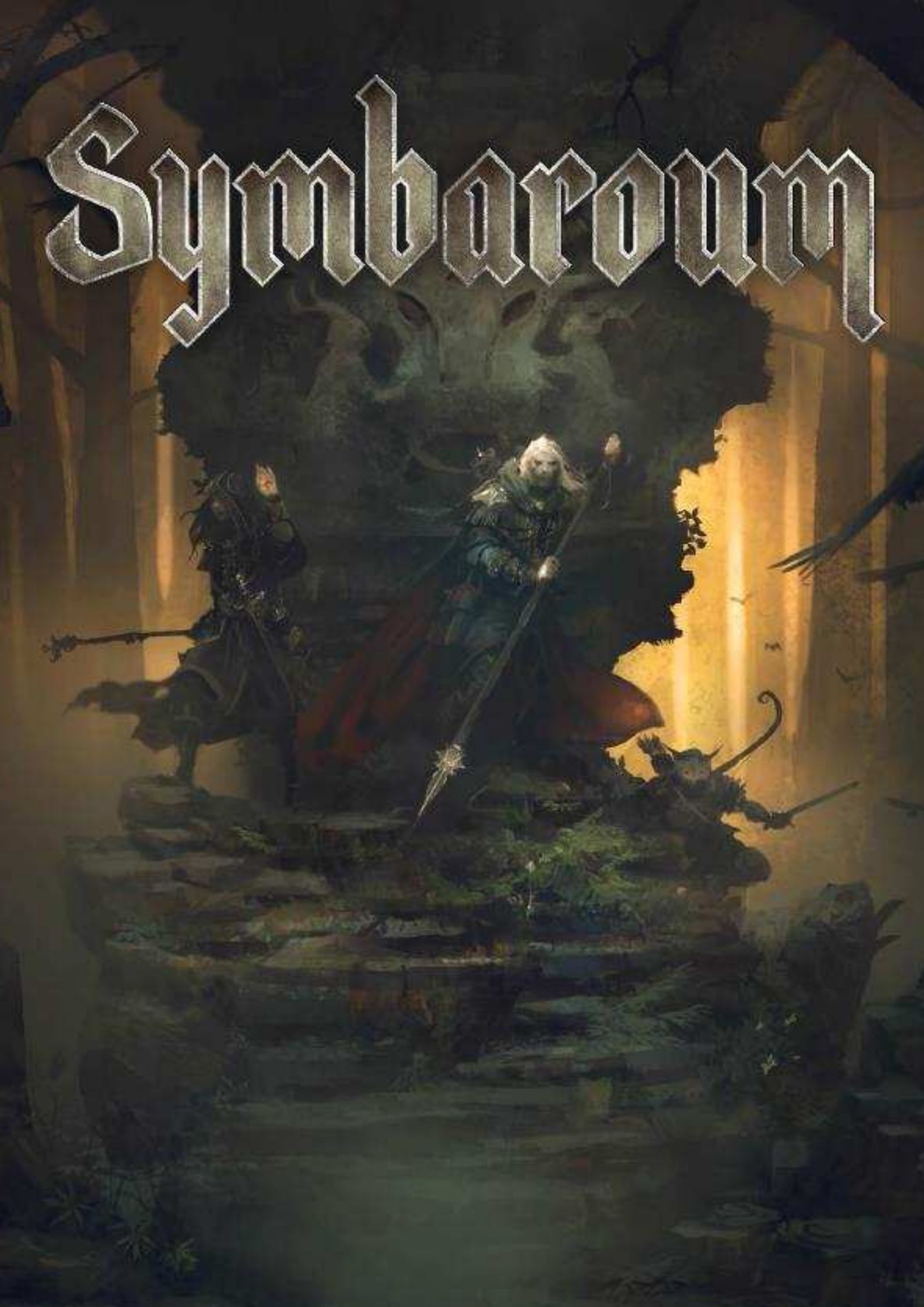

Symbaroum

Some twenty years ago, Alberetor – land of men, land of invention and ingenuity – was destroyed. The Dark Lords came, and with their armies of the dead swept away the forces of the living. Queen Korinthia Nightbane led her people over the northern mountains, the Titans, in a desperate escape, and came down into the land now known as Ambria, open plains nestled between the high mountains and the vast, dark forest of Davokar. They battled against the clans of humans who lived on those plains, destroying two and driving the remainder back into Davokar. There, the Ambrians put down roots again and established a new kingdom.

But life goes on. Nobles and princes plot against one another in the high halls of power. The church of the sun-god Prios hunts heretics, black sorcerers and the powers of darkness. The wizards of the Ordo Magica seek out new knowledge and new secrets – perhaps some better left alone. Dark cultists wallow in corruption and practice black arts of slavery and debasement in hidden clearings and secret rooms behind the walls of noble houses, and rogues and spies duel in the night. Dwarves, goblins, and ogres scrabble for livelihoods amongst the streets and slums of Ambrian towns, while changelings struggle to find a place where they belong, torn between wood and city.

Beyond the borders of Ambria the so-called 'barbarian' clans still live within the 'bright' parts of Davokar – many never left – and gather at the great rock Karvosti to hold council amongst their chiefs and witches, and consider what is to be done. Adventurers, of the Kingdom and the Clans alike, tread perilous paths into the forest, hunting for treasure and ancient secrets – and violating old treaties with the mysterious elves, who slay intruders into forbidden places in the name of the Iron Pact which men have forgotten, but the Elder Folk have not. Trolls lair beneath the roots of the forest, old and wise and strange in their ways, and monsters stalk the quiet glades beneath the watchful trees.

And in the heart of Davokar, somewhere, the ruins of a glorious, terrible kingdom dream and rot in the dark.

Symbaroum is waiting…

Take 1000 CP.



Background

Choose one Background. You receive 50% off on all Abilities and Items listed under your Background, while 100 CP Abilities or Items so listed are free.

Independent

An independent soul; you were probably brought up in one of the major cultures in the region, but have since rejected their ways of life and seek out your own paths – for better and worse.

Ambrian

Recently arrived to the lands between Davokar to the north and the Titan mountains to the south, fleeing the ruin and desolation of their homeland of Alberetor. Ingenious, arrogant and often exploitative.

Tribal

The descendants of Symbar, who have lived in and around Davokar for centuries and hold treaties and taboos which keep you in some accord with the natural world, while still enjoying some of the benefits of civilization.

Cultist

Whether Ambrian or coming from the tribes, you have rejected their ways and seek power in corruption – or perhaps you were assumed to be such a one, and have been driven to such darkness by the predations of inquisitors.

Creature of Davokar

Mysterious and terrifying to the denizens of the outside world, you have made your home within the Forest of Death's Shadow. It is not your friend, but you know it better than any outsider ever could.



Race, Age and Sex

You may choose your sex and gender as you will. Appropriate ages will depend on your chosen race. Certain races are subject to prerequisites before they can be taken.

Human



Prerequisite: None

The most numerous of the speaking peoples in the Davokar region, most humans belong to either the Ambrian kingdom, or the tribes of Davokar – though a few also live amongst the elves of the Iron Pact, usually after having been abducted as infants and raised within the Pact as something between comrades and pets. Humans have no particular special abilities, but do benefit from being in the majority in many situations.

Pick any age between 16 and 80, or roll 10+3d8 for age.

Goblin

Prerequisite: Must take the Pariah Complication.

Goblins are short-lived beings, small in stature and sinewy in build. A goblin is considered a youngster at the age of five, adult at ten and an elder at the age of twenty. To meet a thirty-year-old goblin is a rarity, as towards the end of their lives a powerful instinct takes hold of them, and they travel into the depths of Davokar, presumably to seek a lonesome death. In their 'natural' state within the forest, goblins form small, feuding tribes and struggle to survive near the bottom of the food chain, occasionally forming alliances with human tribes, but often being seen by them as pests.



Where they have settled within Ambria – most notably at the Thistle Hold – goblins are treated as second-class citizens, performing a variety of dirty tasks during the day before being driven out of town to dwell in slums, though some have taken up treasure-hunting as a way to escape such a life.

Gain **100 CP**. Pick any age between 7 and 25, or roll 5+2d8 for age.

Ogre

Prerequisite: Must take the Pariah Complication for no CP.

Gigantic individuals who emerge from the depths of Davokar without memory of any previous life, ogres have a strange place in the society of both the Tribes and Ambria. They are often feared for their size and strength, while being valued for the same – and their naivete about the world at large can make them vulnerable to manipulation. Nevertheless, ogres have found places for themselves, acting as soldiers, labourers, assistants to witches and more. Despite their size and lack of knowledge, they are by no means stupid, and are no less prone to cunning or the arcane arts than other races.

Pick any age between 16 and 80, or roll 10+3d8 for age.

Troll

Prerequisite: Creature of Davokar or Independent. Must take the Pariah Complication for no CP.

Although many monsters may grow larger or have more dreadful powers, few are so feared by the Tribes or the people of Ambria as trolls. These horned, clawed humanoids, often reaching two and a half meters tall and growing larger still with age, are most often encountered as near-feral 'rage trolls', hunting alone or in terrible packs in the depths of Davokar. Sometimes such packs may be under the command of a 'liege troll'; older and more cunning, with the strength to beat their lesser kin into submission – and, thankfully rarely, one might encounter an enormous arch troll; ancient, horribly cunning, often skilled in magic and mighty in physical combat alike.

But there are other trolls as well. In the Underworld, the great labyrinth of tunnels and caves beneath the roots of Davokar, a great civilization of trolls exists. This civilization is not large in numbers and is deeply competitive. An individual's worth is measured by what they can contribute to the community, whether in crafts, arms, or recitations of legend, but one's worth must be constantly tested by competition – and leadership is won only through such means. Though such contests are ritualized, death is still a possibility.

Trolls do not seem to die of age, but grow slowly larger and stronger with time – as well as having natural weapons, and a mild degree of regenerative ability when well-fed. Pick any age under a century.



For an additional **200 CP**, you may instead have lived long enough to become a liege troll; up to three metres tall, with stronger regeneration, strength accordant with your size, and skin which acts as natural armour, similar to boiled leather.

For a further **300 CP**, you may have lived longer still, and developed into a great arch troll. Your armoured skin has become more akin to bark than the vulnerable flesh of ordinary creatures, you are as tall as two or three men, and have developed into a unique form – you may have great horns, a crown of smaller ones, tusks jutting from your jaw. You may be tall and thin, squat and enormous, or some other shape – and the power to mesmerize and daunt others with your stare or song, making them vulnerable.

Changeling

Prerequisite: Must take the Pariah Complication for no CP.

Occasionally, amongst the Tribes and (more recently) amongst the Ambrians, a human child may be stolen from its crib and a changeling placed in its stead. This may occur to families of both high and low status, but the tale is often tragically similar. A changeling looks human during childhood and starts to develop more elf-like features in their adolescent years,

though without ever becoming an elf. A changeling reaches adulthood at approximately the same age as a human, but thereafter ages much slower, potentially living to one or two centuries of age.

A changeling's lot in life is usually a hard one, since few of them are allowed to stay with their families when their true nature has been revealed. Changelings are sometimes taken in by witches or wizards to serve as assistants, but most of them end up on the street. However, their strange heritage does grant them one grace besides their slow aging: They have the ability to create illusionary appearances for limited periods, making them exceptional spies and con-artists, and greater practice allows a changeling to maintain such illusions for much longer.

