

Eradicate the Fomors, for their blood will open the gates of Erinn.
When the final drop of Fomor blood turns cold,
the Goddess will unfold her wings and carry you to Paradise.

-Prophecy of the Goddess' return.

You gain 1000cp to spend in this document.

Time and Location

You begin your ten years in this world as the giant spider Wenshardt starts attacking people at the weathered bell tower near Colhen. You may optionally choose to begin up to five years before that point.

Fomors and monsters may start in any location they could be normally found (i.e., Kobolds can start in Hoarfrost Hollow or Depths, Gnolls in Perilous Ruins, Fobellow Prairie, and Fomorian Camp. Wisps and Spiders are basically ubiquitous). Humans may start anywhere.

You may freely choose your location with those restraints, or roll a d8 for a bonus of +100cp.

1. Weathered Bell Tower - an abandoned tower along the road between Rocheste and Colhen.

2. Colhen - a small fishing village on the banks of the Ignacht River. Home of the Crimson Blades mercenary group and, though unknown to most, of the True Oracle of Morrighan.

3. Rocheste - the capital of the kingdom, and home of the Royal Army. The castle town is under the command of Lord Ronaun. You may optionally start in the Sewers, if that's more appropriate to your race or inclination.

4. Ainle - a village struck by a series of disasters. Entry is forbidden by the Royal Army, as they say it fell to the Fomors and hasn't been reclaimed due to its low strategic value. Well known for its pumpkins and as the hometown of the famed inquisitor Ulchas. Its graveyard hides the entrance to the Catacombs, where a monster was sealed.

5. Perilous Ruins - the ruins of an older civilization, located near Colhen. They are primarily inhabited by Gnolls these days. Deeper inside are the Ruins of Sanctity, an area most avoid, home of the dwindling Giant Spiders.

6. Hoarfrost Hollow - a complex of icy caverns dug into the glaciers, full to the brim of Kobolds, and the hunting grounds of the White Tyrant, a massive polar bear that killed the famed hunter Hakam. Deeper still lie Hoarfrost Depths, where myth places the lost Yeti civilization and their monstrous gods.

7. Fobellow Prairie - once famous for its flowering fields, nowadays the area is forbidden to civilians due to its proximity to the Fomorian Camp, where the main Fomorian forces reside. Often fighting against Shining Shakarr, the Merciless, the Fomorian High Commander, is Keaghan, the High Commander of the Royal Army.

8. Ortel Castle - the seat of Lord Ingkells, Deputy Commander of the Royal Army, it is the westernmost stronghold of the kingdom, capable of housing over a thousand soldiers. Surrounding it is Hilder Forest, famed as much for its bounty of useful herbs as it is for its Trolls.

Race

You may choose only one of the following options. ‘Upgrade’ is the exception, as it must be bought in addition to one other.

Human - the human race is one that doesn’t inherently excel at anything, but thrives on its cooperation and technology. They have the stronger Army, better standards of living and society, and the most advanced magical knowledge when compared to any of the Fomorian races.

Gnoll - this race of dog-like humanoids enjoys an enhanced sense of smell and hearing, along with great coordination due to their pack-like instincts, though they lack aptitude with magic. Nowadays, they mostly keep to themselves, as a schism led by the Red Chieftain divided the race in two a few years ago. The pacifists living in the Ruins, who shunned the Fomors in favor of trying to establish non-aggression or even cooperation with the humans, and the Fomorian extremists led by Black Scar, the Gnoll King who stands with Shakarr.

Kobold - black-skinned, hunched humanoids with long, pointy ears, they are fairly short in comparison to humans, but they make up for it in numbers. They are firmly in the Fomorian camp. They have a complex society that includes shamanistic and ritual practices. They also have a knack for crafting, as anything from potions and poisons, textiles, and crude bombs has been found in their possession, along with powerful slingshots.

Goblin - gray-skinned humanoids, though much bigger and more muscled than the short Kobolds, generally on par or slightly bigger than the average human. Goblins are a sizable part of the Fomorian army, dangerous and well-trained. Especially dangerous are their Gunners, who bring small cannons into battle, their religious fanatics who are all too willing to magically set themselves on fire to take out an enemy, and their Witch Doctors who can empower nearby allies.

Gremlin - about the same size as the Kobolds, these Fomors possess avian traits. A beak, chicken-like scaled feet and hands with only three fingers, and oversized ears that grant them better hearing than even Gnolls. They are featherless, though their young aren’t - baby Gremlins look just like fat little birds. They also possess some of the most advanced technology in the Fomorian army, with their leaders possessing rudimentary flamethrowers and oversized tasers.

