

CYOA

Weyard is dying. While the world itself is peaceful, Alchemy, the building blocks of reality, was sealed away long ago. This began a slow decline as the world itself slowly starved and wasted away. Now, alchemy is all but forgotten, only manifesting in a few rare individuals as elemental Adept powers, and the edges of Weyard grow nearer by the day. In one year's time, an event will occur that shakes the planet to its core, starting a series of natural disasters and flooding the world with monsters, while people will suddenly manifest strange new powers. Alchemy is waking up. You have **1000 CP** to get ready for this event and deal with what comes afterwards.



Alternatively, you can start 30 years later, in one of the possible futures. Here, the Golden Sun event has occurred, and alchemy is starting to fill the world again. As much of a threat as Weyard's destruction was, its growing pains are almost as bad, earthquakes and natural disasters wracking the land, shifting landmasses and raising new mountain ranges in a few short decades. The ocean is divided into plateaus, people have turned into animals, psynergy eating black holes pop up, and not a single bit of it makes sense. New insanity means new opportunities, however, and much of the new world, and the treasures it holds, is left to be discovered. Either way, you get **1000 CP** and arrive one year before the events of Dark Dawn.

Location

Roll 1d8 to choose your starting location or pay 100cp to choose. The first location is for the original timeframe, the second is for Dark Dawn.

1. Vale/Harapa

A quiet mountain town sitting at the base of Mt. Aleph. A largely unremarkable town, the only landmarks are the mountain itself and a strange purple crystal sitting in the town square. The townspeople are polite, but distant, and a visitor would feel an air of mystery and suspicion. The truth is that Vale is a village of Adepts, with nearly every inhabitant possessing the gift of Psynergy. They guard the mysterious Sol Sanctum, which holds the stars that can be used to unseal alchemy. Both of these facts are jealously guarded from all others by the suspicious people of Vale. Adepts here are generally Mars or Venus aligned.

Harapa is a town built from ancient ruins unearthed by the Golden Sun event. Mainly a popular destination for archeologists and tourists, and also known for its fortune tellers, the dusty ruins of Harapa are free and not part of any nation. Already a dry area, the city is currently experiencing a drought that threatens to drive off the trade that still remains in the area. All news isn't bad for Harapa, however, as many ruins outside of the main town remain unexplored, and many treasures may lie in wait, possibly even including part of the town's salvation.

2. Imil/Passaj

The small town of Imil is situated in the far, frozen north of Angara, at the base of the mysterious Mercury Lighthouse. Almost always blanketed in a layer of snow, Imil is known for its healers. Unbeknownst to them, they're actually Mercury Adepts, descendents of a clan that guarded the Mercury Lighthouse. Soon, a deadly plague will start to sweep through this town, one that even the Mercury Adept's healing has trouble stopping.

Isolated and built on the top of a mountain, Passaj is an ancient city that has only recently resumed contact with the outside world. In their heyday back in the first age of alchemy, the people of Passaj were Exathi, a race famed as craftsman and smiths. Even now they maintain knowledge and pride in their history. Located on top of a Zol mine, a lighter-than-air metal used in exotic crafts, Passaj is rich in resources if not in trade. Unfortunately, the Alchemy Well, the great device used in their most impressive feats of engineering and forging, has grown quiet, and a failed invasion by the nation of Kaocho saw vital parts of the device stolen away from the town. Even then, only an adept could restart the device, and none live here anymore.

3. Lemuria/Sana

An ancient civilization hidden in the center of the nearly-impassible Sea of Time. The sole surviving civilization from the time of the ancients, and the only place in the world where some small shred of true alchemy still lives. The once grand city has slowly declined over the eons, becoming a shadow of its former self. The people here hardly age due to the magical nature of their water, but they have no energy or drive, their long isolating sapping them of all vitality. Lemuria is ruled by King Hydros and his senate, two bodies constantly debating every single decision, currently most focused on the question of whether or not to help bring alchemy back to the world. They're deadlocked, and have been for years. Every Lemurian is a Mercury adept. You may need to sneak away, as it's illegal to leave.

Formerly a large empire, now a division of successor kingdoms, the Sana cultural sphere, largely Chinese-inspired, still makes up a great part of the continent of Angara. You may start anywhere in the former empire, though the most notable locations are Kaocho, Te Rya, and Tonfon. Ruled by the war-mongering King Wo, Kaocho is the most like the Sana empire of old, and is currently engaged in several invasions of its neighbors, and plans for more, hoping to one day regain the continent. Te Rya, on the other hand, is nomadic tent village high in the newly-formed Khiren Mountains. Playing host to the prince of Sana and other refuges from the Morgal Revolution, Te Rya is fairly isolationist and none to fond of beastmen. Finally, Tonfon is the core of the former Sana empire, and still rules the largest successor nation (still titled Sana). Tonfon is a large port town and engages in far-reaching trade across the world, maintaining its status as one of the largest and richest cities in the new Angara despite the breakup of the Empire. Led by the scholarly and peaceful (some would say limp-wristed) Emperor Unan, Tonfon is largely devoid of internal conflict short of the Lady Hinechou, who grieves for her missing children.

