


Welcome to Aranna, jumper. A world of great beauty and, at times, great danger awaits you. The continent currently enjoys relatively peaceful times, but the grim specter of war hangs over the people of this world.

Valdis, a prince of the Northern Reaches, is about to begin a great war after setting his sights on all of Aranna. Having found the mythical Sword Of Zaramoth, he now believes himself to be the reincarnation of the dark giant Zaramoth The Unmaker, who once ruled the lost Empire Of Stars but was slain for his cruel rule at the beginning of the Second Age. The monster's evil lives on in his blade however, as the weapon was infused by the souls of both Zaramoth himself and those of the Utgard giants that forged it. With the power of the Sword at his command, Valdis seeks to repeat history and conquer the known world.

With incredible personal strength, an army of brutish Morden that has risen to follow him, and the support of the terrifyingly powerful but secretive cabal of mages known as the Dark Wizards, Aranna has little hope to oppose his ambitions.

Of course, there is still hope for a future free from the tyranny of the power-mad tyrant. The Azunites once beat Zaramoth himself using the shield of Azunai the Defender... though the shield was broken in the attempt and the power released in the clash caused the catastrophe known as the Great Cataclysm. Still, the power of the Azunites remains in this world, and even the Sword of Zaramoth may yet find its match.

The consequences of such a confrontation may not all be good, however. For while the mad Valdis truly believes he is the second coming of Zaramoth himself, he is still but a mortal man... a man guided on his path by forces even he does not truly understand.

You appear in this world shortly before Valdis begins his attack on Greilyn Isle, the first great battle of his quest to enslave all of Aranna. Whether you seek a life of peace away from the growing war or involve yourself in the conflicts to come, Aranna will be your home for the next ten years.

# BACKGROUNDS

## Drop-in

You arrive in this world as you were, with no fame or history, and no new memories of a previous life to influence you.

## Melee



You were not born with a sword in your hand, but it's close. From a young age you've found joy in exercise, and you've become strong and tough. Swordplay and brawling come natural to you, and you've become remarkably skilled at close-quarters combat as a consequence. Anyone can pick up an axe and hit someone, but you can make that weapon *sing*.

## Ranged



You were gifted with great dexterity and a drive for exploration, and were often found climbing trees or sneaking into places you weren't meant to be. Grown up, you've now turned your talents and hand-eye-coordination to more respectable purposes. Archery, throwing weapons and the more cunning aspects of combat are second nature to you.

## Combat Mage



You've been called reckless, dangerous and irresponsible, but it was worth it to reach your goal: power, no matter the cost.
Fire, lightning and the very forces of death itself flow from your fingers, ready to be unleashed upon your enemies.

## Nature Mage



From when you were young, you've always felt a connection to the wilder parts of the world.
You've cultivated your connection to nature into becoming a skillful wielder of magic, with a focus on ice, healing and the summoning of mighty beasts.

# RACES

All races are free. Regardless of the background or race you choose, roll 1d8 + 20 for your age. Optionally, pay 50CP to choose your age, and your gender if you are a human or elf. Dryads, half-giants and dwarves may still pay to choose their age but always begin as a specific gender.

### Human

Humans are the most common race in Aranna, with an aggressive but optimistic and curious worldview. They are the most social of the races, and are one of the few that have formed friendly, or at least not openly hostile, relations with the Morden.

### Elf

The Elves are a race in decline. While they were the strongest of Aranna's societies in the past, only a mere shadow of their former glory remains. Elves tend to be intelligent and scholarly, valuing knowledge, magic and skill in combat. However, they are also withdrawn and few elves leave their city of Aman'Lu these days.

### Dryad (female only)

The Dryads are the youngest race in Aranna, having emerged after the First Cataclysm centuries ago. They are a wild, impulsive race, and have become increasingly militant in recent times. Dryads' connection to nature means they are talented Nature Mages, and they have built their home by shaping the gigantic trees in the jungles of Greylin Isle into the treetop city of Eirulan.

### Half-Giant (male only)

Half-giants are big and strong, though while they can be intimidating to those who don't know them, most half-giants are introspective and withdrawn. The history and origins of the half-giants are shrouded in mystery, and what little is known about them is lost between rumors and falsehoods. Half-giants are rare but highly respected in Aranna's societies for their strong work ethic and physical might.

### Dwarf (male only)

Dwarves are as short-tempered as they are short of stature, but are also tough,hard-working and loyal to a fault. They are rarely seen in the eastern regions of Aranna, though rumors exist of buried treasure and great dwarven mines in this part of the world. They are especially in tune with the powers of the earth.