Yeti - long thought a myth, these creatures have been hibernating in Hoarfrost Depths for longer than living memory. Long-furred, squat, incredibly strong and tough, and boasting natural weapons in the form of their horns, they also possess a complex society with their own religion, deities, social structures, and craftwork.

Ogre - the physically strongest among the Fomors, these massive humanoids go all in on their strength and resilience, at the cost of everything else. Dumber, slower, and less magical, they nevertheless make for some of the most effective units in their army on strength alone.

Troll - almost as strong and almost as tough as the Ogres, Trolls compensate with a stronger society and slightly better magical aptitude. They mostly live in Hilder Forest.

Lizardman - a race of bipedal lizards, sporting prominent dorsal crests. They are outcasts among the Fomors, as the only race that didn't have their own God, and even when permitted to work for the army, they rank among the lowest. Despite this, they make for decent warriors, excellent assassins, and have some of the highest aptitude for magic among all Fomorian races.

Ratman - these humanoid rats used to live in the sewers beneath Rocheste, until the Lizardmen moved in and enslaved them. Despite possessing no particular strengths or aptitude for magic, they are quick learners and all too willing to use anything at their disposal.

Succubus - Fomors shaped like beautiful women, some stories say they were once actually humans. Their greatest aptitude is for magic, especially that which enchants other people. Charming people on sight is a fairly common tactic of theirs.

Vampire - the only true outsiders here, neither monsters nor Fomor. Vampires are creatures from another world who traveled here through a dimensional distortion in Ainle. Even then, they are no natural thing - instead being fruit of occult magic used to resurrect people, gone terribly wrong. Corrupted as they are, they maintain a semblance of society, with nobles and a Prince following under the King, first of their race. As far as abilities go, their undead constitution leaves them surprisingly sturdy, but their most salient trait is their affinity to magic, particularly attuned to blood and, strangely enough, fire.

Spirit - while the most common Spirits you'll encounter appear to be uncorporeal glowing spheres, a magician's experiments will lead to one taking on a humanoid form. Like Flovian, your appearance reflects one of the elements in some way - his fire nature showed in his coal-like hair and his tendency to redden far more deeply than a human would. You may choose which element for yourself - standard for spirits are fire, ice, earth, and life, but you may choose something else as long as it's not *too* exotic.

Monster - if there is a definitive difference between a Fomor and a monster, it is the latter's lack of intelligence. Still, perhaps you'd like to spend the next few years as a common, or not so common beast. From bears to spiders, giant toads to Hemdrills, or even the humble Wisps, this land is ripe with choice. You may choose to be any one of those basic monsters. You have a guarantee that, no matter the kind, you'll be able to live at least as long as the average human. Barring incidents, obviously.

Upgrade (200cp) - rather than a normal specimen of your chosen race, you are greater. Bigger, tougher, faster, more magically powerful. One purchase puts you on the level of a normal boss; two purchases will make you a Paragon, on par with the greater examples of your species. This goes for Humans too, not just monsters and Fomors, elevating your physical or magical attributes from a normal person to a strong warrior, to, with a second purchase, the kind of generational genius possessed by Brynn or Keaghan. None of their skills or talent, of course, but their raw attributes.
Someone taking this with Monster may choose even options like Irukul that lack 'basic' versions of their race. Still, even two purchases will not put you on a level playing field with the three sealed dragons, no matter the race. Something to keep in mind if you want to be a dragon.

Origin

Any origin may be taken as a drop-in, either granting you no pre-existing history at all, or the very bare minimum to justify your existence in this world, at your discretion.
Your age and gender are at your discretion.

Mercenary - adventurers and militia in one, wanderers and town guardians. An uncharitable person would say they're the kind of person who would do anything for money. A pragmatic one appreciates someone who can get things done.
You may begin with a history as part of the Crimson Blades mercenary group, or as a wanderer.

Tradesman - someone has to put food on the table, sew the clothes, and run the bars; not everyone in this world is concerned with fighting.
If you wanted, you could have a position as an assistant to a senior craftsman, or another similar enough place in the world.

Soldier - then again, the Fomors are a threat to be culled. Someone needs to fight to protect the people, and that someone may as well be you. While this origin alone does not guarantee you a place in the prestigious Royal Army, it does give you a foot in the door. Becoming a Cadet requires passing a rather rigorous test after all, but this will at least give you a chance to try.
Or, rather than the Army, you may be affiliated with the Pontiff's Court. The relationship between the two is complex, as these things often are, but calling the Army the Sword of the Court wouldn't be too far off the truth.