4. Garoh/Morgal

Tiny and sparsely populated, the village of Garoh is hidden away in an isolated mountain range. The town is rather ordinary for most of the month, except when the full moon is high in the sky. Garoh is a werewolf village, and every single person born here transforms with the moon. They keep their senses an intelligence, and to spare themselves the prejudice will wear cloaks if a visitor is in the city during this time. The winds of Air's Rock blow tiny grains of psynergy stones into the city, and so all the werewolves here are Jupiter Adepts, though they know nothing of the source of their power.

Set in the northern half of Angara, Morgal is a country founded for and ruled by beastmen, those poor unfortunates who were warped by the Golden Sun event into monsters. Not too long ago their king was killed and their nation conquered by the expansionist Sana empire, but they almost as quickly rebelled and placed the former king's son, Volechek, in power. Unfortunately, the new Morgal incorporated several human towns at its borders, none of which are too happy to be ruled by a paranoid and defensive empire prejudiced against them. Morgal is mostly themed after medieval Russia and other Slavic regions, and has a predominance of noteworthy towns, including Belinsk, Saha, Port Rago, and Kolima Village. Belinsk itself is the capital, and almost entirely inhabited by beastmen. Famed for its opera house and serving as major port on the northern gulf, Belinsk is perhaps the second largest city in Angara. Saha, on the other hand, is much smaller, but also serves as a predominantly beastmen-inhabited town. Situated in a marsh, Saha has many fertile farms, used to serve as the center of a movement for cooperation between human and beastman, and borders the more storied village of Kolima, which it has currently shut off from the world. Kolima, on the other hand, is a human town, and one that existed prior to the Golden Sun event, which moved the city but otherwise left it unharmed. The people of Kolima live inside hollowed out trees, and their claim to fame is the cursed (or blessed, depending on when you ask) Kolima Forest, in which lives a pair of talking trees named Laurel and Tret, and the newly-grown Dream Tree in the town itself, which produces Dream Leaves that used to cause one to have good dreams, but now only cause nightmares. Finally, there's the Port Rago, a town inhabited my skilled shipwrights, and only otherwise noteworthy due to being a human town forced into being formally part of Morgal, and one that maintains closer cultural ties to Yamata than it does its own nation, and for the mysterious pirate ship that has recently harbored here.

5. Xian/Ayuthay

Resembling ancient China in appearance and culture, Xian is rich city in eastern Angara. Xian mainly exports silk, which travels along the Silk Road all the way to Tolbi, where it sells at high prices. Martial arts are popular in Xian, and Master Feh has created a style with fantastic powers. His Kung Fu channels the inner chi of the body to move supernaturally quick and strike with beyond human force, techniques he's willing to teach at his dojo. The nearby Fuchin Temple teaches a force called ki, but unlike chi, only a rare few may use it.

A large and beautiful city full of impressive stone-work, Ayuthay is another ancient town once part of the Exathi, this group famed for their masonry in particular. With the Alchemy Well recently reactivated, Ayuthay has known of period of prosperity in the last ten years. However, prosperity brings jealousy, and the nearby nation of Kaocho has invaded them. Fortunately, the town is mirrored underground, ancient buildings glowing with psynergy and divided by canals and fountains making a comfortable retreat from the confused soldiers above. King Paithos is content to let things remain like this for now, for the confused soldiers besiege and empty town and leave everyone else alone.

6. Contigo/Bilibin

Contigo is a decently sized settlement, the largest on Atteka. Contigo itself is fairly unremarkable, barring the great Anemos Sanctum, an ancient ruin that no one has yet to unlock the secrets of, and a giant crater next to the town. Legends say that the Anemos civilization could float on air, and at some point in the past decided to lift their entire city high into the sky, becoming Weyard's moon. On the same continent sits the Jupiter Lighthouse, though the city itself isn't particularly close by. Rarely, strange powers will manifest in the people of Contigo. While they don't know the source, these few are all actually Jupiter Adepts descended from the Anemos.

The third in size of the three great kingdoms of Angara, Bilbin is both the name of a large pre-Golden Sun city and its current country. Largely Western European in theme. Lord McCoy still rules here, though his wife Lady McCoy, a vain and hateful woman, is most likely the power behind the throne. Still as aggressively expansionist as Sana once was, Bilibin is nonetheless a smaller country, due to being mostly fenced by mountains on three sides and Morgal on the other. Bilbin is particularly hated by Morgal for refusing to aid them when Sana invaded and then for attempting to invade themselves when the nation rebelled, which has led the paranoid King Volechek to close the border and divide the city of Border Town in two. Border Town was the only location to appear in the game, but you may start in the city of Bilibin itself. Due to being closed off by a landslide to the west and a barricade to the east, the only way to leave Bilibin at present is by river and sea.