Pick any age between 16 and 80, or roll 10+4d8 for age.

Elf

Prerequisite: Creature of Davokar or Independent. Must take the Pariah Complication for no CP.



The elves are mysterious and frightening to the people of Ambria and the Tribes of Davokar. Living deep within the forest, they mercilessly hunt and slaughter those who intrude upon the ruins of old Symbar – and their unnerving, black-eyed appearance does them few favours in terms of their relations with outside peoples. These elves belong to the so-called Iron Pact, a group dedicated to keeping Symbar quiet and its ruins and blight-beasts sleeping. The elders of the Pact say there is a kingdom of elves far to the west, and that all they do is to defend that land from the dangers that lurk beneath Davokar – but perhaps this is only a story.

Elves progress through multiple stages of life, entering a lengthy metamorphosis between each one – a metamorphosis which, as Davokar darkens, few emerge from in each stage. The first stage, known as 'spring elves' or 'fairies' grow to only about four feet tall, and have a childish curiosity and exuberance (as well as childish cruelty) in their outlook on life. Bands of spring elves roam Davokar, hunting with bows and spears, and sometimes acting as scouts for their older kin. After about fifty years, they enter a months-long metamorphosis, most then emerging as 'summer' elves or 'elflings' – around the size of humans, but with a notable streak of impatience and passion. They are the main body of the Iron Pact, and remain in this state for around 150 years before metamorphosing into the next stage over the course of up to fifty years; the seven-foot-tall and significantly more wise and patient 'autumn' elves, who act as leaders within the Pact, and often have great command of magic. Finally, after as much as four centuries, autumn elves may enter dormancy again, perhaps for centuries, before emerging as a winter elf. These are vanishingly rare, pale of hue and almost three meters tall, tend to become hyper-focused on some task or purpose as a sense of time slips away from them, and are typically vast in both power and wisdom. Some whisper that there is a fifth stage of life for elves as well, beyond even this, but if it is true then none seem to know or be willing to speak on what it might be like.

By default, you are a summer elf, able to benefit from their longevity, as well as the subtle collective memory they possess, allowing you to sink into a trance to temporarily draw out memory of a skill – though not magical powers or rituals. For an additional **100 CP** you may instead be an autumn elf, larger and more easily able to draw on this wisdom of the ages, and for a further **200 CP** you may be a winter elf, able to do so almost reflexively.

Choose age as appropriate for your type of elf.

Dwarf

Prerequisite: Must take the Pariah Complication for no CP.



A strange people who have lived in the region of Davokar since their inception, legend and the oral records of the dwarves tell that they were created from the earth in the kingdom of Symbaroum in some way to be a race of slaves. They are, as their name suggests, short, but their more relevant traits are their near-infallible memory and their connection to the earth. Dwarves do not possess souls in a traditional sense and cannot suffer corruption; if they would suffer it they instead suffer injury – dwarven mystics are thus rare, as casting magic necessitates suffering corruption. Dwarves also lack the shadows seen with witchsight, but their words and secret language hold a mysterious power that can sometimes allow them to lay curses and misfortune on others, or deliver retribution for harm.

Unfortunately, the dwarves in contact with humans display a general lack of care (some would say 'morality') in their dealings with outsider to their families, which form the centre of their worldview, and have become known for cheating such outsiders without remorse – or at least the dwarven colony in Yndaros follows such customs, and they are the population of dwarves best-known to Ambrians. In truth, this colony (quickly becoming a criminal syndicate) are composed of exiled nobility from the mountain-fortress of Küam Zamok, deep in the southern mountains where the Titans meet the Ravens.

Pick any age between 16 and 80, or roll 10+3d8 for age.

Bestiaal

Prerequisite: Cannot be Ambrian. Must take the Pariah Complication for no CP.

According to their own tales, the ageold race of shapeshifters calling themselves bestiaals began as allies to the humans of Symbaroum, but eventually became their slaves and enemies. A bestiaal's natural form – the one they wake up in every morning and assume at the moment of death – is human-like with beastly features, sparse fur and a hairless tail. However, it is common for them to look very different, as their race have the native ability to alter their shape – not for disguise, but for power.

A bestiaal can take on all manner of animal traits, only one at a time at first, but with time and practice their abilities grow greater, until they can alter their size, gain wings and claws, natural armour, poisoned breath and more, though they can still only take on so many traits at once, and cannot completely abandon their roughly-humanoid shape. Curiously, this does not appear to be a magical ability, in that it does not inflict corruption upon the user.

Pick any age between 16 and 80, or roll 10+3d8 for age.

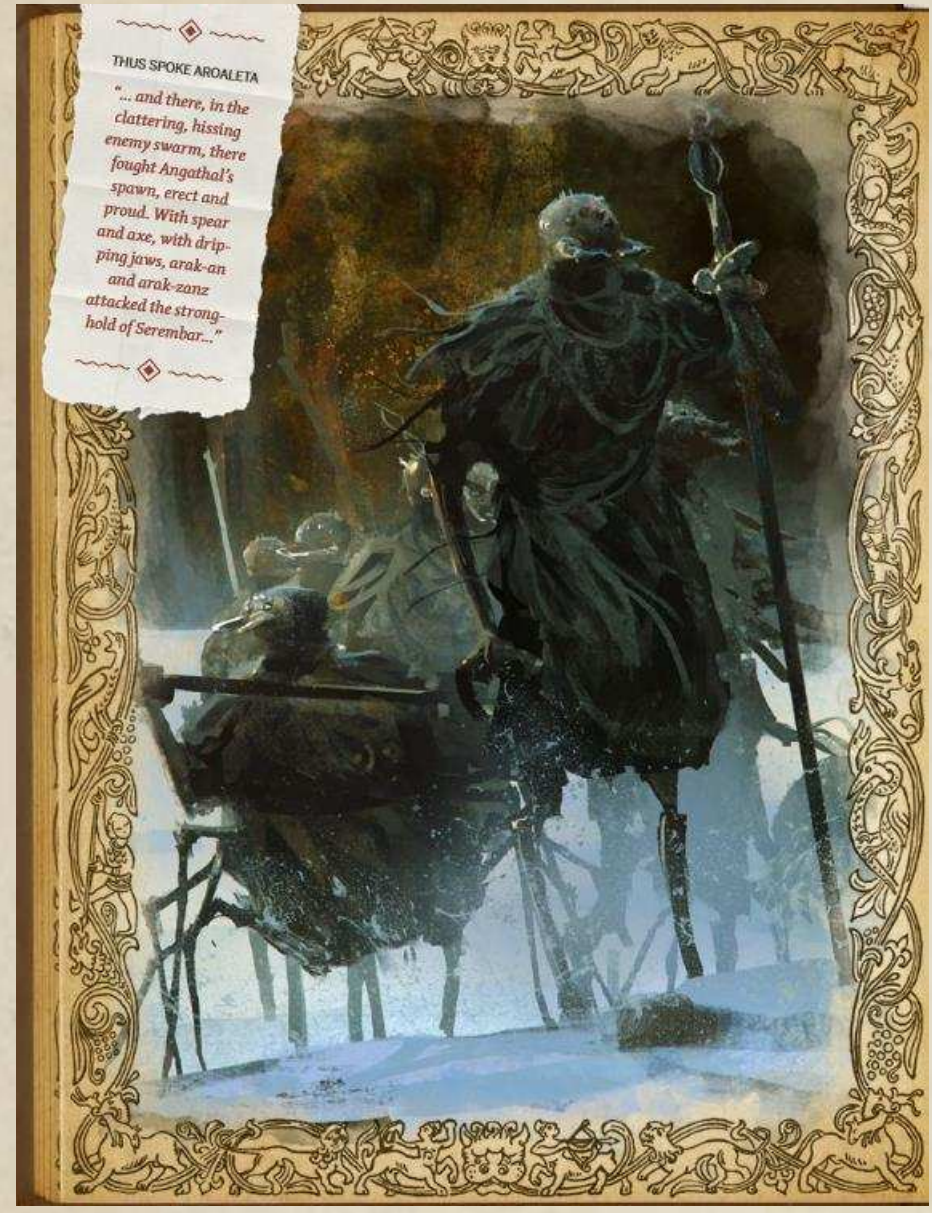
Arach

Prerequisite: Must take the Pariah Complication for no CP.

Some five hundred years ago, the tribes of Davokar banded together and elected the first High Chieftain from amongst their number in order to lead their resistance to the Spider King Anghal-Thaal, who had sworn to wipe humanity from the region. They succeeded, and he was defeated, but his people the arachs are not gone, and still remain in their bands and companies deep in the depths of Davokar, often alongside the enormous spiders which lair there.

Appearing as humanoid spider-beings, the arachs do not reproduce in a conventional fashion, but instead use a mystical ceremony to weave a golden cocoon, into which a sapient being is placed. Over the course of a month, the victim is transformed into another arach, with a compulsion against harming other members of their new species and against leaving the collective (though you will not be subject to this). Arachs vary significantly in appearance, and even in number of limbs, but have the inherent ability to speak with spiders and spider-like beings (useful when some of those spiders can be the size of dogs, or wagons), and can develop useful physical traits like poison, natural weapons or the ability to produce strong webbing, as well as perform the ceremony to create more arachs.

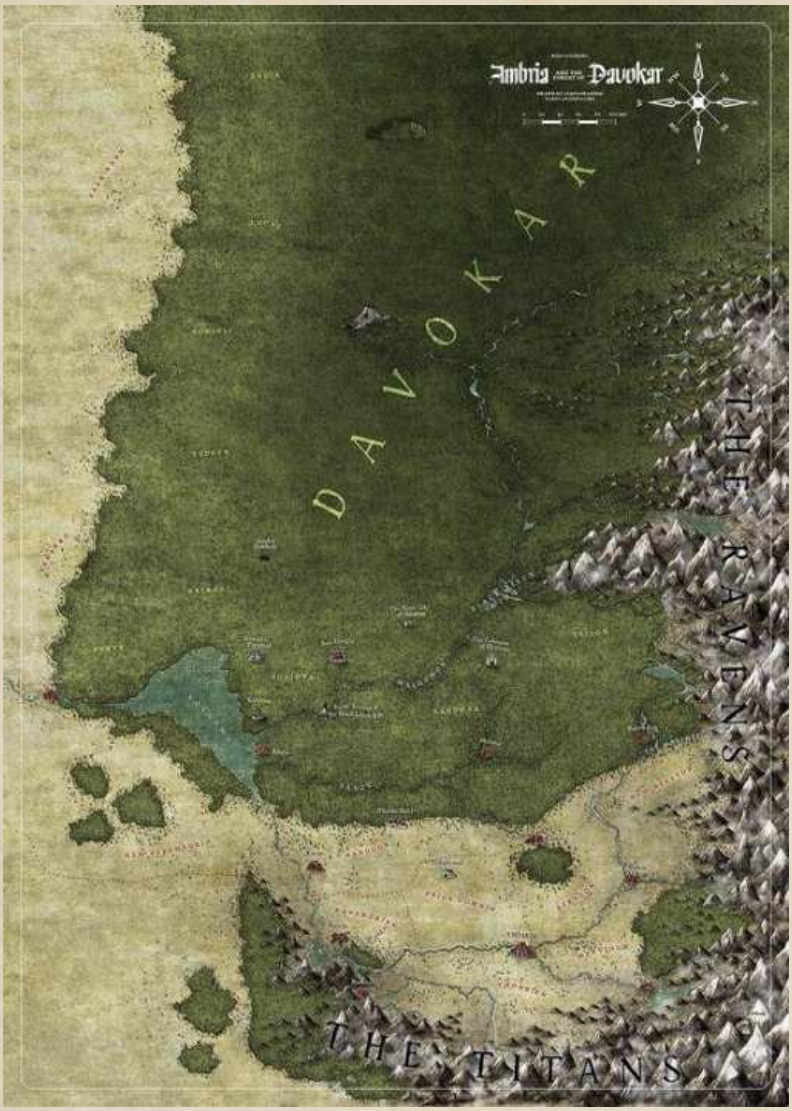
Pick any age between 16 and 80, or roll 10+3d8 for age.