Fomorian - humanity may be a monolith, but the Fomors are a multitude. You have chosen a path that puts you in direct conflict with humankind as a whole, whether you want it or not. And just as the Court espouses the genocide of the Fomors, so too do they desire the annihilation of mankind.
You may begin as part of the main Fomorian Army, though by its nature your race will play a large role in deciding your history in this world. Or you could buck the trend - pacifist Fomors aren't totally unheard of; the Gnolls of the Ruins and Krunk, the Ogre that haunts Rocheste's bar, are proof of it. I'd caution you that it's a fine edge to walk on.

Perks

Perks are discounted to the related origin. Discounted 100cp perks are free. General perks are undiscounted.

General

Character Creator (100cp) - once at the start of each jump, you can activate this perk to sculpt your body as you please. Your height, weight, muscle mass, hair and eye color, skin color, proportions, even your apparent age - you may change anything and everything about your appearance.

Overlay (100cp) - fashion is important. And while your armor made of rat tails and frog legs may have some great bonuses, it doesn't make for a pleasant view. With this perk, you may choose to wear a second outfit to cover the first. The overlaid outfit doesn't provide any kind of bonus; for all intents and purposes, you *are* wearing the first, but at least you will look good.

Poliglot (100cp) - you can speak and write all languages in this world, from Fomorian to Gnollish and even 'dead' ones like Yeti. The same doesn't go for other worlds, but the amount of languages you know has given you a great ability to decipher and translate ones you don't.

Sharpshooter (200cp) - you possess skills befitting the most famous hunter in the world, Hakam 'Sharpshooter' Kahkrene. Your great skill with the bow is complemented by your mastery of a wide variety of secondary weapons, mostly thrown consumables; from simple spears and small bombs, to binding chains and flashbangs, you know how to best apply each of them to your situation. You have a similar mastery of tracking, stalking, and field dressing your prey.

Break Off (200cp) - both monsters and Fomors can, rarely, grow to enormous sizes; but where others see a threat, you see opportunity. You've learned how to break these giants down while they are still alive, targeting specific parts of their bodies to debilitate them. A broken leg means no more running, a broken wing makes short work of these pesky flying dragons, a broken sword is far less dangerous than an intact one.
Even better, these broken parts gain special properties when harvested after the fight is over. The broken armor of your enemy somehow makes for far better armor than its materials normally would, as if it had absorbed something from its previous wearer.

Meditation (300cp) - while resting, you slowly accumulate energy into a pool that you can invest in your skills to have them grow. This works out to about 10% of the rate of improvement that you would have gotten if you had trained that skill for the same amount of time. It also gives all

the benefits of training too, like muscle strength for swordsmanship or magical power for magic skills, at the same rate.

Resilience (300cp, free for this jump) - both your mind and your soul are unusually resilient to outside manipulation. Somebody rewriting everyone's memories would leave you only briefly confused. If someone traveled back in time, you'd remember both timelines without trouble. You cannot be erased by manipulating reality at large, or by attacks that target you through time.

Ascension (600cp) - gods no longer roam this land, but they used to; and now you've become one of them. Your raw power is increased: both physically and magically, you stand above most of your race. You may choose a domain to rule over, possessing broad powers over that specific concept, powered by your magical energy. If you are of a race without flight, you may choose to have a pair of wings sprout from your back, allowing you to fly.
Additionally, this perk acts as a capstone booster for each origin's 600cp perk.

Mercenary

Rookie (100cp) - you are no common footsoldier, having years of experience in one fighting style of your choice. Dual blades, floral sword and board, or bombarding your enemies with magic, all are valid choices. You may even choose more exotic options; Mana Revolvers and Battleshades may be rare, but they're not unheard of. You may buy this perk multiple times, undiscounted.

Titles (100cp) - your achievements grant you very small but permanent bonuses. Defeating a Troll chief would find you a little healthier and more durable, a Lizardman shaman would make you a little smarter and more magically powerful, and so on. This doesn't reward just combat though; a sufficiently interesting fetch quest would give you bonuses as well.

Just Reward (200cp) - smart people know to pay their due, but there is always someone willing to try and scam a mercenary off of their just reward. You don't have this problem; be it a job or even just for a good deed, you will always be properly rewarded.
Along with this, you have a sixth sense for, well, quests. You won't know *what* the quest is, but you do know that old lady has something for you to do.

