lumbering brutes are naturally instinctive warriors. While not very bright intellectually, they are durable, strong, and are virtual savants in combat, with each individual capable of matching a small group of normal warriors.

Will-o'-Wisps (200): Small glowing spheres of magic, they are able to generate temporary copies of themselves in areas of high magic. Each sphere can affect the world in small ways, such as limited telekinetics and magical shocks, and when they are in large groups, the effects they can create multiplies.

Flames (300): Creatures made of living flames, they are capable of immense feats of destruction via their mastery of fire. They are capable of comfortably living in lava and volcanoes, and can tear through many fortifications just with their natural heat.

Gnomes (300): Tiny inventors, gnomes have a most peculiar ability: They are capable of enforcing 'pure rationality' on an area around them. This effect weakens or negates most forms of supernatural power. Magical spells will vanish, living plants will go dormant, etc. This effect won't outright kill magical beings, but if, say, a dragon was caught in the effect, it would lose the ability to fly or breath fire, and be limited to only muscles and claws.

Shadow Mimes (300): A most unsettling race, the shadow mimes are capable of mimicking the supernatural abilities of others. It requires quite a bit of focus and study for them to start mimicking an ability, and a tremendous amount of training before they can mimic more than one ability at a time. The more mimes are mimicking a given ability within a given area, the stronger the mimicked effect can grow.

Sky Island

Escargots (100): A race of bipedal snails. They earn more victory coins from success in defense than offense.

Khans (100): A group of mounted warriors, who ride war cows into battle. They excel in flat open regions, but may struggle somewhat in more crowded regions.

Scarecrows (100): A race of constructs. They can easily make more of themselves from natural materials like sticks and grass, but they are exceedingly weak. Most races will find it easy to tear through them.

Scavengers (200): A race of near-humans, which excel at taking the leavings of other races and making use of them. From recycling weapons to making use of abandoned fortifications, they can quite often make the repurposed materials better than the original.

Wendigos (200): A race of forest predators. They are capable of moving silently through forests and other heavily tree'd areas, attacking without ever being seen. It is entirely possible for them to empty a forest without raising an alarm to the troops outside of it until the attack is already over.

Drakons (300): A race of humanoids with draconic heritage. In addition to enhanced strength and magic resistance, they are able to 'ignite' their bloodline, transforming themselves into dragons. This grants them a tremendous amount of power, but can also burn away at their lifeforce, weakening them for a time when they return to humanoid form, and even shortening their lifespan overall.

Storm Giants (300): These massive giants aren't quite as big as 'regular' giants, but they do possess a mastery of weather control, allowing them to bring massive lightning bolts and other forms of nasty weather down on the heads of their enemies.

Traits

You may select one trait (of any price) for free. The rest must be paid for normally. You can pick one or more of the traits you've purchased as your starting trait for your starting race. Each race can have multiple traits, but you can only apply a given trait to a single race during this gauntlet, so it is suggested that you get at least one trait for each race you purchased. If you run out of purchased traits, you will get given a random trait from all possibilities.

Alchemist (100): Your race has a talent for using materials to make alchemical substances, such as potions, and can generate victory coins for you while doing so.

Aquatic (100): Your race favors coastal terrain, along any major water source such as lakes or seas. They are able to move better on that terrain, and generate more victory coins when winning on that terrain.

Barricade (100): Your race benefits from having less territory, especially in terms of defense, becoming stronger the less territory they are protecting. They earn more victory coins for you when they are focusing on the smaller territory.

Bivouacking (100): Your race excels at setting up temporary fortifications for themselves, which can help a small group hold key points against much larger armies.

Catapult (100): Your race has a skill for making siege weaponry, and using them to attack targets from a distance.

Corrupt (100): Your race excels at trading favors, giving up boons to enemies in exchanges for benefits for themselves. This can often result in what appears to be betrayals that actually end up benefiting their race as a whole.

Diplomat (100): Your race excels at diplomacy, allowing you to negotiate ceasefires with other races, as long as you don't initiate hostilities with them. After attacking someone, it will take at least a few months before they will be open for a ceasefire.

Fisher (100): Your race has a knack for harvesting resources from seas, rivers, and lakes, especially fish. They can earn you victory coins when doing so.

Flocking (100): Your race has a talent for connecting their territories together. The more interconnected their territories are, the better they are able to defend them, and the more victory coins they will earn you by doing so.