LOCATION

Either begin in one of the locations associated with your Background, or roll 1d6 to determine your starting location.

1. **Thistle Hold (Independent, Ambrian):** A town on the borders of the great forest, established by the legendary treasure-hunter (now mayor) Lasifor Nightpitch.
2. **Yndaros (Ambrian, Cultist):** The capital of Ambria and heart of both the rule of Korinthia Nightbane and the Church of the Dying Sun.
3. **Bright Davokar (Tribal, Creature of Davokar):** The outer parts of Davokar; deadly dangerous still, but habitable for one with the knowledge and skill.
4. **Karvosti (Tribal):** The great rock rising out of the depths of the forest near the shores of Lake Volgoma. Where the Tribes come to hold council and debate courses of action amongst themselves.
5. **Dark Davokar (Cultist, Creature of Davokar):** The deeper parts of Davokar, where it earns the name 'Forest of Death's Shadow'. Corruption is common here, and monsters grow into strange and terrible forms around the ruins of old Symbar.
6. **Free Pick.**



Abilities

General

Witchsight (100 CP)

All living beings in this world have a 'shadow'; a kind of aura displaying the interplay of the powers of nature, civilization and corruption within their souls. Those with the talent for witchsight, or using appropriate magic, can perceive such shadows – though there also exist spells which can disguise their appearances. You have this talent, the ability to look a little past the ordinary world, and judge the nature of living things.

In future jumps, this same ability will allow you to judge the presence of other powers in a soul, as well as the general inclination towards civilization, nature or destruction.

Undead (100 CP)

Prerequisite: Must take the Pariah II Complication. Cannot be Dwarf.

Sometimes, people who die don't stay dead. This is nothing new to Ambrians or the Tribes; the Dark Lords employed armies of corpse-slaves in the Great War, and the ruins of Symbar are often haunted by the unquiet dead. Nevertheless, while many undead are mindless or possessed by their passions, some return – whether by chance or ritual – with their minds intact, though they are truly dead. Their bodies are corpses and, unless something intervenes, they are all very slowly decaying towards their final death, which might come centuries after their first death.

Such undead beings technically lack souls and are thoroughly corrupt, in the sense that there is nothing within them that can be further corrupted. Certain alchemical draughts exist which can disguise their deathly state to an extent, but otherwise they must take care to hide their nature or be hunted down – the Ambrians hate and fear the undead with a passion.

Undead need not breathe, sleep, eat or drink, cannot be affected by poison or disease and do not suffer pain. However, they also do not heal, save via certain magical effects which can mend their dead flesh – or by eating raw meat or drinking blood, which rapidly heals them. With time, they may develop a supernatural degree of resilience to physical damage, though mystical and holy effects harm them as ever, and may cultivate the ability to supernaturally terrify others, or spread an aura of deathly cold.

Exceptional Attribute (100 CP)

Choose one of the following attributes: Persuasiveness and charm, physical strength and toughness, psychological endurance and willpower, perceptiveness and vigilance, accuracy and precision, swiftness and agility, stealthiness and deceptiveness or cunning and intelligence.

Whichever attribute you choose is increased, becoming notably impressive; the kind of thing that would cause someone to say 'That's a strong guy' or 'That's a clever one there'.

This perk may be taken once per Attribute.

Bushcraft (100 CP *or* 200 CP)

You are practiced in surviving in hostile lands, and can find food, water and shelter with relative ease for yourself and (with more difficulty) for a small group of companions. You are a good tracker, able to follow subtle signs of men or beasts through the depths of the forests.

For an additional **100 CP**, your skills in this area are greatly increased. Your knowledge of the perils and opportunities of Davokar are encyclopaedic, and you could count on your own survival even in the darkness of the forest. You could lead a company to its black heart – if you only knew where to go.

Warrior (100 CP *or* 200 CP)

You are a trained and skilled warrior, able to handle yourself well in combat and best most ordinary soldiers in a one-on-one fight, or even against a few opponents. You are skilled in using most medieval weapons to a reasonable extent, but can choose two (e.g. bow and sword) to have a greater level of mastery with.

For an additional **100 CP**, you may either raise your fighting skills with conventional medieval weapons to the level of a true master, able to battle multiple foes at once with reasonable expectations of winning, or gain skill in a more exotic means of fighting. Perhaps you have been drilled with the new Ambrian gunpowder weapons, or learned the hammer-fighting methods of the trolls or the Wrathguard.

Alchemy (200 CP)

Many are the strange and wonderful substances which can be found in the depths of Davokar, and many are the wondrous draughts, powders and potions which can be made from them. You are skilled in such methods, whether trained in the rigorous scientific methods of the Ambrians, or the traditional herblore of the tribes. You could make healing draughts, smoke-potions which can stun the monstrous insects of the woods, the 'twilight tincture' which causes undead bodies to take on signs of life for a week or so, and even 'spirit's friend', whose vapours turn the breather temporarily incorporeal.

Mystic Tradition (400 CP)

You have trained in the mystic arts – and more than simply learning spells and rituals, you have been tutored in one of several different traditions. This makes it so that you no longer gain permanent corruption when learning powers from that tradition, and you greatly reduce the temporary corruption suffered when using magic of that type. Some traditions also grant extra benefits, and one tradition corresponding to your Background may be Discounted:



- **Theurgy (Ambrian):** You have trained in the holy magics of the Church of the Dying Sun, which focus on creating light and purity, banishing illness, disease, magic and evil and on identifying, tracking and destroying the corrupted and undead.
- **Wizardry (Ambrian):** You have trained in the methods practiced by the erudite mystics of the Ordo Magica, enabling you to use their spells of mental force, elemental command and manipulation of raw magic without suffering undue corruption.
- **Witchcraft (Tribal):** You have been taken as an apprentice by one of the witches of the tribes and taught their natural magics, manipulating beast and branch, earth and air and water, and the spirits of the dead.
- **Symbolism (Tribal):** You have been trained in the mysteries of the ancient order of symbolists, who bind spells into complex signs and sigils. This method is particularly adept at avoiding corruption, though at first spells take extended periods to write or paint. With greater skill, you will be able to form sigils rapidly, or even draw them as light in the air.
- **Sorcery (Cultist):** You know a few dark spells and rituals, to call daemons or the undead, to enslave and curse your foes or to belch forth clouds of corruption. More than this, however, you have learned to gain some control over corruption itself through the force of your will, to draw on it for more power or to target your spells at your enemies through the corruption which is in them, to absorb corruption that would affect others or, if their will is weaker than yours, to impose corruption you would suffer onto others.
- **Staff Magic (Creature of Davokar):** You have bound your soul to a magical staff in the tradition of this martial order. It radiates an aura of protection, and can release bursts of elemental power, be thrown at impossible speed, fight independent of you, protect you from incoming blows or hold the power of destructive rituals until released.
- **Troll Singing (Creature of Davokar):** You have learned the secret songs of the trolls, which can instil bravery and strength in allies, weaken and confuse enemies, cause weapons to dance and fight on their own, repair broken objects or lead the way to hidden things.

Artefact Crafter (200 CP; Discount Troll Singing or Wizardry)

You have learned the secrets of the crafting of lesser artefacts. Such magical items cannot match the ancient treasures to be found in the ruins of Symbaroum, but can still be useful. From mystical focuses which enhance spells from a particular tradition of magic or a more limited subset thereof, to seals containing spells which are released when the seal is broken, to enchanted spider-figurines which bind wounds to the glowing sun-masks of the Church of Dying Sun, these little wonders will fetch high prices, so long as you know who to sell them to.

Arch Magic (300 CP; 200 CP Independent)

Most cultures have a legend of 'pure magic'; magic which exists without corruption, allowing mystics direct access to the forces of the cosmos. Such a thing does exist, albeit hidden deep within the depths of Davokar and held by an ailing order of mystics – but it does not live up to all that might be hoped. This 'arch magic' consists of a series of adaptations and additional motions and words appended to other spells to exact their price from the caster's body instead of in corruption, but its cost can be high.

When casting spells this way, the caster is weakened, their magic sapping their strength, speed, vitality, willpower or other traits. This is generally temporary, but if the caster draws too deeply too quickly the loss can be permanent, resulting in emaciated bodies, blinded eyes and other such things. Nevertheless, it does achieve its aim: When cast this way, spells and rituals cause no corruption at all, whether to the user or their surroundings.

This method can be used to avoid corruption or negative effects from other forms of magic as well, requiring only some time to adapt it to whatever form of magic that may be.

Independent

Strider (100 CP; Free Independent)

If one is to make his fortune in Davokar, he's probably going to have to walk quite some way to do it. You have a significant degree of stamina, and seem not to suffer the exhaustion of travel as easily as others. Part of this is simply experience and the ability to walk for hours at a time without tiring, but also you seem to deal with blisters and other discomforts less often, and you have a way of finding satisfaction in the sights you see along the way, such that the road never becomes tiresome to you.

Sixth Sense (200 CP; Discount Independent)

To say that the Forest of Death's Shadow is deadly would be an understatement – and there are no fortunes that can be won by the dead (not the quiet dead, anyway). You have an almost-preternatural sense for the presence of danger, whether that be a trap, the presence of a curse, or a stalking beast. This doesn't necessarily tell you what the danger is, but you'll rarely be without some warning – and from that point, your more ordinary senses must do the work. Such senses are sharpened as well, allowing you to deal with impediments to them, or even their lack, by using others to make up for what you're missing.

The Big Haul (400 CP; Discount Independent)

A few adventurers have returned from the depths of the forest with vast riches, whether that be in the form of rare ettercopal, precious herbs, or mystical artefacts. Even of those who return at all, though, most live hand-to-mouth, barely making enough with one venture to pay off the costs of the next. Not for you. Clues and hints at ancient mysteries and lost treasures seem to fall into your lap with bizarre regularity, and you have a knack for finding things in general, whether tracking a bounty or working out from geography where an ancient temple might have been built, even if it's not included on any maps. Assuming you can survive the journeys, such a talent could make you wealthy indeed…

Living Legend (600 CP; Discount Independent)

Lasifor Nightpitch is a legend amongst the Ambrians; one of the first and greatest treasure-hunters to delve into Davokar and return, alongside a ragged band of misfits. He made his fortune and has now retired, acting as mayor of Thistle Hold, a fortified town filled with dozens of adventurers seeking to follow in his footsteps. But great as his deeds were, the legend has grown greater still – and this is where your talent lies. You have a knack for controlling your reputation, for hiding negative aspects of your doings and promoting the positive. If you put in the work, you could be a legend in your own right, and there's no small amount of influence that can come with renown of that kind.