Adventurer (200cp) - combat is a big part of it, but there are a lot of skills one needs to know to call themselves a competent adventurer. Reading maps, setting up campfires, finding food and water in the wild, even doing field repairs to broken equipment; it won't replace the need for a proper blacksmith, but a half-broken piece of armor is still better protection than nothing.

Packrat (400cp) - somehow, you've learned how to keep a small mountain of items on your person at all times. Reaching into any of your pockets, bags, or other spaces meant to hold

things lets you access a space the size of a small room. None of the items inside will weigh you down or affect you.

Pillar of the Community (400cp) - the more involved you are with an area, the more positive an effect you have on the place. Even if all you do is gossip with the shopkeepers and clean the gutters, you'll find the place slowly but noticeably improving. People are happier and more prosperous by your simple presence.

Hero (600cp) - you are a monster at learning, especially when it comes to fighting ability. If you were also a Paragon of your race, constant fighting over a few months would see you rise in power to contend with the likes of dragons and gods.
Ascended (capstone boosted) - as a God, you possess transcendental fighting ability. Your prowess leaves you untouchable on the battlefield against anyone but a similar deity. Your blows strike true, your armor defends you from all but the mightiest enemies. And your skill can only grow from there.
Additionally, if you were to somehow die, you'd be sent back to the beginning of your time here, keeping all your memories, personal improvements, and the possessions on your person. This works as a 1-Up, only once per jump.

Tradesman

A Trade (100/600cp) - you have enough knowledge and skill in any one trade to make a living, with the exception of those mentioned in other perks. From smithing to tailoring, the making of jewelry or simple farming, any (mostly) mundane craft is on the table.
For 600cp though, you'll find yourself among the very best craftsmen this world has to offer, on the level of Piaras and his apprentices. Piaras himself was a peerless craftsman, supposedly capable of smithing a weapon with only three strikes of his hammer, and you are now capable of comparable feats in your chosen trade. As well, you gain the skills of a veteran in all kinds of crafting.

A Taste of Home (100cp) - your friendliness puts everyone around you at ease. You seem to have a preternatural sense for when someone needs to talk, wants space, or requires some help. And when it's you who needs something, you'll definitely have someone to lend a hand.

Alchemy (200cp) - you are a competent alchemist, capable of catalyzing the magic inherent in objects for a variety of purposes. Most famously for the creation of Health Potions, but the uses of this discipline are many; some have even adapted the practice for combat, preparing short-lived Golems and Mana Pistols to take out their enemies. If you know how to use magical energy directly, you'll also learn to transmute small objects into Restoration Erg Crystals - a short-lived form of Erg that can cure the wounds of those who touch them.

Repairman (200cp) - you can repair anything with enough materials, no matter how broken. And if you lack the materials, you can substitute any kind of currency for them. The kind of materials needed are similar to those used in the item's construction, and the amount of currency you need to spend to replace them would be ten times the materials' worth on the market. This can pose a problem if what you need is something truly priceless.

Enchanting (400cp) - you have mastered the art of permanently imbuing magical effects into equipment by using Enchant Scrolls along with Elixirs and Runes. Up to two Scrolls can be applied to a single piece of gear. Along with it, you are a competent magician; you have the research skills needed to delve into the arcane, and general knowledge of how to apply the basics of the craft towards magics of all kinds. The exception would be occult and blood magics, as they are forbidden by the Pontiff's Court.

Enhancement (400cp) - a process that melds magical craft and blacksmithing; to enhance an item is to make it better in all ways. A sword will be more durable, sharper, faster to swing, and may even gain stranger bonuses still. You may only enhance an item up to fifteen times; though at least someone like you is experienced enough that the risk of destroying an item in the process is almost nil.

Oracle (600cp) - the oracles of the Goddess Morrighan are many, but they are not made equal. You are attuned to the course of fate, allowing you to see glimpses of important events both present and future. You can communicate with anyone, human and Fomor alike, regardless of language differences; this also applies to animals, who are drawn to your presence and often relay to you things you'd want to know.
Ascended (capstone boosted) - a God in your own right, your awareness of fate has become effortless. Everyone is a piece on the board, and you look at them from above. You may exert your power to create prophecies, increasing the possibility of a specific event happening in the future in proportion to the amount of power you spend.
Once per jump, if you were to somehow lose your life, you'd find yourself reincarnating into another person, similar but not quite the same as you in aspect and disposition. This functions as a 1-Up.