## LOCATION

Roll 1d8 to pick a random location, or choose where to arrive in this world for 50 CP.
1-2: Eirulan, the dryad treetop city in the jungles of Greilyn Isle
3-4: Aman-Lu, the main elven settlement in the Vai'Lutra forest
5-6: Kalrathia, the largest human city in the desert known as the Plain of Tears
7-8: Free choice of any location in Aranna, be it one of the three main cities or any other city, town, or village.

## DROP-IN PERKS

**Hello [insert name here]!**
**(100CP, free for Drop-In)**

With Aranna held in the grip of fear as Valdis marches his armies across the world, it will be difficult to get people to open up to you. Still you're not going into this world without at least a small chance of making friends. With this perk, it becomes a little easier to earn people's trust than it would be otherwise, especially if you help them out with any problems or jobs they might have.

**Railroad Plot (200CP, discount for Drop-In)**

Small choices can lead to big changes, especially for someone with powers as varied as yours. Still, sometimes a bit of subtlety is more useful than changing an entire world through your mere presence. With this perk you'll find that, so long as you wish it, anything you do that might alter the expected outcomes or timing of future events suddenly has far less influence. Unless you *actively* try to force a change in your current world, everything seems to always happen the way it would have without your interference. For example, that sudden turn in a major battle will still happen just as the hero arrives to help out, regardless of whether you distracted said hero for a few days by offering him side quests. Likewise, any actions you take in an attempt to 'fix' the original plot of any setting you're in are far more likely to succeed.

**Nexus (400CP, discount for Drop-In)**

Your otherworldly nature and entry into this world has caused you to become a focus of magical power, not unlike the shrines found at various places in Aranna. You can draw on your own energy to power chants which can provide various benefits and magical effects, without needing the magical focus of the shrines. The process is rather draining however, and you will need an hour before you can use this ability again. Finally, once your stay in this world is over, you will find a series of scrolls in the Warehouse from which you can learn the chants used in Dungeon Siege II, in case you hadn't already discovered them.

**Tools of the Trade (600CP, discount for Drop-In)**

It pays to be prepared, and to do so means having the right gear for the task at hand. You've learned how to imbue items with the magical properties of reagents found throughout this world. For example, you could enhance a suit of armor with the power drawn from dragon scales or a carved carapace, making it supernaturally protective. Higher quality items can accept more reagents at once and can receive more reagents in total, though no item can be enchanted this way beyond the limits of the craft as it is practiced in Aranna. You'll be able to find new reagents in any world you travel to, though rarer reagents tend to be more powerful. Finally, with time and practice you'll be able to remove any such enchantments you place, allowing you to switch to different boosts as needed. You will not recover used reagents.



# MELEE PERKS



**Combat expertise (100CP, free for Melee)**

You've mastered the basics of hand-to-hand combat and can quickly adapt your combat talents to use any melee weapon. You also have an intuitive understanding on how to use more exotic weapons, such as the swords made of wood and teeth that are favored by the dryads of Greilyn Isle.

**Crossed blades (200CP, discount for Melee)**

Elven society favors skill over raw power in combat, something that is obvious in their development of Aranna's two-weapon fighting styles. Drawing on these teachings gives you perfect ambidexterity and an increased understanding of enemy defenses, allowing you to end any battle with a flurry of quick and brutal strikes.

### Indomitable (400CP, discount for Melee)

You are, to put it simply, difficult to kill. Your overall health and endurance gain a sizeable boost, and you find that you can keep fighting at top form no matter how badly you're injured. The only way to put you out of a fight is to knock you unconscious or kill you outright, for so long as you're conscious and able to move you're ready for more. Even crippling injuries like losing a limb won't stop you until you bleed out.

### Bastion (600CP, discount for Melee)

Sometimes the best offense is a strong defense. Melee fighters are often expected to draw attention away from the more fragile combatants they fight alongside, forcing them to take blow after blow without faltering. For you, this principle is in full effect: any time you block a physical attack with a shield, it's as if you were never struck at all. You will not stagger, your shield will not bend or break, and you won't even be able to feel weaker hits at all as blades and projectiles simply stop cold on impact. The only downside to this ability is that it does not work against magical effects.