Forest (100): Your race favors forested terrain, whether with trees or giant mushrooms. They are able to move better on that terrain, and generate more victory coins when winning on that terrain.

Frightened (100): Your race dislikes being alone. This, in turn, leads them to working better the higher their population density is. They will be more effective the more of them are crowded into a given area, and will earn you more victory coins at the same time.

Goldsmith (100): Your race has a distinct affinity for gold, gaining in strength the more gold they are carrying with them. They also gain victory coins for you when mining or working with gold.

Hill (100): Your race favors hilly terrain. They are able to move better on that terrain, and generate more victory coins when winning on that terrain.

Historian (100): Your race has a racial talent for studying history, allowing them to understand the background and historical influences of races they face, as well as studying the actions of races that were led by a player in the past to predict their future actions.

Imperial (100): Your race benefits from having more territory. They earn more victory coins for you the more territory they have claimed.

Martyr (100): Your race is almost fanatically devoted to their cause, and is perfectly willing to die for their cause. When a member of your race does die for a given objective, it tilts probability strongly towards the objective being completed. More deaths can tilt things further.

Mining (100): Your race favors mining terrain, areas that possess rich mineral resources. They are able to move better on that terrain, discover ores and other resources easier, and generate more victory coins when winning on that terrain.

Mounted (100): Your race is bonded with some sort of riding animal, such as horses or large wolves. This increases their speed of movement over open terrain, and their effectiveness when fighting in open areas.

Muddy (100): Your race favors muddy terrain. They are able to move better on that terrain, and generate more victory coins when winning on that terrain.

Mystic (100): Your race favors mystic terrain, areas with extremely high natural magic. They are able to move better on that terrain, draw more power from the terrain, and generate more victory coins when winning on that terrain.

Peace Loving (100): Your race has a talent for convincing other races to not attack them, and gains victory coins the longer that they are able to avoid actual conflict.

Pillaging (100): Your race excels at extracting value from fallen foes. When they take an area from an enemy, they are excellent at finding leftover wealth and materials.

Quarreling (100): Your race is rife with internal disagreements. However, these disagreements are able to ‘sharpen’ members of your race, causing those who engage in these quarrels to become more skilled and energetic than they would otherwise be.

Ransacking (100): Your race excels at making losses by their enemies be particularly damaging, and even making their victories pyrrhic enough to not earn the other players as many coins as they might otherwise.

Shield (100): Your race has a talent for building armor out of natural materials, and can earn you victory coins when doing so.

Stone (100): Your race favors mountainous terrain. They are able to move better on that terrain, and generate more victory coins when winning on that terrain.

Stout (100): Your race does not tire as easily, and it will take longer before they reach the point where they might be overextended and start declining.

Swamp (100): Your race favors swampy terrain. They are able to move better on that terrain, and generate more victory coins when winning on that terrain.

Wealthy (100): Your race starts off with a wealth of resources to use to put themselves in a good position early on in their conquest.

Adventurous (200): Your race is highly adventurous, loving to explore new areas and find new and historic locations. They can earn you victory coins via exploring different places.

Berserk (200): Your race is able to enter a berserk state, granting them a tremendous boost in power, at the cost of exhausting them later. How big of a boost they get, and how long it lasts, is largely random.

Commando (200): Your race has a talent for covert warfare, allowing them to move forces into place stealthily, and take on larger forces via asymmetrical warfare.

Fireball (200): Your race has a talent for pyrokinetics. This talent makes them much more dangerous, and can be strengthened even further in areas of high magic concentration.

Flying (200): Your race has some method of flight, allowing them almost unparalleled ability to move forces around. This could be zeppelins, glider wings, flying carpets, giant eagles, or something else entirely.

Fortified (200): Your race has a tremendous talent for quick and durable construction. They are capable of erecting immense fortresses in any terrain, allowing for potent defenses against invasion.

Hordes of (200): Your race has the ability to generate ‘phantom reinforcements’. Effectively, when members of your race are gathered in large numbers, ghostly members of the race will appear there as well, working together with the group. The larger the group, the more reinforcements will appear.

Immortal (200): Your race is extremely difficult to kill, and heals extremely quickly from even the nastiest wounds. They are also unaging, aging simply to their prime, and then stopping.