Soldier

Military Training (100cp) - you possess all that is needed to become an effective member of the Royal Army. Diligence, fighting ability, even enough knowledge of etiquette that you'd always be sure of how to address your superiors. This is more than enough to take the first step and become a Cadet.

Famous (100cp) - your exploits, should you have any, are widely publicized. As a hero to the people, they will treat you more favorably, even granting you opportunities that the common folk would have to work for an entire lifetime to obtain.

Instructor (200cp) - some may say that gently nurturing a student is the best way for them to flourish; you show that it's the exact opposite. When teaching someone, the more strict you are, the better and faster they learn. This does nothing to prevent your students from dropping out, but those that do make it to the end will be the very best they could have ever been.

Tinkerer (200cp) - though humans have generally better crafting abilities, they don't have a monopoly on technological innovation; be it their cruel cunning, or access to rare resources, often Fomors will produce items of a quality that would be hard to recreate. You are the exception, as reverse engineering comes easily. A few Kobold bombs and one of their slingshot to study would be more than enough for you to start producing your own.

Logistics (400cp) - armies march on their stomach, and that's a truth you know all too well. You have an amazing mind for logistics, easily able to keep track of supply lines. Better yet, you find that you can stretch what you have far more than reasonable before problems start cropping up. And to top it off, you have great luck in 'outsourcing' your acquisitions; gathering supplies from merchants or buying them off mercenaries all go off without a hitch, and oftentimes you'll even be able to recycle your enemies' resources.

Propaganda (400cp) - saying the Pontiff's Court is powerful is understating things; after all, they have a long history of rewriting events to better align to their interests. The legendary Inquisitor Ulchas wasn't always remembered in such glowing terms.
You have a similar ability to manage information on a widespread scale, which only gets better the more well-connected you are. With a high-ranking position in the church and a decent information network, it would be the work of a couple of days to spread some rumors and get someone officially branded a heretic to be hunted down, but even without such tools at your disposal you'd get similar results in a month at most.

Rebellion (600cp) - is there any choice but to rebel against corruption? When you fight against corrupt governments, oppressors, and tyrants, you always find yourself at your best. You never tire, you never doubt, you never compromise. This unshakeable motivation is of great inspiration to those who would follow you, granting them similar, if lesser, benefits. Your charisma and leadership ability are increased to the point that leading a rebellion is almost inevitable.
Ascended (capstone boosted) - ascending to a deity has changed little of your nature; any kind of binding or seal is easily undone with your power, such that even fate cannot grasp you. Only you decide where to go.
Once per jump, if death comes to you, you may reject it; immediately you are restored to full health, all your energies replenished. You even find yourself somewhat stronger than you were before you died, at least temporarily. This counts as a 1-Up.

Fomorian

Handicrafts (100cp) - Fomors are surprisingly good at craftwork. It rather depends from race to race, but you can expect most of them to have some kind of specialty. Kobolds, for example, have a real knack for alchemy; both potions and poisons made by them are highly prized, but so are their explosives and their slingshots. Even Ratmen, primitive as they are, find the time to make wine. Just don't ask what they use as materials.
You receive a fairly comprehensive education in all these kinds of crafts. Still, even their greatest craftsmen pale in comparison to the humans', mostly making up for it with their access to better materials.

Trapper (100cp) - if you've ever tried to step inside Fomor-controlled territory, you will have definitely noticed that they *love* their traps. From swinging trunks to landmines to pitfalls, you can turn an area into a true hell if given some time and resources.

Guerrilla Warfare (200cp) - where humans excel in coordinated formation, the varying races of the Fomors lend themselves well to a more varied style of warfare. You understand this well; you know how to use your troops to harass and gradually weaken your enemy, and you're not above a low-blow or two. Sneaking some Kobold poison into their supplies could save you a day of fighting after all.
And when all else is lost, and you're out of tricks to play, you find yourself very lucky in escaping. It will have a cost; material and social, definitely, but if you're still alive at the end, who cares?

Might Makes Right (200cp) - for all that Fomorian races *can* have complex societies, quite a few don't. Generally speaking, 'might makes right' is the rule; the strongest of their race is the leader, the rest follow. You find yourself agreeable to this way of thinking; the weaker someone else is than you, the easier it is to make them submit to your will. It doesn't have to be raw strength either; magical power will also work, and in more civilized areas social position could very well be enough to bully someone into compliance.

Manipulation (400cp) - one thing that is often underestimated is the Fomors' intelligence and cunning. You embody these traits, excelling at the tactics and strategy of war and the planning that goes into any kind of operation. Tricking humans is second nature; you could even swindle a Bishop out of the Court's secret magical knowledge with a good enough plan.