7. Prox/Champa

Far to the north, at the edge of the world, is the city of Prox. Home to the mutated Proxians, this city is a secret to the rest of the world, as the route to reach it involves sailing through deadly ice flows. All Proxians are Mars adepts do to the power of the Mars Lighthouse to the north, right on the chasm. Coated with snow and surrounded by howling winds, Prox is nearly unlivable to those other than Proxians. Another remnant of the civilizations of old, Prox remembers alchemy, and with their position on the very edge of destruction, the Proxian elder has sent several envoys to Vale in hopes of convincing them to release the stars and help them relight the lighthouses to no avail. Their patience is running out, and soon they'll send a group to take the stars by force.

Feared as a city of pirates both in the past and in the present, they once lived off fishing, but the Golden Sun Event ruined the currents and the climate. However, fortunately, it also altered the soil, a fact that the people have discovered and utilized to start farms to feed their families. Champa is cut off from the rest of Angara by mountains, and built into the side of a cliff, making it well-protected from invasion, and the people here are proud of their little town. Champa is ruled by, and has been for as long as anyone can remember, by the elderly blacksmith Obaba, who, as the descendent of the dead civilization of Ankohl, is capable of using her mystical forge to create monsters and powerful artifacts.

8. Izumo/Yamata

Izumo is the largest city on a small island in the far east of Weyard. Izumo resembles ancient Japan in architecture, and has a love of festivals and celebration. Lady Uzume, a Venus adept leads the town. The nearby Gaia Rock is infused with the power of earth, meaning that Venus adepts aren't too uncommon here. While isolated and with little of interest occurring at the moment, before too long, the people of Izumo will be threatened by a terrifying dragon.

Thanks to the quick actions of Lady Uzume, who saved the city from a tidal wave before suddenly dying, Izumo still lives thirty years later, but in a new part of the island of Nihan and under a new name. Her brother Susa and his wife Kushinada now rule instead, and have already produced two children, one a proud adept warrior and the other a talented seer. The people and culture have changed little in the intervening time, but the city of Yamata is larger than Izumo ever was, and engages in lively trade with the countries across the sea.

BACKGROUND

Roll 1d8+13 (or 4d8+20 for Scholars) to determine starting age or pay 100 to choose age and gender.

Drop-in (Free)



No new memories, and nobody's mind but your own, yet you're also unaware of the cultures and rules of Weyard, and have no friends or family here.

Scholar (50)



You've spent your entire life in study, learning all the secrets of the world you can. You have a broad knowledge of many valuable fields, but you may have neglected your physical training or psynergy ability, if you had any in the first place.

Monk (50)



Instead of training the power of the mind, you trained the power of the body. Chi lets you do many fantastic things, like moving as fast as a blur, projecting force, and increased strength but it has its limits tied to the body.

Warrior Adept (100)



Adapting the use of psynergy to enhance your physical power, you're as much a warrior as you are a psynergist. You're free to choose your element from Jupiter, Mars, Venus, or Mercury.

Mage Adept (100)



Focusing almost entirely on psynergy, your 'spells' are powerful, but you're fragile and physically frail. You're free to choose your element from Jupiter, Mars, Venus, or Mercury.

Alternate Races (Optional)

While most people in Weyard are humans, perhaps with some minor traits associated with their element (such as hair color), a few have been mutated one way or the other by the psynergy where they live to the point where they're distinct from the surrounding population. Most are bound to one element.

Proxian (100)



A race of humans with draconic traits, Proxians are all Mars adepts. Common skin colors in Prox are shades of blue, green, and pink, though the peach color typical in some humans is present in small numbers as well. Hair color is similarly exotic, with blue, silver, purple, or even pink shades, though normal shades like blonde, red, and orange are just as common. By far the most striking features of a Proxian are those taken from dragons, including fin or elf-like ears, colored markings, and patches of scales or even spikes, most commonly on the arms and shoulders. All known Proxians have red eyes. Any Proxian may have from one to all of these, but almost never none of them. Another defining trait of the Proxians is their resistance to the cold, their association with the energies of the Mars Lighthouse giving them an inner fire that lets them live in the frozen north without bundling themselves in layers of clothing. Proxians are an extremely unusual sight outside of their homeland, and will be treated as pariah by most normal folk.

Dwarf (Free)

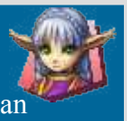
Hailing from the town of Loho, the dwarves are a near-human race of short, stocky beings. Hailing from the Northern Reaches like the Proxians, the dwarves have shown no ability to use psynergy, though there's nothing saying they are incapable. Most dwarves have peach skin, large noses, brown or red hair, and a well-groomed beard of matching color. Their women may or may not share these traits. Where the dwarves excel is in mining and forging, dwarven mines being among the deepest and dwarven weapons among the most well made. Dwarves are largely unknown outside of the area around Loho except in story and legends, but without any frightening or inhuman traits, they're often met with curiosity more than fear or mistrust. They might have killed all the elves, which is why the world has elven items but no elves, but no one can confirm or deny these dark rumors.