## RANGED PERKS



### Eagle-eyed (100CP, free for Ranged)

Archery is ultimately about being accurate with your weapons, and to do that you need to know what you're aiming at. Your eyesight improves to the point you are guaranteed to have at least 20/10 vision in normal circumstances, and you'll still be able to make out targets in almost any environment short of complete darkness. Even things like snow storms or smoke cover won't completely prevent you from seeing your enemies, though you might not be able to make out any details.

### Siege archer (200CP, discount for Ranged)

While anyone can pick up a bow and start shooting, becoming a truly great ranger means using the best equipment available. Unfortunately, the more powerful your weapons the larger and heavier they tend to be. With this perk, that problem is something you will never need to worry about. You will be able to use weapons much larger than you normally could, without sacrificing any of your fine motor skills or precision while using them.

### Barrage (400CP, discount for Ranged)

Some rangers fight such that they will make every shot count, eliminating targets with ruthless efficiency. Some, however, take the opposite approach, firing an endless stream of projectiles that leaves their foes looking like pincushions. With this perk, you'll gain the ability to form ghostly projectiles for any ranged weapon you wield, ensuring that you never find yourself without arrows, crossbow bolts or other forms of ammunition. You can even apply this effect to thrown weapons, slicing your enemies to ribbons with ethereal throwing stars while the *real* weapon never actually leaves your hand...

**Overshot (600CP, discount for Ranged)**

Cowards will hide from your attacks behind shields, trees or a castle's walls, but to no avail. With each projectile you fire, you may choose to imbue it with the power to punch through any cover that would stand in it's way. Any object less than three feet thick will be as air to your attacks, so long as you intend to hit something behind it. You can even use this power to punch through one foe and hit a second enemy standing behind your first target.

# COMBAT MAGE PERKS

**Eye of the Storm (100CP, free for Combat Mages)**

Devoting yourself to the creation of magical fire or lightning can result in some... unusual resistances. You've burned your own fingers often enough while practicing with fireballs that you've learned how to protect yourself from your own magical attacks. Any spells you cast will not harm you, unless you explicitly intend for them to do so.

**Impatient incantations (200CP, discount for Combat Mages)**

Great power is dangerous to those without the skill to wield it. The most spectacular results come to mages who can form the right gestures and speak the right arcane words just right. However, there are still... shortcuts, to such accomplishments. You can now cast any of your magic even when only sort-of performing the correct procedure. You'll lose a bit of power in your spells, but sometimes you just need to electrocute a fool with a wave of your hand and a muttered insult.

**Walking apocalypse (400CP, discount for Combat Mages)**

Combat magic is chaotic by its very nature, but most often its inherent chaos is tightly chained to the will of the caster. Controlling such unruly forces does grant a skilled mage with the understanding of just what such power is capable of, however. With this ability, you can strip the safety measures of any magic you practice, letting you greatly increase its power while at the same time making it much more unstable and almost impossible to control beyond the most basic aspects. Expect a lot of collateral damage.

**Arcane annihilation (600CP, discount for Combat Mages)**

Reality sometimes seems to seek to balance those who can bend the forces of magic to their will with those who merely use sharp bits of metal to fight. Your death magic might slide right off an undead's bony frame, your all-incinerating fireballs are ignored by common desert animals, and pulling lightning from the very sky is useless against possessed suits of armor. It's an insult to your craft, your power and your intelligence, and you will have none of it. Any magic you wield can now bypass part of the resistances or even immunities of targets you strike with it. Enemies that are normally immune might still be less affected than ordinary targets, but no-one, *no-one* will ignore your power completely.

# NATURE MAGE PERKS

**Wilderness empathy (100CP, free for Nature Mages)**

Nature Mages draw upon the essence of nature to guide their soul when they craft their magics. By tapping into this font of understanding, you can calm your soul and improve your focus to draw on your power with less effort than before. As a result, you will expend less energy for any feat of magic than you would normally need, regardless of the type of magic you might be using. This perk will is not going to suddenly let you cast all day without rest, but it will make things a little easier for you.

**River's embrace (200CP, discount for Nature Mages)**

The power of nature can be used both to heal and to destroy, and the use of water by Nature Mages is one of the most clear examples of this dual nature. For offense, you become exceptionally skilled at ice magic, allowing you to melt or freeze any nearby ice or water in whatever forms you wish with nothing but a thought. Your talent for restoration is likewise improved, your healing abilities take far less effort and leave your patients without scar or blemish no matter how grievous their injuries were.