Occult Magic (400cp) - the other side of the magical coin, the forbidden kind. Sacrificial rituals that invoke dark powers, and blood magic that corrupts life, are your bread and butter; the secrets behind the creation of vampires and the Bloody Shade are yours.

Fomor Domination (600cp) - the magic of Fomor Domination used to be a secret of high-ranking members of the Pontiff's court, until a Lizardman conned them into sharing it. Now, you also know how to use it. Using specially crafted items and rituals, you can imbue a monster or a Fomor with a glowing symbol, through which you can command them to act. Beings of great power or will may resist you, though over time their resistance will wear down.

Ascended (capstone boosted) - through godly might, you have perfected your spell. No longer limited, it can now be used on any kind of creature, including humans. Even another god could potentially be bound, though it would require some incredible circumstances and unique materials for the spell to take root. Once enough control over the victim has been established, the symbol may be hidden from sight, though those sensitive to magic may still feel its presence.
Once per jump, if you lose your life, your disembodied spirit will travel to a creature of your choice under your control, whose body you may steal. This counts as a 1-Up.

Items

You gain 400cp to spend in the Items section only. You may discount two items per price tier (50, 100, 200, 400, 600), with discounted 50cp and 100cp items becoming free. Consumable items restock every week, unless written otherwise. You may import items as you deem appropriate.

Position (100/200/400cp) - you obtain a formal position in the Royal Army, the Pontiff's Court, or the kingdom's nobility. Each one will come with different benefits: being a member of the Army primarily rewards you with subordinates capable of fighting and the infrastructure to benefit of them; joining the clergy provides little in material resources, but the amount of influence and soft power the Court has accrued is undeniable, along with their knowledge of magic; lastly, the nobility benefit most in the material sense, as they gain land and people to populate it, if not necessarily the might of the army.
For 100cp, you gain the position of a Cadet, a High Priest, or a Baron. Cadets, despite lacking direct subordinates, benefit from a variety of resources; access to the Army's quartermasters and investigators among them. And, far from being unimpressive, even the lowest Cadet stands head and shoulders over the average mercenary, with a reputation to match. A High Priest is one assigned to a town of decent size, serving as a connection between multiple local priests and their Bishop. They are a point of reference for many, though their access to the higher clergy is limited. A Baron is a landed noble of the lowest rank; you gain power over a parcel of land spanning a few minor villages, or one small city, with a manor house or small keep for your own use.
For 200cp, you gain the position of a Captain, a Bishop, or a Viscount. A Captain of the Royal Army has direct control over a force of one to two hundred people, including supporting officers and staff. Bishops are the first rung of truly high-ranking clergy, able to access the Court's prized archives, and possessing influence over a vast area. As they are stationed in the cathedrals of more important cities, they also serve as the main point of contact between the nobility and the clergy. A Viscount is one who controls a decent amount of land; a few small cities fall under your control, but more importantly, your territory is vast enough to require a standing army; nothing compared to the quality of the Royal Army, but enough nonetheless.
Finally, for 400cp, you gain a position as Commander, Archbishop, or Duke. A Commander works directly under the High Commander, managing about a thousand people between soldiers and supporting staff. As each of your common soldiers is a Cadet, this makes for a highly skilled force, well-trained and disciplined. As an Archbishop, you work directly under the

Pope; you have practically free access to the resources of the Court, be they material or information. Your influence cannot be understated: you routinely interact with the highest powers of the land, and can easily mobilize the Army against Fomor and heretic alike. A Duke gains a territory comparable to a small kingdom; self-sufficient and prosperous, though you rely on the Royal Army to protect it from the Fomors.
After the jump's end, these benefits will follow you. Subordinates become followers, your lands become a Warehouse attachment that can be imported into future settings as you will, your position as a member of the clergy is replaced by the nearest equivalent.