Ambrian

Teachings of Wielda (100 CP; Free Ambrian)

The god of the Ambrians, Prios, commands that they tame and trammel the land, re-making it into new shapes to serve them and their kin. In this the principle of Wielda can be seen at work; the principle of technology, civilization and exploitation. You exemplify such ideals, as you have a masterful degree of skill in farming and cultivation. You know how best to raise animals, milk goats and cows, keep chickens and shear sheep. You know when to sow and when to harvest, what grows in what ground, and methods for enriching the soil. Given the land for it, you could be a prosperous farmer – so long as you remember from where the bounty comes.

Inquisitor (200 CP; Discount Ambrian)

The holy servants of Prios are ever-vigilant for signs of the corruption which devoured and destroyed their homeland of Alberetor. You could fit in well amongst their inquisitors, with a piercing eye for

details and the ability to pick out guilt in a crowd or deception in a practiced liar. Moreover, you have the subtlety the Church expects of its Black Cloaks, allowing you to serve as an exemplary spy via disguises and con-artistry. Perhaps you actually serve the Church, or perhaps you sell your services to squabbling nobles looking to get ahead of their competition.

Ingenuity (400 CP; Discount Ambrian)

For all the devastation wrought upon their homeland, the new immigrants to the Davokar region are certainly innovative, pursuing new advances in clockwork, chemistry, alchemy and ballistics. You share in this ingenuity, having significant understanding of Ambrian technology (roughly around that of early modern Europe, with the addition of various forms of magic), but perhaps more importantly a talent for seeing how things could be improved or expanded upon. This doesn't guarantee rapid leaps ahead, but as you work with tools and technologies you will often think of ways to improve them, or devise new items based upon their principles.

Nightbane (600 CP; Discount Ambrian)

Queen Korinthia Nightbane has achieved incredible things since being crowned – not least the reformation of her people's religion and the leading of them over the Titans and into Ambria. You possess the same combination of finely-honed social sense, charisma, political acumen, knack for delegation and understanding of how to manipulate beliefs which would allow you to accomplish similar feats. Perhaps most of all, though, you know how to inspire others and hold them together in the face of tremendous hardship, to focus people on a singular goal and suppress their squabbling until all is done. With time and the right position, you could be a truly great ruler.

Tribal

Customs Old and New (100 CP; Free Tribal)

Where the Ambrians have a relatively-unified culture, the many tribes which inhabit the Davokar region all have their own ways and modes of doing things, despite sharing an origin in descent from Symbar. Perhaps from association between such tribes, you have an in-depth knowledge of the cultural taboos and customs of the tribes of Davokar, and the ability to pick up such cultural details – including languages – at a great speed in future. Within a few weeks, you could blend into a foreign people as if you had always belonged.

Chanter (200 CP; Discount Tribal)

The tales of the tribes of Davokar stretch far back into the mists of time, and although myth, memory and tall tales blend together there are often useful secrets which can be found within. You have been trained in the traditions of the chanters of this people, and are an exemplary storyteller and epic poet in your own right – but perhaps more practically, you have a knack for sifting the kernel of truth from the chaff of legend. Moreover, you have a talent for picking up more stories and legends in future, and will be able to exert this same uncanny knack for finding truth amidst fables and urban legends to your advantage.

Many Voices (400 CP; Discount Tribal)

Some five hundred years ago, the Spider King Anghal-Thaal waged war against the tribes of Davokar with the intent of wiping them out. They banded together in the face of this threat where before they had primarily fought one another, but even after the Spider King was defeated they retained a degree of confederation unseen before. You share in this ability to foster cooperation and mediate between different groups; with time and work you will be able to erode prejudice and division, bring even deadly enemies to the negotiating table and work out settlements and compromises which please all.

Wisdom of Tradition (600 CP; Discount Tribal)

Though the Ambrians may deride the clans as backwards, conservative and barbaric, the fact remains that their traditions and taboos have allowed them to live within and around Davokar for many centuries – while the Ambrians have stirred it to wrath within decades of their arrival. You have a similar ability to understand how to live in balance with dangerous forces, neither submitting to nor rejecting them entirely, whether those forces be nature and civilization, or more mundane powers such as dangerous nations, and to take the long view on things – to find methods which, even if they don't provide the greatest returns, are sustainable. Moreover, you have an excellent ability to manipulate the taboos and customs of a culture to your advantage, both taking advantage of existing practices and changing them over time as you see best. Finally, any such customs you establish will stand the test of time, being passed down the generations. This doesn't guarantee everyone will obey your rules, but you are able to instil great longevity into the social changes you introduce, and most people will tend to go along with them.

Cultist

Grace of Wratha (100 CP; Free Cultist)

Where others reject corruption, you have embraced it – and in that embrace, gained a strange kind of resilience to it. This does not protect you from gaining corruption, nor its final result, should you go that far – metamorphosis into a monstrous blight-born abomination. However, the corruption of Wratha (and other forms of supernatural corruption) will have a much-reduced effect upon your mind and will, though it may still twist your body and contaminate your Shadow.

If you walk the road into damnation, you will not be able to blame madness for the places it takes you.

Hidden Evil (200 CP; Discount Cultist)

Right-thinking folk would cast you out or burn you at the stake for what you worship – so it's probably for the best that you're a master of hiding your intentions, your true nature, and your activities. Whether through disguises, an exemplary poker face or layers of false names and catspaws, you would be a true challenge for even some of the sharpest of the Order's Inquisitors to track down – or to prove to be at fault, should they somehow catch you.



Binder (400 CP; Discount Cultist)

To wield sorcery is to make use of dangerous tools; daemons, abominations and the restless dead. The more mundane kinds of control such a person must exert can be dangerous as well – blackmail can turn on the blackmailer, and threats on the extortionist. You seem to have a gift for this kind of thing, though, as you will find that any means of forcefully exerting your will over another, whether by magical binding or enslavement, or more mundane means, are significantly more effective than they would otherwise be.

Temptations of Power (600 CP; Discount Cultist)

The powers of corruption are terrible, horrifying things which twist flesh and mind and soul into new and awful

forms. Why, then, do people still go to them? It's simple: It's easier, and it gives power. Who cares if, a dozen generations from now, the land is made barren and waste – you won't be alive then anyway. You have a deep understanding of this principle, the way that people tend to go down the path of least resistance, and can use it to terrifying effect. Through careful framing, cunning words and appeals to the facts of life, you can manipulate almost anyone into doing what you want, so long as it benefits them or makes things easier for them in the short-term (or at least seems to). With this, you could lead all but the most resolute of Templars into corruption, and turn people's own natures against them to get what you want, on a personal scale or – if you put in the time and effort – on the scale of nations.

Creature of Davokar

Creature of Wyrhta (100 CP; Free Creature of Davokar)

You are a creature of the wild, and the wild recognizes you as such. You have a notable affinity for animals and plants; even if you can't straightforwardly speak with them, you can often understand what plants or animals want or intend (the latter more than the former mostly, though some of Davokar's plants can be pretty active). Moreover, natural creatures seem more well-disposed towards you than others. You'll still need to respect dangerous predators, but they won't attack you without reason, and you'll find it much easier than others would to tame or befriend wild creatures.

Shadow Among Shadows (200 CP; Discount Creature of Davokar)

Death comes in countless forms under the eaves of Davokar – many without the grace to alert their victims before they strike. You have an incredible ability to conceal yourself, especially in natural surroundings, such that it would take supernatural senses or truly exceptional perceptiveness (and possibly paranoia) to pick you out in such an environment. You also know how to conceal larger things as well; how to camouflage buildings or hidden grottoes to be safe from wild beasts or greedy treasure-hunters while you're away.

Without Respite (400 CP; Discount Creature of Davokar)

The Iron Pact have kept watch over the ruins of Symbaroum for centuries – and some of their members now are still the same as they were when that empire fell. Time has only honed their skill and determination – though it has not lightened their grief. With this you could match their dedication; the psychological toll taken upon you by constant vigilance and activity is greatly reduced, while your patience is increased, allowing you to attend to both boring and stressful duties for enormous spans of time without suffering too badly for it, or neglecting your charge – or, alternatively, withstand the constant competitiveness of troll society without going mad from the stress. Additionally, while your skills will grow no faster than otherwise, they will never quite stop growing. If you reach what would be their limits their growth will slow immensely, but time and practice will always show you ways to improve, if only marginally, until you can perform feats through skill alone which others would call magic.

Sleep Beneath the Roots (600 CP; Discount Creature of Davokar)

Dark things slumber beneath the roots of Davokar, but they *do* slumber. You know the methods by which the Iron Pact bound these monsters and primal blight beasts in the depths, and can perform similar feats in future, using life and the power of nature to subdue, dilute and slowly reduce and remove corrupting forces from the world, mundane or magical. This process will require a great deal of work to be effective on a large scale, and will not completely attenuate the effects of that corruption on the area while it is ongoing – Davokar is a perfect example of the kinds of effects it can have in the interim – but eventually it will cleanse the darkness and become bright once more.

However, this process is delicate, and can be interrupted if those forces are disturbed in their slumber (especially by more corruption being poured in). Therefore, in order to best facilitate such works you have a particular knack for understanding groups from the outside, and identifying how best to exert pressure on them to get them to do what you want.

Items

General

Adventurer's Kit (Free)

This is a dangerous land, whether in the 'settled' regions of Ambria, or the wilderness of Davokar. Fortunately, you have the basics of survival. In this pack is contained a bedroll, cooking pans, rope, a waterskin, flint-and-steel, tinder and a roll of firewood, as well as a canvas which never seems to get mouldy or let the rain through. Additionally, this comes with some basic weapons and armor – nothing to write home about, but enough that you won't have to defend yourself against bandits bare-handed. If you belong to a mystic tradition, this armor may be a set of robes (either that of the Ordo Magica, a theurg of Prios, or the mantle of a witch) spelled to protect you as if it were light armor, and which will not interfere with spellcasting.

Exceptional Arms (100 CP)

Not all weapons (or armor, for that matter) are made equal, and you have a particularly fine – and expensive – set. Your armor is particularly flexible and easy to move in while still providing superior protection, while your weapon may have any number of useful traits. Perhaps it is well-balanced, making it more effective in parrying, like a warhammer it is designed to punch through enemy armor, or perhaps the weapon itself is exceptional, such as a portable alchemical firetube.

Alchemical Stash (100 CP)

In this large satchel is contained a wide variety of alchemical brews and formulations, from a handful of alchemical grenades to poisons and antidotes, to even a precious dose of the 'elixir of life', a draught able to close wounds in seconds and, it is whispered, able to be used by wizards to extend their life – by such means has the Grand Master of the Ordo Magica, Seldonio, achieved two centuries.