**Fang and claw (400CP, discount for Nature Mages)**

While the summoning of magical beasts is a common form of magic in Aranna, there are only so many kinds of beasts that can be called to a mage's side. This perk offers a solution by allowing you to summon magical duplicates of any beast you've met before during your travels, regardless of the world it was from. Your skill in wielding magic and the amount of power you imbue them with will determine the strength of the summon: very strong beings might only be summoned as a weaker echo of their true selves, while weaker animals can be strengthened by your power to reach strength unseen among their real counterparts. You can only summon what could be considered wild beasts and animals, anything unnatural or possessing human-like intelligence can not be summoned.

**One with the world (600CP, discount for Nature Mages)**

You are a part of the world just as the world is part of you. When a mage realizes there is no true division between the self and the environment, they can learn to accept the ebb and flow of power in ways that less insightful magicians would not. You can now draw not only on your own magical power, but also on the power of any magical sources nearby. The most spectacular feat you can accomplish with this is to draw on the very power of magical spells targeting you; that magical lightning bolt arcing towards you will not be stopped by it, but it will be quite a bit weaker when it hits and you've just acquired the energy needed to retaliate in turn.

# UNDISCOUNTED PERKS

**Powers (free for all)**

The people of this world can, if desperate enough, use tremendously powerful but draining supernatural abilities. Striking axe-blows strong enough to shear enemies in half, unleashing magical blasts stronger than any normal spell found in Aranna or firing a crossbow bolt with such force it blows though any foes in its path, there are many ways such abilities can manifest themselves. Called 'Powers', these mighty acts of inner strength are now available to you as well. As you grow more experienced you will learn how to express these powers based on your skills and talents, both those learned in this world and elsewhere. Powers can be almost anything, but most are somehow used in combat, the effects are always temporary, and the approximate strength of these abilities cannot surpass the strongest feats of power seen in Aranna.

As an example of a power you might develop from skills found in other worlds, a jumper skilled in telepathy could develop a power to briefly overwhelm the minds of his enemies to turn them against each other for a few seconds. Regardless of any powers you develop based on out-of-jump abilities, all Dungeon Siege 2 powers can be learned with enough time and practice, although learning all of them will obviously require that you first become sufficiently skilled in each of the skill types (melee, ranged, combat magic and nature magic).

All Powers share a single cooldown, and you will need to recover after each use before Powers become available again. In Aranna, powers only recharge when you engage in combat, with their full recharge speed (anywhere from a few seconds to half a minute depending on a power's strength) being reached only in a no-holds-barred fight for your life. When you complete this jump, however, they will recharge continuously over about fifteen to thirty minutes depending on the strength of the power you used previously.

**Life, Sight, Blindness, Death (200CP)**

Your connection to the old magic of the Azunites is particularly strong. You occasionally experience visions that may predict the future, lead you to lost treasures, and more. You cannot control when these visions occur and they tend to be somewhat cryptic so it will take effort and contemplation to understand what you see.

**Steadfast (150CP, you need at least one 'Melee' perk and one 'Nature Mage' perk)**

Fists of Stone tend to be more patient and reserved than most front line warriors. As a consequence, many of these spiritual fighters favor defense and caution in combat. With this perk, you can embrace the teachings of the Fists of Stone, and draw on the very earth to protect you. So long as your feet touch the ground, you become stronger, tougher and almost impossible to trip, knock down or otherwise move against your will.

**Epicenter (150CP, you need at least one 'Melee' perk and one 'Nature Mage' perk)**

With this perk, you gain an ability to control the earth much like the more magic-oriented Fists of Stone. You can shape and reshape the ground around you to suit your needs, forming walls, pitfalls, localized eruptions of rock and more. In addition, your control over the earth has

grown to such a level that you can feel through the ground, gaining an awareness of any footsteps in a large area around you.

**Slaughter (150CP, you need at least one 'Ranged' perk and one 'Combat Mage' perk)**
The Blood Assassins combine the more cruel and dishonorable aspects of combat magic and ranged combat into a new, lethal style of fighting. Much like these masters of killing, you have learned to draw on the power of your own blood to fuel your attacks. While active, this power will grant a considerable edge in combat, be it mundane or magical... but you'd better kill your enemies fast, since every moment you're under this effect will bring you closer to death.

**Blood artist (150CP, you need at least one 'Ranged' perk and one 'Combat Mage' perk)**
Rune magics are uncommon in Aranna, used primarily by Blood Assassins to form magical traps and sigils. Normally, one would need to draw their own blood and carefully inscribe the twisting lines of each rune to make them ready for use. With this perk, you no longer need such preparation. You not only learn the basics of rune magic, but you can now control your own blood as though it had a life of it's own, moving it wherever you wish and even drawing it from your veins without needing to wound yourself. You can't exert a lot of force with it, but the effect needs little focus to maintain, your control is precise enough to form the finest calligraphy on nothing but thin air, and you are always aware of where your blood is.