Equipment (free/100/200/400/600cp+) - with each purchase, you gain one set of equipment including a weapon, helmet, tunic, pants, boots, and gloves; along with them comes a belt, a necklace, a brooch, and a pair each of earrings, rings, and bracelets of appropriate level. If you possess the ability to use magic, you also gain a Spell Book to use as a totem. All items obtained are self-cleaning, offer protection even to 'exposed' areas of your body, and will very slowly repair themselves to full durability over the course of a month.
For free, you gain only a full set of Crimson Blade Youth or Premium Rookie armor. They are the very bare minimum to be considered armor, but they can easily work as durable clothing. At this tier, you also do not gain accessories.
For 100cp, you may choose any one set of armor with a requirement of level 20 or below. This includes, for example, the fashionable Sweetie Bear set as well as the rugged Crimson Rage set.
For 200cp, you can pick any set with a requirement of level 40 or below, including the incredibly durable Spider Lord armor.
For 400cp, you can take any set with a requirement of level 60 or below. This includes Ingkell's own plate armor set, as well as the Queen's Light Glory set made from parts of Laghodessa, the Giant Spiders' Queen.
Lastly, for 600cp, you can choose any set of armor of level 70 or below. The various Everlasting Armor sets, crafted from parts of the body of the Dragon God Elchulus, belong in this category.
For an undiscounted 50cp, you may have all your equipment (except the accessories) enhanced by five stages, with three purchases bringing everything to the maximum. For another undiscounted 50cp, you may apply one enchantment to every piece (still with the exception of accessories), with a maximum of two purchases possible.

Lighting (50cp) - you shouldn't underestimate the importance of a good lighting source, so here are two for you. The Eternal Fire Bloom is a legendary candle that never goes out once lit. Please don't eat it. And, somewhat more convenient to carry around, these bottled Wisp hearts provide steady, calming lighting whose intensity and color you can adjust at will.

Gremlin Doll Hat (50cp) - made with the highest quality wool and a Gremlin's beak, this doll is shaped like a juvenile Gremlin. It somehow effortlessly manages to perch wherever you put it, including on top of your head. Despite being, very technically, a piece of armor, it doesn't provide much in the way of protection, but its undeniable cuteness attracts young women and children.

Sword Maintenance Kit (50cp) - a truly luxurious assortment of items to polish and sharpen any kind of blade; it would make any fighter happy to receive it as a gift. Included inside are Giant Toad oil, which can prevent a coated blade from corroding or dulling, and a rare Spider Gem, a magical trinket that creates a beautiful red streak whenever you swing your weapon.

Gnoll Fur Charm (50cp) - a lucky charm made from the tail hair of a Gnoll, of the same color as your hair. Keeping it on your person slightly increases your luck.

Bone Pipe (50cp) - an instrument carved from the remains of an enormous Lizardman. Despite its grisly origin, you won't find a better-sounding instrument.

Dye (100cp) - a single bottle containing a constantly shifting, multicolored mixture. Pouring its contents over an item will change its color to your preference; this can work in a multitude of ways, from thick painted layers, to enamel, to staining, to even just somehow magically changing the color of the material itself. With some careful work, you can even layer colors, adding details, gradients, and effects such as opalescence and color-shifting.

Money (100/200/400cp) - gold is a necessity for daily life, after all.
For 100cp, you gain enough gold to frugally last you a decade.
For 200cp, you gain a monthly stipend equivalent to an average merchant's earnings; more than enough to live in relative luxury.
For 400cp, your monthly earnings are enough to singlehandedly bankroll a large organization. In future jumps, you will obtain similar spending power in untraceable funds.

Tea (100cp) - at any time, you can produce out of nowhere a cup of the best tea you'll ever find here. Somehow calming and invigorating at the same time, it warms you up, settles your stomach, and carefully promotes balance in your system.

Iced Strawberry Brandy (100cp) - a Colhen specialty, made with local brandy that has been infused with special ice crystals from Hoarfrost Hollow. It is a magically refreshing beverage, keeping the drinker pleasantly cool for hours even inside a smithy. You gain one small bottle per day.

Consumables (200cp) - you have a replenishing stock of consumable items. This includes potions for healing, stamina recovery, and increased power, but also a wide list of 'secondary' weapons. Spears, Chain Hooks, Small Bombs of the normal *and* sticky variety, even the infamous Lights of Palala. Each of these items restocks daily after being used. Along with these things, you have a single Phoenix Feather, capable of restoring someone from the brink of death, or just barely past it, to merely gravely injured. This one restocks weekly.

Storied Equipment (200cp) - if buying equipment outright is not for you, here you may buy a *story*. Once per month you receive an envelope, its contents pointing you towards a quest appropriate to your level of power. Completing said quest will reward you with the means of crafting a new set of arms and armor, using the materials gained during its course.

Erg Crystals and Spirit Remnants (200cp) - Erg crystals are objects densely packed with magical energy, often attuned to the one most present during their creation, but rarely you'll find some attuned to certain emotions. Spirit Remnants are the remains of slain Spirits, containing energy attuned to the natural elements. They are most associated with Alchemy, certainly, but they are also used in all other kinds of crafting at the higher levels to infuse magical energies into materials. You receive a stock of each type of both kinds of materials, replenishing any used once per week.