Lesser Artefact (100 CP)

Although the mystics of the present do not know how to replicate the singular and powerful artefacts found in the ruins of Symbaroum, there are still those amongst the mystic traditions trained in the ways of producing magical items of lesser significance. With this, you have one such item – a few examples of which can be seen here:

- **Mystical Focus:** A focus attuned to the magic of one of the mystical traditions, or to sorcery, which helps to cast and control magic of that kind. Examples include the silver 'ruler's rings' used by wizards to enhance mind-affecting magic, the glowing sun-masks of the theurgs which they use to help purge corruption, or the
- **Spell Seal:** A clay seal imbued with the power of a spell or ritual, which is released when the seal is broken. Is restored the next day.
- **Healing Spider:** A small effigy of a spider which is placed on a wound and bandages it with magical cobwebs, causing the wound to heal with supernatural speed, though it has no effect on poison or internal injuries, and inflicts a very minor degree of temporary corruption on the user.

- **Marlit Cape:** A cloak cut from the skin of the great chameleonic reptiles known as marlits and treated with secret mystical methods, this garment shifts hue to blend in with the environment, granting its user exceptional camouflage.
- **Soul Stone:** This crystal contains the soul of some dead animal, which can be used in a wizardry ritual to pass off the user's permanent corruption to the soul inside – though if too much is passed off this way, the stone will shatter and all the corruption return to the user, and the same happens if the stone is broken normally.
- **Transcendental Weapon:** These strange weapons bend space when used, allowing them to cut space itself and strike far beyond their apparent length.
- **Rune Staff (Free with Staff Magic):** The signature tool of the staff mages, this long, rune-written stave is bound to a staff mage's soul, and serves as the channel for their magic, as well as bestowing protective effects on its holder, and being able to unleash small blasts of elemental power when used as a weapon.

Greater Artefact (300 CP)

Despite the dangers inherent in the practice, hundreds (perhaps thousands) of Ambrians risk their lives daily travelling into Davokar to delve the ruins of old Symbaroum – in search of artefacts like these. Singular and powerful, these magical items can no longer be made by modern mystics, save for a very few specific examples, and therefore can be sold for hundreds of thaler to the right buyer – or used by a person themselves to carve out a new legend – though as with all magic, the power of artefacts comes hand in hand with some degree of corruption.

You have one such artefact, and may design its powers yourself (fanwank responsibly), but some examples follow, which you might take instead:

- **The Serpent Staff of Opadia:** Said to have belonged to the staff mage Opadia, this unique rune staff is carved with a head like a fanged serpent. When striking with it in combat, the user can cause the head to give a poisonous bite, and if they are practiced in fighting with staves and long weapons they can cause the staff to become snake-like itself, coiling around a victim and biting repeatedly, until either the target manages to break free or they die.
- **Ashiki's Twin Blades:** This pair of daggers seem to be imbued with a competitive spirit of their own; in the hands of someone skilled in underhanded fighting and assassination they will guide the user's hands to greater accuracy, and when using both blades together they can imbue their user with supernatural speed in attacking, letting them make many strikes in a single heartbeat.
- **Bunefer's Death Mask:** Cast in the likeness of a warrior-princess in the twilight years of Symbaroum, this mask grants its user a supernatural ability to find chinks or weaknesses in armor when using spears or similar long weapons, and releases terrifying cries when the wearer strikes, weakening and paralysing their enemies.
- **The Liar's Flame:** This terracotta bowl has a magical effect on any fire kindled inside it; those who willingly place their hand in the flames will only be burned if they lie while doing so (meaning, telling something they do not believe to be true), while one telling the truth will find them only pleasantly warm. A theurg who binds the bowl to themselves can also demand the truth of others, causing fire to burst around them if they lie.
- **Salamandra's Lantern:** Used by a master spy during the great war against the Dark Lords, this mysterious lantern swallows light rather than sheds it. While its hatch is open, the lantern spreads darkness to the same radius as an ordinary lantern would spread light – though the artefact's user is not affected. If the user has great skill in stealthy movement, they may find strange paths through the darkness to any other darkness they can see, bypassing the space in between.

Independent

Explorer's License (100 CP; Free Independent)

Fortune awaits for those who can find it (and survive it) in Davokar – but Queen Korinthia isn't inclined to have just any vagabond wandering into the forest, both to avoid diplomatic incidents with the tribes, and to exert a degree of control over the process. Hence, Ambrians found within Davokar (or trying to sell their produce) without an Explorer's License for the expedition in question – and those licenses don't come cheap – can face harsh punishments. This license seems to be good for any number of expeditions, though, and in future jumps will allow you to cross similarly-restricted borders without difficulty.

Map and Compass (200 CP; Discount Independent)

Of course, a fortune's no good if you can't get back to spend it. This item is an enchanted map which fills in where you've been in accurate detail and never seems to run out of space, paired with a compass that nothing seems to be able to interfere with. With these at your side, and a little navigation know-how, you could find your way out of even the most treacherous depths of the forest.

Map of Symbar (400 CP; Discount Independent)

A map that shows you where you've been is all very well, but this is something more; something many would kill to possess, or keep out of the hands of others. In short, this is an ancient map, penned long ago in the heyday of Symbar, and showing the locations of the cities, towns, towers and temples of that lost empire – which is to say, locations where all manner of artifacts and treasures may be found.

In future jumps, you may instead gain a map depicting the territories and sites of any similar ancient empire or civilization, from Rome to the Knights Radiant.

Jumper Hold (600 CP; Discount Independent)

Perhaps you have one renown as a 'Prince of the Realm' as Lasifor Nightpitch did, or perhaps you have left Ambria or the tribes behind to found a settlement of your own. Whatever the case, you are now the leader and acknowledged ruler of a fledgeling city, somewhere within either Ambria, the Titans, the Ravens or Bright Davokar. Your settlement has only been in existence for maybe a decade at this point, but it is bustling with life and potential profit. How you rule it is up to you – but bear in mind that you do not exist alone.



Ambrian

Fat Purse (100 CP; Free Ambrian)

Money makes the world go around, it is said, and so it is with Ambria. This is a fat purse of the silver coins of the realm, containing ten thaler in various coinage – about enough to buy a fine weapon, a magical healing potion, or a crofthouse and just enough land to make a meager living on – and which refills each week. Furthermore, the purse never seems to become heavier no matter how much money you put into it, nor ever quite get to the point of not fitting more.

Homestead (200 CP; Discount Ambrian)

Prios commands that his followers cultivate and civilize the land – and what could be a better symbol of this than a fine homestead? With this item you have a large farmhouse, fertile lands, and a handful of crofters who will work it for you, giving you a regular income. Alternatively, you might have a prosperous artisan's business settled somewhere in an Ambrian city, with apprentices and journeymen to do the bulk of the work.

If you're a wizard, you might have a house with a private sanctum (enchanted to be protected against outside scrying or teleportation, and control over any magical circles or similar within the area), and if a theurg you might have a chapel and attached dwelling-place (both sanctified against the undead and abominations, and protecting against scrying or magical tracking).

Noble Privilege (400 CP; Discount Ambrian)

Though there is some social mobility through the military and the Church, Ambria remains a very stratified society. It's just lucky for you that you're towards the top of that stratification! In short, you're nobility, and not only that but have prosperous estates somewhere within Ambria. This ensures you have a certain degree of pull and status over and above the common folk, a substantial steady income (though much of that wealth is taken up in paying your household, your workers, and ensuring your standard of living is appropriate for a member of the aristocracy), as well as a very respectable manse to live in, either within a city or somewhere out in the Ambrian countryside.

In future jumps, you may gain a similar level of noble privilege and possessions, or otherwise insert yourself into the stratum of the middle-upper class – in a modern setting you might be a CEO of a middling company, for instance.

Peer of the Realm (600 CP; Discount Ambrian)

But perhaps you don't want to be a mere baron or a count. With this, you have become a major political figure in Ambrian society. Perhaps you're a duke, a prominent general within the army, the commander of a military order like the Knights of the Dying Sun, or near the very top of an organization like the Ordo Magica or the Church of the Dying Sun. Whatever the specifics, you wield enormous influence and no small amount of direct power – and with some careful work you could steer the course of this young kingdom for many years to come.

Tribal

Wear of the Wood (100 CP; Free Tribal)

Though the Ambrians regard the tribes of Davokar as primitive barbarians, their ways have sufficed for many centuries within the forest. With this, you have clothing well-suited to the depths of Davokar, blending in with the undergrowth and leaving few signs to track you behind. Furthermore, these clothes cover your body completely, and are rubbed with insect-repellent oils, allowing you to both ignore the irritations of swarming flies, and make you more resilient against the many poisons of the forest, whether they come on thorns, toxic leaves or the stings of tiny predators.

Rune Tattoo (200 CP; Discount Tribal)

Great warriors of the Vajvod clan, situated in the southeast of Davokar, bear these intricate magical markings – and now so do you. As a basic effect, they protect your body against the elements like clothing, and by drawing upon them further they will guard you against more direct attacks. With time, you will learn to call upon them to heal your wounds, and to imbue your melee strikes with inhuman power – though every use beyond their basic effects inflicts a small amount of temporary corruption.

Chieftain (400 CP; Discount Tribal)

The tribes of Davokar do not have nobility as the Ambrians understand it, but they do have chiefs and leaders amongst their witches. You are such a one, acknowledged as leader of a village hidden somewhere within the great forest, or perhaps one of the clans within the Saar-Khan tribe of the western plains. Whatever the case, several dozen families have raised you as their leader and will follow you loyally – at least, until you prove yourself unworthy of such a following – and you have a right to lodgings in the High Chieftain's house when you ask it, and to speak at the twice-yearly Thingstead where the leaders of the clans gather to debate matters between themselves. Finally, you have claim (not ownership, for owning Davokar is laughable) to a large region of the forest; at least ten miles in radius. This area is rich in natural resources, though not absent of danger, and likely contains at least one or two Symbarite ruins – though disturbing them might bring more pain than profit, in the long run.

Pure Wellspring (600 CP; Discount Tribal)

There are few places like this in Davokar, at least those yet uncorrupted by the rot at the forest's black heart. This is a sacred place, where the power of Wyrhta flows close to the surface and, for those who bind themselves to the wellspring, magic can be performed at tremendous strength. You are bound to this magical node (which is placed somewhere within Davokar, or within your Warehouse) and, while you can go where you want, while within a hundred meters or so of it you can learn and perform rituals and spells without suffering corruption (as the wellspring takes on the corruption instead), double the effects of any rituals or spells you perform, and your willpower and magical control is greatly enhanced when dealing with a particular type of magic (e.g. mind-influencing magic, magic to influence wilderness, magic to do with fire, healing magic), as appropriate to the nature of the wellspring in question. Finally, once per year you may perform a ceremony at the wellspring, sacrificing its bounty for that year in lieu of any other negative side effects of the ceremony.

However, even this great bounty of magic has its limitations. Although the corruption produced by one person's rituals and spells are as drops in the ocean and quickly purified, if more people are allowed to bind themselves to it and use it intensively, the wellspring will become slowly corrupted as it cannot keep up with the corruption being poured into it. If you perform a second ceremony while drawing on the wellspring before it has purified itself, it will be lost until the end of the jump.

Cultist

Hidden Hood (100 CP; Free Cultist)

Few look kindly on those who go about raising the undead or performing dark magic. Luckily for you, this sinister-looking hood and mask seem inexplicably effective when it comes to concealing your identity, and even remarkably good at letting you pass beneath attention.