Garoh (GS only) (Free)



Confined largely to town of Garoh, the Garoh themselves are werewolves, mutants created by the power of Jupiter psynergy. While normal humans most of the time, they transform with the sight of the full moon into bipedal wolf-men. Thankfully, they keep their sanity and mind (barring some wolfish traits) intact, but are considering horrifying pariahs by most humans, who would burn them alive in the past. Because of this, they make great efforts to hide themselves during the full moon if any normal humans are around. As humans, they have common hair and eye colors, and in their werewolf form have brown, gray, or even blue fur, maintaining the same eye color they had as humans. All are Jupiter adepts (though not all are strong enough to produce meaningful effects), the phenomenon that turns them into werewolves being the source of their psynergy.

Beastman (DD only) (100)



The most unforeseen and unfortunate result of the Golden Sun Event, people throughout Angara suddenly mutated into animal/human hybrids. Since then, the majority have migrated to Morgal in the northern part of the continent. Most resemble dogs, wolves, or cats, though all mammals are represented on some level, and the resemblance is to varying degrees, from only possessing the beast's nose, ears, fur, and tail, to being little more than bipedal animals. Largely human in behavior, they possess sharp claws and fangs as well as sensitive hearing and smell from their animal side that aid them in combat. Able combatants are even capable of assuming a more bestial, werewolf-like form that is wilder in behavior but more physically powerful. If any are adepts, they're Jupiter, which is strange as no Jupter Adepts hailed from Angara before. Any connection to the similar Garoh is unknown. Their fur is most commonly a shade of cream, brown or gray, though almost any color is possible. The human-like hair on their heads is usually but not always another color, commonly black, white, silver, or brown. Eye color can be anything seen in humans or other mammals. Beastmen are hated by most neighboring humans, and often hate them in turn.

Adepts, Djinn, and the Elements

Lore dump page.

Alchemy is defined by four elements, and it's these four elements that Adepts tap into. With a few exceptions, Adepts are all born with the potential to use psynergy, and are naturally restricted to only one of these elements. Psynergy itself functions like a combination of magic and psionics, and encompasses spells, including attacking, defensive, and status related ones, and various telekinesis, seeing, and telepathy-like abilities.



Mercury is the element of water. It controls all forms of ice and water, as well as allowing particularly advanced and potent healing of both wounds and statuses such as poison. Mercury is also associated with compassion and logic. Most Mercury adepts possess blue or blue-green hair.



Venus is the element of earth. It controls both the earth itself as well as the power of nature, along with curses and death, with the ability to revive those near death. Venus is also associated with courage and love. Most Venus adepts possess brown, blonde, or black hair.



Mars is the element of fire. It controls fire, heat, and lava, as well as the power to boost the user or their ally's strength or defense while debilitating the enemy's. Mars is also associated with strength and selflessness. Outside of Proxians, most Mars adepts possess red, orange, or brown hair.



Jupiter is the element of air. It controls wind and lightning, along with inflicting sleep and increasing magical resistance, and mind-focused abilities. Jupiter is also associated with curiosity and willpower. Most Jupiter adepts possess blonde, purple, or more rarely green hair.

All of the elements have a symbiotic, neutral, and an antagonistic relationship to the other elements. For Mercury, these are Jupiter, Venus, and Mars. For Venus, these are Mars, Mercury, and Jupiter. For Mars, these are Venus, Jupiter, and Mercury. Finally, for Jupiter, these are Mercury, Mars, and Venus. Symbiotic elements work well together, and can boost each others power, neutral elements have no effect, and antagonistic elements drain the strength and energy of their opposing adept in high concentrations. When their element is reflected in the adept's personality, it may lead to conflict or friendship along these lines, or the person may counter it completely. You start with an advanced apprentice's understanding of your chosen psynergy element if you purchase the appropriate abilities.

Later, in Dark Dawn, the new psynergy elements of Light and Dark come about. Little is understood about either, the Dark Adepts hailing from the distant and hostile Tauparang Empire, and the Light Adepts emerging only after the firing of the ancient superweapon Apollo's Lens. All signs seem to point towards both of these functioning essentially like the other elements, but with so little info to go on, nothing more can be said. However, Light Psynergy, for its part, manifested in those who were already aligned with Jupiter, and both of them may be able to coexist with the 'normal' kinds of psynergy in one user without the use of djinn, though not with each other. This is the assumption used here. Much like other psynergy is associated with a planet, Light and Dark are conjectured to be associated with Sol and Luna, respectively.