Lava (200): Your race has a deep connection to the earth, and the molten rock that lays beneath it. They have access to rituals that can draw up lava springs, reshaping the landscape which can disrupt the movement of your enemies. These rituals are easier when performed on or around mountains.

Marauding (200): Your race has a massive boost in travel speed, especially when they have been involved in combat, as well as a significant boost to their recovery time.

Mercenary (200): Your race has connections to mercenaries from other races, allowing them to call on small armies from two or three other races, with their accompanying racial abilities. The efforts of these mercenaries won’t grant you victory coins, but they can nonetheless be quite useful in supporting your race’s efforts.

Merchant (200): All of your races' actions are more prosperous, both in terms of producing material benefits, and in producing victory coins for you.

Royal (200): Your race is built around the concept of a reigning monarchy, with the monarch truly representing the concentrated will of the people. The one chosen as a monarch for your people will gain a mental link to the subconscious consensus for the race, and will gain personal power in accordance to how closely they follow the will of the race in ruling. Their presence will also empower individuals of their race that are nearby.

Seafaring (200): Your race has some method of both traveling on or through the water, and in living there, allowing them to set up living areas in lakes and seas and treating those areas like normal territory.

Thieving (200): Your race has a talent for subtlety and subterfuge, and a bit of a cultural tradition of theft. They will ‘practice’ on each other, but will primarily aim their talents at robbing their foes blind without being seen or detected.

Underworld (200): Your race excels at tunneling under the earth, forming intricate passages that can link distant areas together.

Vanishing (200): Your race has the supernatural power to remove traces of their fights. This functions whether they win or lose, causing corpses on both sides to vanish, damage caused by their conflicts to repair itself, and clues about what occurred to be wiped away.

Vengeful (200): Your race as a whole is not willing to suffer any slights. When someone crosses a member of your race, that member will gain a significant boost in physical abilities and skill when seeking to take their revenge on the target of their grudge. Immediate relatives or close friends of the grudge-bearer can also take up the mantle of vengeance on their behalf.

Wise (200): Your race passively grows in wisdom and knowledge over time, even without direct study. This effect can be somewhat directed, focusing on areas of needed knowledge, but otherwise simply functions constantly as if they were dedicatedly studying various topics.

Behemoth (300): Your race has the rare ability to transform into behemoths. A rare individual in the race is able to transform into a towering behemoth, gaining a tremendous amount of strength, durability, and size. The boost granted is boosted based on the terrain controlled by your race. If your race has some form of favored terrain, that terrain can be used. Otherwise, the default has the boost be based on the amount of swamps that are controlled.

Copycat (300): Your race can mimic the effects of supernatural abilities of other races. Each individual can only mimic one ability at a time, and those mimicries don't last forever, fading over the course of a few months. It will take longer to fade if they are used regularly, but they still won't last beyond a year. That said, the mimicry is not any less potent than the original.

Dragon Master (300): Your race has a bond with a race of dragons. Some individual members will bond with a dragon, moving into battle with them, possibly even riding them. These bonds are somewhat rare, but even a single dragon can turn the tide against an army.

Heroic (300): Your race will occasionally give rise to legendary individuals, who surpass ordinary limits of their race with their deeds. These heroes all match the very peak of physical performance for their race, and in specific areas for each hero, such as marksmanship, leadership, navigation, or espionage, their feats will have no limits, allowing them to keep improving in those areas endlessly.

Magic (300): Your race has discovered the secret for creating a special magical bag. Each member of your race can craft one such bag in their lifetime. Once per day, the holder of one of these bags can draw out some sort of magical item. These magical items are random and temporary, and will fail within a couple of days, but can provide a very wide variety of magical effects.

Reborn (300): Your race has the capability to revive as a new species upon death. When they die, their body will burst into flames, and then from those flames, they will emerge as a new race. They will still consider themselves mentally to be members of their original race, but will have exchanged the racial abilities of their old self for the abilities of their new race. The race they revive into is completely random.

Soul-Touch (300): Every individual in your race is able to form a bond with a deceased individual, either of their race or another. This bond allows them to call on the skills, knowledge, and advice of their bonded individual, and, in the event that they die, they can choose to use the energy of their death to revive their bonded individual. Once an individual has been soul-bonded by anyone, they can't be bonded again, meaning that if a revived individual dies, they can't be bonded and come back again.