Secret Sanctum (200 CP; Discount Cultist)

Built into one of your properties, or hidden in some other place, you have a secret complex – not enormous in size, likely only a handful of rooms, but warded against magical detection, and hidden from prying eyes behind secret doors and the like. These rooms are soundproofed and have multiple hidden escape routes or places to duck into – perfect for conducting blasphemous rituals without prying ears or eyes to see.

Cult (400 CP; Discount Cultist)

As powerful as a sorcerer may be in themselves, there is greater power still to be wielded through others – be they the dregs of society, willing to do anything for relief from their situation, mystics seeking dark secrets or jaded nobility looking for advantage or forbidden entertainments. You are the leader of such a cult; they do not number many, maybe only a hundred, but all are fiercely devoted to you – or blackmailed to such an extent that they dare not disobey. You have followers in both high society and low, many with useful skills.

Codex of Symbar (600 CP; Discount Cultist)

In the latter days of Symbaroum, the sorcerers of that mighty kingdom made advances in the uses and abuses of corruption that no other people have ever known. The flesh-crafting rituals used by heretic cults in the modern day are but the tip of this iceberg – and in the strange, black tablet in your hands, written with Symbarite glyphs and shifting with a touch, is what's below the water. In this artifact is contained the lore and knowledge of the greatest sorcerers of old Symbar. The shaping of flesh, the twisting of dimensions, the cultivation and command of cosmic rot and nature's rage as an engineer commands a river – and, perhaps most importantly of all, the secrets to crafting greater artifacts; not the mere trifles made in the modern age, but the treasures for which adventurers daily risk their lives beneath the boughs of Davokar.

Creature of Davokar

False Face (100 CP; Free Creature of Davokar)

Changelings have the luxury of being able to change their appearance at will. Not all of the Elder Folk are so lucky. Inside this leather bag is a collection of various means of disguising your appearance and appearing harmless (or relatively so). With this a troll could saw off their horns and seem to be merely an ogre, an elf pass for a changeling, or any number of other similar disguises.

Ring of the Iron Pact (200 CP; Discount Creature of Davokar)

It is said by the elves that six thousand iron rings were given to them as a sign of the pact between humans and elves to keep the depths of the forest sacred, and this is one of those rings. Enchanted after the fall of Symbaroum, this ring has three magical properties. Firstly, it renders the wearer entirely immune to environmental corruption, or any supernatural corruption (though not poisons, diseases etc) transmitted via attacks or exposure to a corrupted creature. Secondly, the ring allows its wearer to send dream-images to any other person wearing a similar ring. However, while worn the ring also punishes those who implicitly break the Iron Pact, inflicting physical damage upon them whenever they willingly accept corruption – such as by using mystical powers or rituals.

At the end of this jump, you will receive the knowledge of how to craft more Rings of the Iron Pact, to give to others in future. If you are an **Artefact Crafter**, you may learn to do so before then.

Hidden Halls (400 CP; Discount Creature of Davokar)

There are many ruins and hidden places throughout the vastness of Davokar, but not all are abandoned. This is such a place; an ancient palace of Symbar, or a temple of the elves, or a great subterranean complex of the trolls. From the outside, one would never know it was there until one stumbled upon it, while inside it has been furnished richly – not rich in the fashion of the Ambrians, but rich in the fashion of the wild. Fruits and edible plants and fungi grow there for the taking, clean water wells up from deep reservoirs, and all manner of useful herbs and plants can be found throughout its gardens. Moreover, it seems that at some point in the past a witch made this place one of their circles, but you have become the master of that circle. This allows you to control the apparent season within your hidden halls, cause plants to grow in shapes and places according to your desires, to absorb nutrients from the ground itself no matter how long you remain there – a trait useful if you have some means of sending your spirit far away – and adding a magical element to the place's concealment.

Pact-Band (600 CP; Discount Creature of Davokar)

Long ago, the armies of the elves overcame the empire of Symbar at the height of its power and its depravity, and though the Iron Pact is not the empire of old it is still a force to be reckoned with. On the other side, there is good reason that explorers in Davokar fear the trolls. With this item, you are the leader of a war-band of the Elder Folk – either an arch troll, five liege trolls and a couple dozen rage trolls, or a band of thirty Summer elf veterans, a half-dozen Autumn elves skilled in combat and battlefield magic, and a single Winter elf who has dedicated themselves to combat. These forces probably can't defeat an entire army head-on, but that's an entirely different matter to defeating an army.

Companions

Newfound Companion (100 CP)

Choose a canon character from the setting. You are guaranteed to meet them on good terms and, if they so choose, they can join you as a companion in your travels.

Companion Import (100 *or* 400 CP)

You may create a companion, or import an existing companion, into this jump with 700 CP to spend, along with a race and Background. They may not take Complications, but you may spend your own CP on companions as well.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 500 CP each instead.

Berdrun (100 CP)

This hulking ogre is blisteringly fast for their size, and wields hammer and shield with great skill -and terrible force. Found in Davokar by one of the troll kingdoms of the underworld after they had already emerged as an ogre, they were taken in as a kind of 'unfortunate cousin', and quickly showed great talent for both craftsmanship and melee fighting. They swore the oaths of a runesmith – to never fight with arms or armour they did not make themselves – but have struck out from the troll kingdoms on their own, in search of renown and (perhaps) some way to become a troll in truth.

Vaiaya (100 CP)

A born warrior of the Vajvod tribe, Vaiaya was honoured twice over; firstly with her elevation to the Guard of the Slumbering Wrath, the elite warriors of the clans of Davokar, and secondly by the tattooing of her body with the magical runes of the Symbolists, allowing her to go beyond even her already-significant limits in battle. However, acting as a bodyguard did not sit well with the hot-tempered warrior-woman, and she has quit the Guard and set out on her own as an adventurer, to find renown and worthy companions.

Valmer (100 CP)

It is the work of the witches to ensure that the tribes do not disturb Davokar too badly, to quiet its abominations when they wake, and to control the spread of corruption as best they can. Valmer, in his secret heresy, wants to go further. He has gone beyond witchcraft to dabble in forbidden sorcery, in hopes of coming to understand and better control the cancer which eats at the heart of the forest. His will is iron, and he has suffered relatively little so far for his dark delvings, but he cannot do everything alone, and is looking for companions who might be able to understand his struggles and help him come to useful findings.

Eutar (100 CP)

The Ordo Magica is a rigorous institution which prides itself on its meritocracy… But it is true to say that most of its members are or are related to Ambrian nobility. Not so Eutar. This novice wizard is a changeling, and managed to find a place within the order. Eutar has shown great talent for philosophical study and a strong gift for magic – but his true passion is to understand the nature of the life of Davokar, and particularly the legends of dragons and how they connect to the lindworms of today. Those old tales tell of dragons being as wise as they were terrible – what could a young wizard learn from such creatures?

The Man in the Green Mask (100 CP)

This mysterious masked figure has achieved a great degree of fame (some would say infamy) in the capital city of Yndaros. A thief, acrobat and duelist *par* excellence, the Man in the Green Mask has tweaked the noses of nobles, dwarves and priests alike. His heists and exploits have become tales sung by the bards, but none know his true identity. Is he simply a bored noble? A disgraced baron exacting revenge upon his enemies? An elven spy working for the Iron Pact? The mystery only adds fuel to the fire of his legend – but it is certainly true that he has mastered the 'mantle dance' style of fighting and, for whatever reason, has seen fit to attach himself to you.

Odevean Morena (100 CP)

The name of Odevean Morena is infamous in its own way; not amongst the public, but amongst the circles of alchemists and wizards. Though she has no particular magical gifts, she is hailed as a once-in-a-generation talent with alchemy (particularly the kinds of alchemy which explode) – a talent matched only by her manic delight in her creations. Although she did not invent the alchemical grenades used by the Panzer alchemists and sappers of the army, she has developed her own spin on the design ("Shrapnel! Shrapnel is the key!"), and has been progressing rapidly in her study of alchemical firetubes. After all, if an explosion can throw debris far away, how much more could a *directed* explosion do?

Tularai Roke (100 CP)

Few would pass Tularai Roke on the street without pausing. He is tall, thin and gaunt, and dresses in the distinctive attire of the Black Cloaks – the witch-hunters of the Church of the Dying Sun – for that is exactly what he is. Roke is noble by birth, but only of a very minor family. With a mind like a whetted knife he joined the church and found his calling there, in hunting down sorcerers and abominations. He is skilled with whip and sword, both blessed, but has also mastered a number of theurgic rituals which allow him to infuse his weapons with holy power, track evil across long distances, or distinguish corruption with holy smoke.

Iroinaiel (100 CP)

Iroinaiel is a Summer elf, and has been so for almost fifty years. Nevertheless, the fire of her kind has not yet begun to bank itself within her, and she is passionate and zealous as a hunter of abominations – and of humans who violate the bounds set by the Iron Pact. Despite this, however, she seems to have latched onto you as someone who would be helpful in this (or that she needs to keep an eye on so you won't cause trouble – she's only helping you so you don't mess things up worse, idiot!), and she has an unusual talent for her age in accessing the ancestral memories of her people, allowing her to call on all manner of unusual skills, just at the moment they're needed.

Familiar (200 *or* 400 CP; Discount Witch)

Whether you are a witch yourself or learned the ritual to do this from a witch, you have bonded yourself to a familiar; an animal companion whose eyes you can see through, with whom you can telepathically communicate, and with whom you can share wounds. Furthermore, as you grow in strength and experience, so too will your familiar – even growing beyond the normal bounds of its species, or gaining supernatural abilities such as regeneration with time.

If your familiar dies, you know the rite to bind another animal in this way, but you can only have one familiar bound at a time. Additionally, you know the *Blood Bond* rite, which allows you to pass some of your permanent corruption to your familiar – though if it dies or becomes an abomination, you will suffer damage via backlash.

For an additional 200 CP, rather than an ordinary animal, your familiar is a legendary beast of some kind – a great marlit (a lizard-like creature with chameleonic skin), a great and wise aboar the size of any warhorse, or one of the enormous part-plant, part animal creatures the Ambrians call colossi and the elves and tribes call *eliend*.

Flaming Servant (200 CP; Discount Wizard)

Bound by a wizard to serve you, this is a primal spirit of fire imprisoned within a suit of armor. It's not exactly much of a conversationalist, but it's loyal and a powerful fighter, immune to flame and capable of scorching the area around it. With time, and as you grow in strength and skill, the elemental will grow as well – becoming a more skilled fighter, becoming able to launch blasts of flame or similar.

You also know the rite to summon a new Flaming Servant if your existing one dies, but you cannot have more than one bound at a time.

Bound Daemon (200 CP; Discount Sorcery)

Through dark sorcery you have summoned a daemon from the yonderworld to serve you; an abomination bound in chains of spellcraft. It is monstrous in appearance and frequently in appetites, but it will obey you without question, and will develop with time according to your needs and its desires, both in terms of skills, magical abilities and physical traits.

You also know the rite to summon more daemons, but binding them is a contest of will, and even if bound you may only have one which will serve you directly. Others may instead be commanded to answer limited questions about the past or present, to attack and destroy a specific target to whom you have a mystical link (e.g. a prized possession, a lock of hair), or to guard a specific place.