It's possible to gain psynergy if you're not born with it. This comes about in one of three ways. These are to be hit on the head by a psynergy stone with enough force, spend years in close contact with a psynergy source, or to be involved in a powerful psynergetic event that bathes you in intense energy. Powers gained this way start at a very beginner level, often manifesting as one specific skill or power at first, and would take years of training to expand beyond this.

Each element is also represented by a kind of djinn. Djinn are small, intelligent spirits with some measure of power over their element, typically manifesting as a unique ability similar to psynergy. When 'set' onto an adept, they can boost their power greatly, especially in higher numbers. Enough djinn can even shift the user's element, giving them the ability to use pynergy outside of their natural alignment, from two to even all four. Combining their powers, djinn are even capable of calling forth greater spirits to help their user in battle, but this is draining and takes time to recover from.

Abilities

Ruin Lore (50) You're aware of most of the legends and mysteries of Weyard, focusing on the various sealed ruins dotting the landscape.	Mercantile (100) (Free Drop-in) From the Silk Road and beyond, you're an expert at buying and selling. You'll get the best out of every coin with this expertise.	Alchemy Knowledge (100) (Free Scholar) Alchemy was sealed long ago, but you've spent your entire life researching what little is left of its secrets, and the society of the ancients that used it. While mostly theory, this knowledge could serve you well should you seek out the ancient's settlements, or perhaps in greater ways in the years to come.
Physical Training (100) (Free Monk) The product of a healthy and active lifestyle combined with an exercise regimen has given you a body at peak health with good strength, agility, and endurance by human standards.	Weapon Training (100) (Free Warrior) Basic training to proficiency in a weapon type of choice. While others outside of this exist, the most common weapons in Weyard are: axes, claws, gauntlets, light blades, long swords, maces, staffs, and bows. Heavier weapons will be hard for mage adepts to wield.	Willpower (100) (Free Mage) Your mind is like iron, with surprising mental fortitude. A powerful will is required to use psynergy of any kind, as those without it can never hope to force their will on the world around them. If you're an adept, this will allow you to use the basic, non-elemental psynergies on its own.
Puzzler (200) You gain an innate understanding of puzzle solving. Particularly, you're talented at using the environment and your own skills to manipulate those grandly designed challenges that incorporate man-made constructions or the land itself. The ancients loved their puzzles and traps, and someone who can outwit them will often earn their long lost secrets.	Blacksmith (200) You gain understanding of Weyard blacksmithing. While skilled in smithing typical metals, you also learn how to use strange and magical materials to forge powerful enchanted weapons, equipments, and artifacts. Power is decided by your personal skill, the magic of the material involved, and the quality of your forge. Items created with materials from Weyard typically require the user to be an adept to tap into their strength.	Magitechnician (300) (Discount Scholar) A basic understanding of mechanical and alchemical construction based on Weyard principles comes to you. This technology mimics that of the ancients and relies on the psynergy, either contained in a magical artifact, drained from the user, or both to power its effects. While you may only be capable of of building small trinkets at first, the ancients created ships that run on the power of Mercury to move without sails, the power of Jupiter to create functional mechanical wings, and the power of Mars to create a destructive magical cannon, as examples.

Chi (300) (Discount Monk)

Chi is the force of the body, allowing one to heighten their abilities to superhuman levels. Breaking stones, moving faster than the eye can see, or absorbing blows that would kill an untrained man, and most impressive of all, projecting an invisible force that can move or even harm those distant from the user, are all abilities gained through the careful study and training of chi. Another advantage of chi is that it requires no inborn talent to use, and all humans are capable of learning chi. However, the training is quite strict, with any lapse in dedication resulting in no gain or even a loss of ability. The limits on chi are based on mainly on a person's body's ability to build up and store the energy. You skip this training, to a degree, starting with an advanced apprentice's understanding and a knack for its usage.

Elemental Adept (300) (Discount Adepts)

You start with an advanced apprentice's understanding of your chosen psynergy element. Psynergy is the power of the mind, and grows stronger with frequent use and experimentation, as well as proximity to the chosen element. See the lore page above for more information.

Psynergy Resistance (600) (Discount Drop-in)

Weaker psynergy (and elemental magic outside of Weyard) is nullified and strong psynergy is reduced in power when trying to effect you, but powerful enough psynergy overpowers your resistance, shattering through your guard to harm you in full. Most of the danger in Weyard stems from alchemy, but so does the strength, and your resistance also makes it hard for positive psynergy, including buffs, healing, to have an effect on you, and causes using psynergy yourself, if you possess it, including psynergy-bolstered physical blows, to be significantly more difficult.

Counter-Rush (600) (Discount Monk)

With senses honed to perfection, a master monk can anticipate an enemy's attacks before they happen and retaliate preemptively. They can attack with their full strength, but cannot interrupt the attacker's strike unless they were felled or intending to use something requiring absolute focus. However, a monk's speed isn't increased by this ability, and if the foe is using time travel or moving at a speed beyond the monk's level, then they'll still hit first.