# ITEMS



**Novice gear (one free for all)**
You receive a basic weapon, armor, and other equipment suitable for a life on the road. The specific items will depend on your class, a fighter might start with a sword and leather armor while a combat mage might start with robes and a spellbook with a few basic spells, for example. Drop-ins receive gear of the class or classes they fit the most depending on the perks they purchase.

**Vigilance (50CP)**
You begin with a single copy of the Nature's Vigilance armor set. This dryad armor includes body armor, a helmet, gauntlets and boots. While not particularly strong, it is better than most beginning adventurers will have access to. It provides some basic magical enhancements to all aspects of your being, including health, magical energy and resistance to elemental lightning. Like other item sets, these items become more powerful when worn together.

**Veteran gear (100CP, first free for Melee & Ranged)**
You receive a collection of more powerful equipment that carries some useful but not groundbreaking magical bonuses. You may choose the specifics of the gear such as the exact item type or enchantment, though it must always be at least somewhat appropriate for your background. For example, someone with the Melee background might choose improved protection or health regeneration for their armor pieces and a two-handed battleaxe that deals additional ice damage. Includes armor, boots, gauntlets, helmet and a weapon.

**Trinkets and baubles (200CP, discount Combat Mage & Nature Mage)**
You receive various miscellaneous magical items to help with your travels. You may choose the enchantment on each item, though it must always be at least somewhat appropriate for your background. For example, someone with the Ranger background might choose enhancements that increase their dexterity or improve the chance to score critical hits. You receive four rings, an amulet and either a spellbook with a small number of more complex spells or a bag of magic reagents that can be used to improve your weapons and armor.

**Heirloom (200CP)**
With each purchase, you may begin with a single copy of any item that can be used in the game. Arinth's Staff, the Fire King's Trappings or a custom enchanted Legendary Ballista would all be valid choices, for example. You cannot choose lore-only items such as the Shield of Azunai or Sword of Zaramoth.

**The Lore Of Aranna (50CP)**
This collection of books contains the history of the world, including the background of Valdis, the origin of the Dryads and various other bits of information that might be interesting to anyone visiting this world. In addition, anyone reading these books will gain a more instinctive understanding of the world of Aranna, ensuring that they can learn the basics of melee, ranged, combat magic and nature magic regardless of their talent (or lack thereof) at these skills. This ensures that you can teach these skills to others in any future jumps you may find yourself in.

# COMPANIONS



**Old friends and new (cost varies)**
You may import an existing companion, or create a new one for 100CP per person, or you may spend 300CP for up to 8 companions at once. Each companion gains a background of their choice and 300CP to spend on perks and items. Companions cannot take drawbacks.



**Familiar faces (200CP)**
With each purchase, you may bring one canon character such as Taar or Amren with you as a companion, though you will need to convince them to accompany you. They do not gain any CP, but keep their own skills and items.

**Who's a good boy? You are! (50CP)**
Instead of bringing a person with you on your travels, you may instead take one of the game's pets, such as a Mithrilhorn, Lap Dragon or Scorpion Queen, as a companion. Initially, they're rather weak and not too bright, but they will rapidly grow in power (especially if fed with magic items) until they reach full adulthood. Given time and care, these magical beasts can become as smart as a person.

# DRAWBACKS

You may take any number of drawbacks, but you cannot gain more than +600CP total.

**Guildless (+0, mandatory drawback)**

Death is cheap in Aranna, and an adventurer can easily expect to die a few times during his career... usually. If you die and are brought back to life by a Nature Mage's healing magic, this will not count as a 'death' and will not end your chain. However, these kinds of spells only work if used within a very short time after someone's death.
Much like in the game, you may hire the Necromancer's Guild to bring you back to life if you experience an untimely end and no Nature Mages get the opportunity to revive you. However, this power does have its limits. Your otherworldly nature means that it is almost impossible to restore you to life this way. For a single death, the Necromancer's Guild can bring you back into a temporary half-life to give you a chance to save yourself. You will need to recover your original corpse (as well as any items you were carrying when you died) within 24 hours. If this time runs out before you succeed, your life slips away forever and you die for good.