Death Lord (200 CP; Discount Sorcery)

You have gone beyond raising the mere undead, and have bound a mighty spirit into a corpse to serve you as a Lord of Death. This being is an undead corpse, but is a strong fighter and surrounded by a grave-cold chill which can weaken and paralyse other fighters. As you grow, so will it, becoming stronger and perhaps gaining further uncanny powers.

You know the rite to raise a new Death Lord, but may only have one bound to you at a time – though that doesn't mean you can't make more.

Patron Saint (200; Discount Theurg)

Through holy ritual, you have been graced with the spirit of a fallen templar to stand beside you and protect you. This spirit is usually invisible, but will appear when called upon to fight. Its focus is on protecting you, but it may at times act independently to your benefit as well, such as appearing to a group of Priosic faithful. It is not very much like a person anymore, but it is generally concerned with honour and upholding the defence of those unable to defend themselves, and will grow stronger as you do.

You know the rite to call such a saint, and may do so to recall yours if its form is banished, but may only have one at a time.

Rune Guardian (200; Discount Symbolist)

Crafted from rune-written statues of wood or stone, a Rune Guardian is a being animated by the magic of the symbolists. It is sapient, with a simple personality based around obedience and diligence, but is

loyal to you. It has few special abilities beyond its inhuman toughness and infinite endurance, but with time it can learn more skills, and perhaps even develop further mystical abilities.

You do not know the methods used to create more rune guardians unless you also have Symbolist, but you can repair yours.

Complications

You may take any number of Complications, gaining CP from doing so, but may not gain any more than 1500 CP from any combination thereof. Any further Complications yield no CP.

Alternate Start (+0 CP)

If you take this Complication, you may start at one of the following points in history:

- Approx. Year -1000 – the fall of Symbar.
- Approx. Year -500 – the rise of the Spider King Anghal-Thaal and his war on the tribes of Davokar; the arrival of the first High Chieftain.
- Year -21 – the conquest of the Alberetorian border-city of Berendoria by Lyastra and the Dark Lords. The start of the Great War.
- Year -2 – Queen Korinthia is captured by the Dark Lords.
- Year 0 – the end of the Great War, and the arrival of the Ambrians over the Titans

Extended Stay (+0 CP)

Stay in this world for another ten years. May be taken as many times as desired. Death by old age still counts for chain failure.

Pariah (+100 *or* +200 CP)

For 100 CP, something clearly visible about you (unless you disguise yourself), such as your race, brands for a crime or marks of physical Corruption, distinguish you as an outsider outside of select groups (e.g. your own race, your secret cult). You can generally expect to be met with hostility, fear and rejection outside such accustomed groups.

For 200 CP, you instead have **Pariah II**. With this, the reactions to you go beyond merely discomfort and hate; you are visibly and obviously marked for death – perhaps as a wanted criminal, a blatant sorcerer or one of the Undead – and unless given a very good reason not to most people will actively try to harm and kill you, or drive you away. If they fear doing so personally, they will generally try and contact someone to put an end to you, or at least drive you away.

Hunted (+200 CP)

Some group in this world has decided you must be hunted down and slain, whether for some crime or for what you are. This group may be the Church of the Dying Sun, the Iron Pact, the trolls, the Ambrian state or the tribes of Davokar; whoever they are they will devote significant resources to killing you by whatever means they can.

This Complication may be taken up to three times.

The Curse of the Ring (+200 CP)

Perhaps this strange ring was given to you by a mysterious stranger, or you found it in a ruin. Whatever the case, you were unwise enough to put it on, and now you cannot remove it – even if you try to cut it off, your arm will leap out of the way. While it remains on you, your sleep is troubled by terrible nightmares, and you cannot shed any corruption you gain, by any means – you are on a downward spiral, and the more corruption you suffer, the clearer the whispers in your dreams become. In order to free yourself of this curse you will have to follow those cryptic whispers to a hidden tomb deep in the

forest, and there convince or force the ring's master, a powerful undead mystic, to remove it from you - but he will demand a high price in exchange…

Wrath of the Wood (+200 CP)

Somehow, you have offended one of the forest-gods of Davokar – these mysterious beings can take any number of forms, but yours is an enormous animal, sapient and possessed of great spiritual power. You're mostly safe if you stay out of the forest, but while within its bounds the god will seek you out with an unerring instinct and seek your destruction. Physically-powerful in itself, the forest god also has command over other animals of its type, and can influence the forest against you. Furthermore, the fact that you have so offended such a creature will cause suspicion on the part of others if found out.

The god can be killed, but doing so will cause its corpse to become a locus of corruption and, with time, it will rise again as an abomination to hunt you down until slain once more, polluting all around it until you destroy it for a second time.

Corrupted (+100 *or* +200 *or* +300 CP)

Prerequisite: Cannot be Undead

For 100 CP, you have suffered some permanent corruption. This isn't a major problem most of the time, but those with witchsight will be able to perceive it in your Shadow, and if witchhunters come sniffing about they'll want to know what, exactly, you've been doing to suffer that corruption. On top of that, this also means that you have less 'space' to suffer more corruption before

For 200 CP, you have suffered enough corruption that you are permanently blight-marked. You may choose the form of this mark, within reason (examples might include a wound that will not heal, persistent rashes and boils, blood flecked with black, eyes that literally blacken when angry, suffering dreadful nightmares and speaking in tongues while asleep, or feeling constantly hungry unless you consume at least a mouthful of raw flesh each day), but whatever form it takes you had better be careful to keep it secret – it being found out will be seen as a sure sign of heresy or monstrous evil.

For 300 CP, you have all the effects of the 200 CP version of this Complication, but have suffered enough permanent corruption that you are on the verge of becoming blight-born. Even a little corruption could be enough to tip you over the edge – you will have to be very careful indeed, if you wish to practice any form of magic, use magical artifacts, or delve into Davokar at all.

Wratha's Touch (+100 *or* +300 CP)

In this world, any use of magic to twist the natural order inherently generates corruption, unless a person uses Arch Magic to pay the price in their own body. For 100 CP, this same principle applies to any supernatural powers or abilities from outside the jump. Purely biological powers are not affected, but any which stem from supernatural sources (e.g. magic, psionics, the Force) will generate temporary corruption as if they were magic from this jump, while learning or developing new ones will inflict permanent corruption upon you unless they fit thematically into a mystical tradition you have purchased or learn.

For 300 CP, instead you lose access to any supernatural abilities from outside this jump while you remain in this world, though you retain any perks or abilities based in your biology, or learnt skills.

Out of the Dark (+300 or +500 CP)

For 300 CP, instead of rolling for your starting location, begin in the deepest parts of Davokar. Here the earth itself is thoroughly corrupted, the trees drink deep of the vileness beneath their roots rather than the sunlight above, and space and time themselves have become soft as rotten logs. Primal blight-beasts from the days of Symbaroum dream and decay in the dark beneath those twisting roots, ready to wake and rampage if disturbed from their long, slow dying, and demons laugh and cavort in the ruins of ancient palaces where the world has worn thin enough for them to squirm through. Any means of

teleportation will not function here until you at least escape into Dark Davokar. If you have not escaped by the end of your jump, you fail your chain.

For 500 CP you instead begin in the desolate Yonderworld; an entire world of dust and desolation, both land, sea and air corrupted, and haunted by wandering, starving abominations. There are ruins here which hint that once this land was inhabited, but there is no wholesome food or water to be found here, and there are countless daemons and monsters looking for any living thing to devour – many of which are ancient, cunning and well-versed in magic. You must escape this world into the world of Davokar by the end of your jump or fail your chain.

An Ending

Your time in this world has come to an end. Will you…

…Go Home? You have travelled long enough, and it is time to turn homewards once more.

…Carry On? Your journey is not done yet, and there are worlds beyond these to explore.

…Stay Here? There is beauty in this world, as well as darkness. Will you stay, and see what can grow in the dark soil?



NOTES

On Properties and Items

Unless stated otherwise, any Items you have purchased which represent locations or holdings may either be attached to your Warehouse, if you have one, or inserted into successive jumps in an appropriate location. Alternatively, you may choose to treat such properties as 'new finds' - for instance, rather than your mine being inserted as it was into a new world, you will instead find the perfect spot for mining.

Similarly, you may import the properties of items purchased here into similar items you already have (e.g. giving a Ring of Power the properties of a Ring of the Iron Pact), or vice versa.

On Dwarves

Dwarves are a strange race even by the standards of Davokar, and not much is known about them, beyond being created in Symbar in some way, and being somehow related to the earth. They lack Shadows, a very unusual phenomenon, but seem to have normal human lifespans. The culture they exhibit in their homes – presumably beneath the mountains – has not been well-explained.

On Sleep Beneath the Roots

Think of this perk as allowing you to use natural features and ecosystems to perform a process similar to the toxic jungle in *Nausicaa of the Valley of the Wind* – plant a forest or other fertile ecosystem over a polluted or corrupted area, and the forest will be dangerous, but over time will slowly 'process' the corruption into harmless forms.

On Magic

Magic in the world of Symbaroum is divided into many schools of practice, but certain principles hold true. Generally speaking, magic can either be a *power* (that is, spells and abilities which must be learned but can be called on quickly), a *ritual* (learned magic which takes significant time to perform but often has greater or more lasting effects) or a *ceremony* (grand rituals requiring multiple casters, many hours, rare reagents and artefacts (and often sacrifices), but which have effects on the scale of whole settlements - plot-level magic, essentially).

However, no matter the type of magic one is performing, all magic has a kind of equal and opposite reaction; a backlash from nature as its energies are bent and twisted to the purposes of the magician. For powers and rituals, this primarily manifests in the form of corruption of the caster; baleful energies which build up over time and can eventually cause mental and physical abnormalities, culminating in the magician being twisted into an abomination; a maddened Blight Beast. For ceremonies, the backlash also creates ambient and unpredictable side-effects, often draining life from nearby areas, spreading waves or poisons of corruption, or causing the unquiet dead to rise from their graves.

Fortunately, the path of magic is not one of inevitable corruption – at least, not if one has the knowledge of an established school of magic to draw upon. Magical traditions build up techniques to alleviate and reduce the corruption suffered by their members when learning and performing magic related to their specialties. Primarily, this reduces the temporary corruption gained when magic is used (this fades away given a few minutes' time without performing magic. If enough builds up it can still become permanent, but this is far more manageable.), and eliminates the gain of permanent corruption when learning powers of the person's skill level in that tradition – though in both cases this only applies on magic that is a part of the tradition in question. Sorcery is an exception to this, as it manipulates the forces of corruption in a different way.