Monstrous Form (600) (Discount Warrior)

By unleashing all of their psynergy at once, an adept can transform into a towering, monstrous form. Going on a rampage, the adept will bring destruction and ruin to anything within sight until all of their psynergy is drained away, leaving them exhausted and near unconscious. If multiple adepts use this ability, they can even fuse together, drastically increasing their power and destructiveness. What this body looks like is usually decided by the Adept's element and the creature believed to represent it best by the ancients. Mars adepts will turn into dragons, Mercury into great leviathans, Jupiter into massive birds, and Venus into giant humanoids. This is only the typical result, and can differ depending on an adept's personality and who they fuse with.

Cruel Ruin (600) (Discount Mage)

By focusing all of your psynergy at once, you can fire a destructive beam of pure energy, corresponding to their natural element. It scales with the adept's strength in their element, from a small laser to a dragon-piercing ray of explosive, destructive power. Similarly, an adept's capacity to recover from the exertion increases as they grow in strength, but they'll never be able to use Cruel Ruin without feeling exhausted and drained afterward.

Light Adept (600) (DD Only)
(Excludes Dark Adept)

By some miracle, you possesses the unique ability to manipulate light psynergy before the firing of Apollo's Lens imbues the survivors of its disaster with this power. Functioning exactly like other known elements at its core, Light Adepts nonetheless retain the ability to use their previous element if they had any, perhaps because light is said to be the combination of the four elements. While most of its powers are unknown and up to you to discover, light psynergists have been shown to be able to heal and to manipulate and generate light. Most Light Adepts have golden hair and/or fur, but this is not a requirement, and yours may simply glow when using your power.

Golden Sun (600) (GS Only)

For some reason, you are destined to obtain a piece of the Golden Sun, as long as it is completed. While this does nothing now, and while this may be only a small part of Alchemy's power, once Isaac and Felix complete their mission, the Wise One will see fit to hide this within you to prevent Alex from obtaining godly might. At its most basic, this energy will massively increase your lifespan,tripling it at least, to the point where thirty years will be like less than ten. You'll also receive a massive boost to your energy and vigor, only extreme strain tiring you out Most spectacularly, your psynergy, if you possess any, is greatly increased in strength with no further effort on your part, eclipsing the majority of users. If you could not perform psynergy before, you now can, receiving an alignment of your choice and more potential than the average adept, but have no training or knowledge on how to use it. This is all a product of simply holding this piece of the Golden Sun, and there's no telling what it will be capable of if consciously manipulated, utilized, or researched.

Dark Adept (600) (DD Only)
(Excludes Light Adept)

Like the mysterious people of Tuaparang, you can utilize Dark Psynergy for various purposes. More is known about the people than about their powers, but what has been seen includes a shield of darkness, dark flames and laser blasts, and the simple ability to imbue phsyical attacks with the element, the rest being open to discovery. The may also be capable of opening or manipulating the psynergy-absorbing Psynergy Vortexes. What little is known about Dark Psynergy does not prevent one from sharing this and another element, much the same as with Light. Dark Adepts have a mix of strange traits, with the two known individuals having among them green and pink hair, blue and peach skin, and a pair of demonic horns on one. Like with Light Psynergy, these are ultimately optional, as they indicate a genetic relationship to the Umbra Clan of Tuaparang.

Items

2000 Gold (50), can be taken multiple times.

A decent amount of gold to buy whatever you will.

Armor (100)

A full set of basic iron armor with shield, or a set of sturdy leather traveler's clothing that's easy to move in

Weapon (100)

A single weapon of any type you chose of optimal construction.

10 Lucky Medals (200)

Rare, specially printed gold medals used in special fountain games existent in Tolbi and Lemuria. When tossed into the fountain, the goal is for them to roll along the bottom until they land somewhere within the target painted there. Depending on how close the medal lands, the player can gain valuable prizes, such as rare artifact equipment.

Djinn (200), can be taken multiple times

A single djinn of any element. They can boost their wielder's power, grant new abilities, utilize their own, or be used with other djinn to summon more powerful spirits. Djinn are intelligent and capable of human speech, but are treated like items for the sake of actually letting you use powers from this jump without eating up all eight companion slots.

Summon tablet (300)

Summoning tablets are unique artifacts that hold the secrets to summoning special spirits using djinn of mixed element. These spirits are often far more powerful than their peers that require the same number of djinn, often with special effects to their attacks or the power to heal. This tablet can summon a spirit up to the strength of Haures or Ulysses, but it would take a lengthy adventure to even acquire the number of djinn to call them.

Tartarus Axe (200)

A large two-headed axe with the ability to siphon an enemy's life to heal your wounds.

Soul Brand (200)

A glowing orange long sword made of energy, this weapon can drain an enemy's magical energy to bolster the wielder's own.

Blessed Ankh (300) (Discount Drop-in)

This holy staff can attempt to seal an enemies psynergy or magical skill, with a variable success rate.