**Hero In The Making (+0)**

Regardless of the place you would arrive in this world, you instead find yourself waking up in one of the cells in Eirulan with a Ring Of Submission around your neck. Don't worry though, the Warden will have some jobs for you where you can prove yourself and earn your freedom. In case it wasn't obvious, this means you are now the main character from the game. It's up to you to stop Valdis and the Dark Wizards from conquering all of Aranna and ushering in an age of tyranny.

**Veteran Difficulty (+100CP)**
**OR**
**Elite Difficulty (+200CP)**

The world becomes much more dangerous, and you're effectively living in the higher 'difficulty settings' of the game now. Excellent if you want to absolutely master your chosen profession, but obviously higher risk as well. Good luck, and try not to die.

**Item Thief (+100CP)**

This ugly little character keeps showing up, trying to steal all the interesting stuff you might find during your travels. He can be chased off with a liberal application of violence, but he never dies and no matter how much you kick his ass he never drops any loot of his own beyond what he might have swiped from you. He doesn't try to steal things you've stored away, only the things you find out in the world or carry on your person.

**No Powers (+100CP)**

The powers system is one of the most unique parts of combat in this world... but not for you. During your stay here you will be unable to access any of the powers you would normally be able to use, and this extends to any allies and companions as well. Opponents are unaffected, and can access any of their abilities without limitation.

**Wartime Economics (+200CP)**

Ah, you're trying to save the world? That's great! Cash up front. To put this another way, everything from food to magical equipment to resurrections becomes a lot more expensive. Expect to save up for quite some time if you want a new magical suit of armor or the like.

**Easily Frightened (+200CP)**

You're a coward, it's as simple as that. Morden, Undead, Familiars, and all kinds of other beasties that are or will be common in Aranna are absolutely terrifying to you. Expect shaky hands, cold sweat and a great distaste for the adventuring life.

**Hungry Chests (+200CP)**

Every chest you find now has a chance to secretly be a mimic: a horrifying teethed monstrosity that will try to kill you using various magical attacks. They'll always be the containers you least expect, and you might even start to find mimic vases, barrels and even doors at some point. They never seem to carry a lot of loot, either...

**The Last Wizard +300**

The Dark Wizards are some of the most powerful beings in Aranna, wielding enough magic to overwhelm all but the strongest warriors of this age or destroy entire towns with but a moment's preparation. Only six of these cruel beings exist: the four 'normal' Dark Wizards, the Archmage and the Overmage. Except... your arrival in this world has changed things such that there's one more Dark Wizard. More cunning and powerful than his brothers, this new foe is magically bound to you. Aware of your unusual nature as a jumper, the power you wield and the danger you pose to the plans of the Dark Wizards, he will work to bring your life to a quick and painful end by any means necessary.

**Besieged (+300CP)**

You lose any out-of-jump powers and can no longer access the Warehouse for the duration of your stay. You only have your memories and anything you purchase in this jump.

# END

With your time in this world at an end, it's time to make a choice. Perhaps you've had enough of jumping? Then return home with any powers, items and other things of interest you've collected during your travels.

Have you come to love this world and the people within it? You may stay here and truly call Aranna your home, if that is your wish.

Or perhaps you will continue traveling, seeking out even greater adventures in worlds yet unseen? Then continue your journey, jumper, and good luck.

# NOTES

Shrines are rare in the world of Dungeon Siege, especially in the wilderness, but most cities have at least one. Should you move on from this world, you can keep using any chants you've learned but will need to find suitable locations of magical power unless you take the 'Nexus' perk. These places are unlikely to be marked with structures like they are in the world of Dungeon Siege, but they will exist in any world you move to.

The Invulnerability power that can be learned in this world is not all-powerful. The barrier it creates will collapse against extremely powerful attacks (such as a direct hit from Valdis with the Sword Of Zaramoth) and it does not provide protection from forms of attack unknown to the world of Dungeon Siege.

The 'Bastion' perk makes you invulnerable against whatever weapon you block, but not to any collateral damage. Blocking an artillery shell would prevent any damage from the shell itself hitting you, but the shock wave from the resulting explosion could still hurt or kill you.

The 'Eye Of The Storm' perk only affects the direct effects of spells: launching an explosive fireball right in your home might not immediately set you on fire, but it won't prevent the roof from collapsing and crushing you. Likewise any mundane fires set ablaze by that spell might still give you burns or suffocate you due to smoke.

The default for the 'One With The World' perk will convert absorbed magical power into power for the same kind of magic if you can use it. However, you can also attempt to convert this energy into that for different magic systems, at the cost of a greatly reduced yield.