The primary magical traditions in and around Davokar are as follows:

- **Wizardry:** Practiced by the Ordo Magica, wizardry tends to focus on direct physical effects, such as telekinesis, levitation, conjuring or manipulating fire, or 'pure' mental or magical effects, such as telepathic communication, illusions, countering magic or forcing shapeshifted creatures back into their true forms, or seeing far away. Some wizards specialize into pyromancy, mentalism or illusions.
- **Theurgy:** Practiced by the faithful theurgs and inquisitors of the Church of the Dying Sun, this magical tradition focuses on healing, detecting, fighting and purging corruption or evil things, harming the undead, sanctifying locations or protecting the user or those they wish to guard. Classic 'cleric' magic, in short. Some theurges specialize as 'confessors', focusing on leading, helping and healing their flock, while others become 'inquisitors', dedicating themselves to destroying evil and heresy.
- **Witchcraft:** Practiced by the witches of the Clans, witchcraft concerns itself primarily with spells which manipulate nature and its forces. Witches can change themselves or others into animals, speak with beasts, heal or transfer wounds from one person to another, cast arrows on storm-winds, sanctify 'witch circles' where the power of nature is enhanced, deliver terrible curses, control plants and animals, merge into the earth and summon up spirits to answer their questions. Some witches take the 'green path', focusing on plants and nature, some take the 'red path' and deal with beasts and flesh, and some take the 'white path', learning to divine death and speak with spirits.
- **Symbolism:** Born beyond the eastern mountains and brought by fleeing mystics to the lands of the Clans, symbolism is a specialized tradition of magic which imbues power into pre-prepared symbols and sigils which are painted, carved or drawn on objects (or, for skilled users, drawn in light in the air). This takes an extended period, unless the mystic is a master, but makes it so that no corruption at all is suffered, until the magic is activated. Symbolists can create runes which guard their holder, tattoo a person with magic symbols which heal them and lend them strength in battle, create symbols which blind, banish or drain life from nearby targets when triggered, cause written symbols to appear in a location far away, imbue spells (their own or others') into runes which cast that spell automatically when a condition is met, or enchant wooden or stone statues with rune-given life.
- **Staff Magic:** An unusually-martial tradition of mystics, the 'staff mages' claim to descend from the honour-guard of the last emperor of Symbar, and live in a hidden castle deep within Davokar. Their powers revolve around manipulating their titular staves, bound to the mystic's soul, and which can release elemental power when they strike a foe, as well as absorb corruption the mystic would have suffered by using powers from this tradition. Staff mages can cause their weapons to move independently, produce protective spheres by whirling their staves about them, protect themselves with special forms, counter the magic of others, or launch their staff at impossible speeds and cause it to return. They can also imbue power into their staves via rituals to shake the earth or unleash malicious storms of blood.
- **Troll Singing:** Unique to the trolls which live beneath Davokar, this tradition harnesses their powerful voices to spread its effects. Their magic mostly consists of songs with powerful mystic and psychological effects, confusing and weakening foes and enhancing their allies' bravery, strength, speed and power, but they also know songs which can mend and restore objects, show the paths to hidden things, or pronounce doom and misfortune on their foes. Furthermore, the trolls have preserved secrets of how to craft lesser magical artifacts from ancient times – though more recently the Ordo Magica has gained knowledge of this as well.
- **Sorcery:** Feared and loathed by most, sorcery is the darkest kind of magic; powers and rituals which enslave the will of others, wield corruption and evil, lay dreadful curses, swap their Shadows with others, summon demons from the corrupted, desolate Yonderworld, raise the dead to unliving servitude and twist the living into blighted monstrosities. Sorcery does not allow those who practice it to ignore the corruption that comes when learning magic, but

allows them to resist the corruption of its use to a limited extent, as well as force that corruption on others. Sorcerers are hunted down by the Inquisitors of Prios, as well as the forces of the Clans – but the power this magic can offer still tempts many into darkness.

On the Spirit World

Mystics have confirmed that there is a world that spirits can travel to where bodies cannot go, but reports beyond that vary greatly. Some have reported vast plains of ash and dust where forlorn spirits march towards Eternity. Others speak of great rivers, forest paths, or other visions of this afterlife, but all agree that it is in some sense transitional.

Spirits can be recalled from this world by magic, in which case they most often become the undead, but they can also return of their own accord; sometimes as the undead, but sometimes as stranger, more numinous spirits such as the patron saints of the Church of the Dying Sun, or the forest-gods which haunt Davokar, embodied or otherwise.

Acknowledgements

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Art by Martin Bergstrom.

Spoilers

Beyond this page are spoilers for the lore of *Symbaroum* and the *Throne of Thorns* main campaign.

If you're not okay with that, don't read further.

Wyrhta, Wielda and Wratha

The setting of Symbaroum as a whole exists in a dialectic tension between the force of natural creation (metaphorized by the elves and tribes as 'Wyrhta'), the force that controls and exploits the results of that natural creation ('Wielda') and the corrupting, backlashing consequences of over-exploitation ('Wratha'). These are not gods or even necessarily singular 'forces', but rather broad principles built into how the world itself operates.

This relationship is fastest and most obvious in the case of magic, but Wratha will also arise from more mundane exploitation of the wild – possibly not in quite such a supernatural form, but instead becoming manifest in wars of greed, in the diseases which spread in over-populated cities and similar.

This dialectic defines the history of the setting, as civilizations rise and exert Wielda over Wyrhta (not least by cutting back the wild to produce farmland to sustain a growing population). Eventually, a combination of greed and over-exploitation leads to manifestations of Wratha, mundane and otherwise, bringing about the collapse of that civilization. The survivors (often having escaped to a new land) swear themselves to moderation and care, and for a time this holds and preserves them from the fate of their predecessors - until enough time passes, history becomes less present, and the greedy begin to seek shortcuts and gain once more, and the cycle repeats. The longevity of elves and trolls has helped them slow down this process to an extent, but they are not exempt.

Seeking a way to escape this cycle, created by the incentives of life and sapient nature, is a major concern of those who know of it.

On Goblins, Ogres and Trolls

In technicality, goblins, ogres and trolls are in some sense the same 'species'. Goblins could be considered a 'larval' stage, reproducing in great numbers but relatively weak. When a goblin comes to the end of their natural life their instincts drive them to the Underworld, where they pupate (assuming they survive the months-long process without running out of nutrients or being found by some predator). Eventually, if all goes well, they emerge as a rage troll, either into the depths of Davokar as a wild thing, or into the Underworld civilization of trolls. However, the corruption of Davokar affects some pupating goblins, causing them to emerge 'half-baked' as ogres – still strong and physically powerful, but without the longevity and developmental ability of full trolls.

This fact is not generally known to goblins or ogres, as memories of the goblin-life are lost during the process of metamorphosis. The troll-kingdoms are aware of the relationship, but generally care little for their goblinoid 'reproductive stage', and wild trolls are often predators of their younger 'kin'. They may be more well-disposed towards ogres than other races, often seeing them as distant cousins deserving of a degree of pity – though given the nature of troll society, such pity may often take the form of trying to 'toughen them up' through challenges.

On Elves

Beyond the ordinary four stages of elven life, there exists a fifth stage; the 'eternity elf'. Such beings have tremendous magical power and are even larger and stranger than winter elves, but are typically hyper-focused on a particular task or pursuit, and pay very little attention to other matters. For instance, Aroaleta on Karvosti is such a being, and is constantly occupied with keeping the giant Garavarax asleep.

It's unclear in canon whether the western kingdom of elves actually exists. Certainly it did once, as an army great enough to defeat Symbaroum at the height of its power once marched on Davokar, and hunter-gatherers could hardly deploy such a force – but the cycle of this world is one where great civilizations arise, suffer the backlash of nature at its exploitation, and collapse under the weight of corruption. If a kingdom could match Symbaroum, is it likely they could have escaped this fate?

The Siraph Ritual and Changelings

Changelings are not a natural species; rather they are the result of spring elves being subjected to a terrible sorcerous ritual by a group of winter elves at the heart of the Iron Pact. As a result, the elven infants take on a human appearance for between 11-14 years, and afterwards gain a changeling's ability to change their appearance, but their vitality is severely drained. As a result, the changeling's growth is stunted into a humanoid with a merely elf-like appearance; they can never progress through the stages of the elven life cycle, and their lifespan is greatly reduced. Furthermore, the one who created them can perceive through their senses or take control of their body, in whole or part, at any distance, while the changeling themselves is unable to notice this. In short, changelings were created to be spies planted within human society.

If you are a changeling, you may decide whether or not you are actually vulnerable to this possession or not.

On Humans and the Yonderworld

Humans are not native to the world in which Davokar and Symbaroum exist. Instead, they came originally from the now-desolate and wholly corrupted Yonderworld; now an ashen land of mists and blight-born daemons, somewhere around three thousand years ago in a great exodus.

The Throne of Thorns and the Rosáe

Deep in the heart of Davokar is the old capital of Symbaroum, Symbar itself – and at the heart of Symbar is the greatest treasure of that ancient people; the Throne of Thorns. This is protected by many layers of guardians, from the elves of the Iron Pact to the monsters and ghosts which haunt that accursed city, but it is an artefact of near-godlike power. The throne channels the power of a massive wellspring of magic in the yonderworld to allow the one bound to it to achieve godlike feats of magic – though they cannot create new matter, spirits or life, only alter what is already within the world.

However, it has some important limitations. Firstly, the throne cannot be moved, physically or by magic, save by its bound user. Secondly, the person bound to the throne can carry power from it to perform such feats (at least equivalent to ceremonies, or larger, but cast with mere will and a command), they must return to the throne to 'recharge' after performing anywhere between one and three such feats. Furthermore, although accomplishing this kind of thing does not cause the immediate backlash of a ceremony, it spreads a small amount of corruption across a vast area – hundreds of miles around the Throne and the emperor. This has no obvious effect at first, but unless the Throne is used very sparingly – perhaps once or twice in a decade, at absolute most – it will cause a steadily-building tide of corruption, blight-births and similar calamities, as the sheer spread of the corruption makes it extremely difficult for the natural world to process and purify.

Finally, binding the throne without protection is a death sentence; even touching the throne exposes the user to the near-limitless corruption of the Yonderworld, transforming any living creature into powerful, mindless abominations, the 'throne beasts', instantly killing any dwarf, or driving any undead utterly insane.

In order to avoid this, a second artefact is required; the living artefact known as the Rosáe. Rosáe looks much like a fern, but with five-lobed, purple-veined leaves and thick stems covered in short, hard thorns. This plant was once planted at the feet of the Throne and grew up and over it, and allowed one bound to both the plant and the throne to master both, channelling its power without going mad. Rosáe can also be used alchemically or in crafting; extracts from the plant can be added to elixirs which inflict corruption (e.g. transformative draughts) to reduce that corruption, to make a potion which renders the drinker immune to causing corruption through magic for a limited time at the cost of making it harder for them to actually perform that magic or to make a potion which gives the drinker

supernatural sensitivity to corruption nearby, while its fibres can be woven into clothing which provides protection against environmental corruption.

The Rosáe which once grew over the Throne was long ago destroyed, but cuttings were made and cultivated in secret by the Nair priests of Lindaros – a city-state which once occupied the lands that are now Ambria – and when that people was wiped out by plague, cuttings were taken again to a hidden monastery within Alberetor, where they still survive, nourished by a wellspring of power amidst the desolation of that land.

If a jumper manages to bring together the Throne and the Rosáe (no small task), and claim it for themselves, they can take them both into new jumps. The Throne will not have inherent power of its own, but can be used to channel magical energy from arbitrarily-large sources, though only safely with the addition of the Rosáe. The Throne may either be linked to a proper source of power in a new setting (e.g. the waystone network in Warhammer Fantasy) or may be linked to the overall energy of a living world – though if this is done, the issue with corruption will remain. Once linked to such a source, it will once again be immobile, and can be placed either out in the world, or in the warehouse.