Spirit (300): Your race has strong souls, to the point where their spirits can stay corporeal and manifest in physical form after their death. Eventually, they will fade and move on, but the average individual can last for several years before doing so. In addition to abilities you'd expect from a spirit, such as levitation and intangibility, they will retain their mental and magical abilities, and can imitate a fraction of their physical capabilities. The one drawback is that they are vulnerable to strong magics, especially those with a spiritual component.

Vampire (300): Your race is tied to a vampiric curse, which allows them to convert other individuals into members of their race via a blood ritual. This ritual involves drinking the blood of the target, and feeding them some of your own, and requires some preparation beforehand, so it is very difficult to convert large numbers quickly. Those converted in this way may maintain some of their previous abilities, in addition to gaining the abilities of their new race.

Were- (300): Your race has the ability to transform into a fusion of them and some sort of animal. Choose which animal will be the fusion. Your race is able to transform into this hybrid state each night, with the animal form gaining in power the closer it is to the full moon.

Prizes

Your time here is over, and now it is time to see where you ended up.

On The Board: You may not have managed to take first place, but, if you managed to keep at least some of your purchased races alive, you earn a consolation prize.

- For each of the Races that you purchased (or received for free) above, who have some surviving members that are still controlling some territory, you will gain an alt-form of that Race. This alt-form will incorporate one of the purchased Traits that you assigned to that Race. If you didn't assign any purchased Traits to that Race, you don't get any Traits added.

First Place: You did it! You managed to earn the most victory coins out of any of the players involved. For this feat, you earn the following prizes:

- You get to keep all Personal Powers that you purchased, including Spiritform.
- You gain an alt-form for each Race that you purchased.
- You gain all Traits you purchased in the form of Perks, which apply to yourself and all of your Companions.

Absolute Dominion: You have managed to go above and beyond, and have achieved total domination over all of SmallWorld. Whatever race you are guiding has reached the point where they are the absolute dominant power in all of the SmallWorld. Other races may exist, such as races you abandoned, but they will have to be either openly subservient to your guided race, or so weak that your race could easily wipe them out if they truly wished to do so. If you have managed to reach this point, you will be able to pick **two** of the following prizes, in addition to gaining all of the First Place prizes.

- You gain the actual continent of SmallWorld in a pocket dimension that you can take along with you. None of the inhabitants will come with it, but all of the natural resources will, and you can choose to import and integrate it into future worlds as a dominion under your control.
- You gain the ability to incorporate any Race that you purchased here into the setting of a future Jump. These races can either integrate with the history of the Jump, or simply appear as a 'Drop-In' race. You can incorporate any number of Races at once. These races will hold you in very high esteem.
- You gain the ability to apply any Trait you purchased here to your race in any future Jump. You can choose to restrict these Traits down to your subspecies, bloodline, immediate family, or other similar grouping. You can incorporate any number of Traits at once, and they can all have differing levels they are applied to.
- You can take any surviving members of any races that you guided as a composite Companion, with all those members taking up a single Companion slot, and sharing in any future purchases that they might make.
- You can take one or more of the other players that you faced here as Companions.

Ending

Well, once you've collected your prizes, you have the typical choice. You can stay here (regaining anything that was sealed away when you do so), go home, or move on.

Changelog

V1.0 - Created

FAQ

Q: What sort of weapons can my races have?
A: Your races will generally start out with "generic fantasy" weapons and armor. Swords, crossbows, magic staves, etc. If you want more, you'd need to work out having your races invent them.

Q: Why is ___ missing?
A: Because I couldn't figure out a decent way for converting it from game rules to something that would both fit this being a 'real world' conflict and be useful enough to be worth CP.

Q: Why is ___ different from the version in the game?
A: See the second half of the answer above. I changed things to be more realistic and useful.

Q: If I'm Incarnated as a 'Dragon Master' race, or something similar where only some of the race gets the benefits of a trait, do I automatically get the benefits?
A: Yes. You are one of the rare ones that can turn into a Behemoth, or bond with a Dragon, or whatever.

Resources

The exact wording of the various races and special abilities can be found on the various rulesets, available below.

Base SmallWorld Rules: Link

Power Pack #1 Rules: Link

Power Pack #2 Rules: Link

SmallWorld Underground Rules: Link

SmallWorld Sky Island Rules: Link