Zephyr's Bow (300)

Similar to a lesser Tisiphone Edge, Zephyr's Bow can occasionally fire arrows of Jupiter or Mercury element that multiply attack by 1.5 times, or can instead fire arrows that are only slightly stronger than normal but reduce a foe's defenses.

Tisiphone Edge (400)

An unassuming light blade with a pronged hilt, Tisiphone Edge houses an archer spirit who will occasionally lend you her bow to drastically increase the damage of your physical attacks by twice or even thrice their usual power.

Lure Cap (100)

Strangely shaped and colored red with white polka dots, this hat looks like a malformed mushroom. It has no effect other than to attract monsters of all kinds towards you.

Felix's Mask (200)



A mish-mash of various colors, this mask covers the entire face, leaving thin, dark slits for the eyes. As long as you're wearing it, nobody will know who you are, not even your own parents could recognize you. However, you look shady and suspicious and few people will trust you like this.

Elven Shirt (200)



A light green shirt with loose, short sleeves. While not the sturdiest of clothing, its magic greatly increases the wearer's agility and speed.

Festival Coat (200)



A traditional Izumo festival outfit that boosts the wearer's luck.

Cleric's Ring (400)



An extremely rare ring that nullifies curses, rendering cursed equipment relatively harmless, thought it doesn't remove their ability to force the user to wield them. This is advantageous, as several valuable artifacts are cursed with debilitating effects. This nullifies any curse on an item in Weyard, but outside of it, particularly powerful effects may overpower it.

Burst Brooch (200)



Using this brooch will focus Mars psynergy into a concentrated explosion that can tear through solid stone.

Cloak Ball (300)

Shaped like a black eye ringed with red, the Cloak Ball allows the use of the Mercury-aligned Cloak psynergy that blends its caster into the shadows, rendering them invisible.

Sand Tablet (300)



A tablet that gives a Venus adept the ability to meld into sand, moving about freely over any surface covered with the material up to to the adept's head in height.

Halt Gem (300)



Oblong and amber in color, the Halt Gem grants the Jupiter-aligned psynergy Halt, which can temporarily freeze or slow down another's movements. Anything with significant power can overcome the effect, and it only lasts a few seconds at a time.

Teleport Lapis (400)

A square-cut blue gem that allows the user to cast the Teleport psynergy. Teleport will instantly transport the caster to the nearest town. It will even react with special glyphs to target specific areas.

Trident of Ankohl (400) (GS Only)



An extremely rare enchanted trident, this artifact of the Ankohl civilization can shatter magical barriers, even those utilized by certain tidal wave causing sea king. Beyond that, the Trident can be thrown at an enemy to unleash a magical attack that deals Jupiter-aligned damage greater than the wielder's natural strength should allow, returning to their hand afterwards for another throw.

Soarwing (400) (DD Only)

Essentially a psynergy-powered glider, the soarwing is made of incredibly rare materials and is capable of flying across continents and over mountains as long as one is capable of supplying the psynergy, otherwise it'll work like a regular glider. Jupiter Adepts are the best able to use these, but other adepts can use fly perfectly well with training or practice.

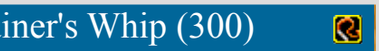
Lemurian Draughts (600) (Discount Scholar)



Bottled water from the Lemurian fountain meant to be used when they must take a trip outside. It can extend human lifespan to impressive levels, which is magnified if the drinker does so regularly and starting at a young age. Some in Lemuria itself have lived for thousands of years this way. This is enough to do so indefinitely, your small collection of bottles periodically refilling on their own.

Mysterious Card (300) 

A one-of-a-kind item that gives the wielder unique psynergy powers. The Mysterious Card grants one the abilities of the pierrot, which includes summoning twirling balls of flame, fire breath, concealing one's presence with psynergy, summoning swords, and the drawing of cards that can deal damage from all four elements or inflict status ailments. This great variety is beyond almost all other adepts, and is one of the greatest advantages of this item. While djinn are not required for these abilities, the pierrot grows stronger the more are set, same as a normal adept.

Trainer's Whip (300) 

A one-of-a-kind item that gives the wielder unique psynergy powers. The Trainer's Whip grants one the abilities of the tamer, which includes summoning powerful creatures of all kinds to deal physical or elemental damage, revive the near dead, and heal wounds, as well as the user's own ability to heal statuses and increase attack power. Damage can come from all elements depending on the nature of the creature summoned, and is one of the greatest advantages of this item. While djinn are not required for these abilities, the tamer grows stronger the more are set, same as a normal adept.

Tomegathericon (300) 

A one-of-a-kind item that gives the wielder unique psynergy powers. The Tomegathericon grants one the abilities of the dark mage, which includes summoning undead, demons, and spirits, the revival of those near death, causing instant death, the infliction of curses and poison, the draining of an enemy's strength and power, and the calling of the flames of the inferno. Damage can come from all elements depending on the method in which it's dealt, and is one of the greatest advantages of this item. While djinn are not required for these abilities, the dark mage grows stronger the more are set, same as a normal adept.

COMPANIONS

Warriors of [Town] 200-500cp

Import an old friend or create a fresh new face. The first costs 200cp, with each successive companion costing 100cp until you reach 500cp, at which point you may import or create up to eight. Each companion gets a free background, a free human form if they don't possess one, a free alternate race if you choose, and 300cp of their own to spend. If you pay this price and manage to convince them, you may instead take a canon character with you as a companion, but they get no CP to spend.

DRAWBACKS

Annoying Mentor (+100)

A wise, but terribly annoying and talkative scholar will follow you everywhere. He means well, but in the end, but his pushy attitude and never ending spew of trivia can drive a saint to murder.

Mimic curse (+100)

Every treasure chest you open is actually a mimic. They range in strength from weak to threatening depending on how valuable the item inside is, but either way it never lets up. At least the item is still there if you can beat it. Oh, and that leaf pile over there? There's a giant man-eating rafflesia under that too. Have fun.

Silent Protagonist (+200)

You can't speak. You're utterly, completely mute. No matter what you do, nobody will understand any attempts you make to communicate with them outside of nodding or shaking your head yes or no. Weyard is thankfully very kind to the silent, but expect to get into all kinds of trouble or adventures when they just wont take no for an answer.

Invisible Energy (+200)

Normally you'd be able to see psynergy at work, but with this, your eyesight functions like that of a normal, mundane person in this setting. All mystical displays of power, including your own, are completely invisible to you. Someone could be calling down the goddess of the earth herself to slay their enemies and you'd be none the wiser.

Fading (+300)

When one abuses the Lemurian Draughts by starting in their elder years and imbibing the least amount they can to survive, they eventually reach the point where they need more to even stay alive, the periods shortening and shortening with each use. Once they reach this point and before long, they don't just risk naturally aging, but becoming paralyzed and immobile, unable to do anything about their condition. This curse now afflicts you, the only reprieve being more and more draughts. The only supply of this mythical elixir is in Lemuria itself, and not only will you have to get past the guards, but through an impenetrable sea surrounded by rocks and fog, a maze which few beyond Lemurian vessels have navigated, and may or may not have to deal with Poseidon himself blocking your way.

Dropped on Your Head (+300)

When you entered this world, it seems like you started a little too high up. You fell from a great height, almost like you somehow started on the moon and ended up all the way on the ground. Fortunately, you managed to survive. Unfortunately, you've forgotten absolutely everything about your life, your identity, your powers, and even any background in this world, should you have one. If that wasn't enough, Babi, lord of Tolbi, or the High Empyror of Tuaparang if you start later, has gotten it into his head that you're absolutely vital to his plans and taken you prisoner. He doesn't want you dead, at least, but being locked in a dingy cell in a foreign country is no picnic. Your powers are still there in the end, but without even knowing you have them, it'll take quite a bit of time or luck to discover them, let alone practice them back up to a usable level.

Ending

Ten years already? Guess it's time for your last choice.

Go Home

You've had enough, and finally want to go home. You retain all of your items, companions, and abilities from your adventures.

Stay Here

An interesting new world not too unlike a medieval Earth with a little magic thrown in, ready to enter its next golden age? Sounds like the perfect place to settle down. Like if you went home, you keep all of your items, companions, and abilities from your previous adventures. On Earth, you simply disappear, never to be seen again.

Move on

It was fun (or maybe it wasn't), but now you want to move on to the next world. Gathering everything you want to take with you, when the timer runs up, you're disappear, leaving the world frozen in time until the adventure's end.

Notes

- If you started in the original GS timeframe and use the Return function of your warehouse, to come back, you may arrive in the DD timeframe instead.
- If you don't want it to, the events of GS don't have to result in the DD setting. I wouldn't force that evil on you.
- For the curious, the following are a few lists showing the canon classes, psynergy, djinn, and summons available to the characters. If you'd like, let it serve as a basis for what your psynergy is capable of by default.

  Class Lists:
  http://goldensunwiki.net/wiki/Category:Class_series

  Psynergy Lists:
  http://goldensunwiki.net/wiki/List_of_Venus_Psynergy
  http://goldensunwiki.net/wiki/List_of_Mars_Psynergy
  http://goldensunwiki.net/wiki/List_of_Jupiter_Psynergy
  http://goldensunwiki.net/wiki/List_of_Mercury_Psynergy

  Djinn Lists:
  http://goldensunwiki.net/wiki/List_of_Venus_Djinn
  http://goldensunwiki.net/wiki/List_of_Mars_Djinn
  http://goldensunwiki.net/wiki/List_of_Jupiter_Djinn
  http://goldensunwiki.net/wiki/List_of_Mercury_Djinn

  Summon Lists:
  http://goldensunwiki.net/wiki/Summons#List_of_summons