Enchanting and Enhancing Supplies (200cp) - you possess a weekly replenishing stock of everything you need for either Enchanting or Enhancing. For the first, that would be the Magic Powders, Elixirs, and Enchant Scrolls used to imbue magical effects into weapons and armor; for the Scrolls specifically, you gain a random selection of ten scrolls each week.
For Enhancing, you receive Empowered Stones, as well as the rare Enhancement Runes that can prevent failed processes from damaging, or even destroying, your item.
While they are bought separately, only one discount is needed to apply to both.

Fomorian Technology (200cp) - you have in your warehouse, or in any property in your possession, a room filled with a mound of, well, mostly garbage. Crude cloth and sharpened wooden sticks, the remains of destroyed leather tents, discarded animal bones, and broken equipment. But every now and then, when rummaging through this pile, you'll find something a bit better. A Kobold slingshot, slightly used. A discarded bundle of Night Shade. An old Goblin cannon. Maybe you could even find something actually rare, like a Gremlin-made magical weapon, or the lost Kobold Scarlet Metal.
The pile never really runs out, somehow remaining the same size no matter how many things you move out of the way or take out, but know that good finds are maybe on a weekly basis, and the best only once a month.

River Boat (400cp) - the Ignacht River flows all throughout the kingdom, making for a convenient way to get around. When you need to travel anywhere on the continent, you only need to look for the river, and you'll find a small ship ready to take you there. Even if you are in the middle of the mountains, and your destination is inland, looking around for a bit will let you find a convenient ship. Don't worry about it.
Travel is unusually smooth, as you are never attacked or stopped while in transit, and it only lasts for an hour at most before you reach your destination, no matter how far. You may bring people with you, and they will not notice any strangeness unless you point things out to them.
As a final bonus, the boat is well equipped with fishing rods and harpoons; fish are plentiful, and if you're lucky while traveling you may find a Violent Tahtich, an enormous fish whose spectacular taste is said to be unparalleled.
In future jumps you will continue to be able to summon the River Boat in the same manner.

Housing (400cp) - a building fit for your needs. Depending on your Origin and other purchases, such as Trade and Position, you may choose for it to be a simple house, a small mansion fit for a noble, a place to work, or even something else. Bars, mercenary outposts, inns, a church,

even a *very* small keep is not off the table. The place comes optionally staffed with non-combatants to handle cleaning, cooking, and other menial tasks, as well as all the tools and resources it should have.

Materials (400cp) - you obtain a weekly shipment of materials, in the form of a large wooden crate. As long as it's materials you've obtained in this world that are not offered plainly elsewhere in this document, you can request as many of them in any combination as would fit inside. From common iron ore and wooden planks, to sacks of flour, sugar and salt, to Giant Polar Bear femurs and Vampire robes, to even precious materials like Jade, Dolomite and the rare Renos Ore. These items have to be used for crafting purposes, becoming worthless stone if you try to sell them or give them away.

Catalyst (400cp) - catalysts are powerful magical objects used in rituals of all kinds. You may choose one of two on offer here: the Fomorian Emblem, a Gnoll necklace etched with occult symbols, can be used to drive one creature you can see into a frenzy, but also makes for an amazing catalyst for Fomor Domination; alternatively you may choose the Ancient Seal Stone, which can be used to break into sealed space, or in sealing rituals powerful enough to even affect gods.

Hot Springs (400cp) - this small building houses an open-air bathhouse. Thermal springs provide hot water at all hours, but the main draw is actually the soaps. You are provided with a wide variety of them, each with a different magical effect; health and fatigue recovery, improved attack and defense, increased movement speed and luck, and even more mundane things like perfect skincare or deep relaxation. The effects will last for hours, possibly even entire days if you soaked long enough. If you wanted to, you could open the place to the public; it takes care of itself, generating a steady stream of gold for your use.

Golem (400cp) - among the creatures that roam the land, Golems are something of an exception: they aren't born; they are made. Through a combination of alchemical practices and other magics, you may imbue inert materials with a false life. You have one of these Golems, an uncommonly big and durable one at that, which you may order around; you can bring it with you into battle, but where it really excels is in defending an area. If destroyed, it will absorb nearby materials to repair itself, filling the cracks with anything it can find, in a process that lasts anywhere from a couple days to a week. You know how to make more Golems, though making one as good as this would take more skill than you're liable to have for many years yet.

Ring of Sorcery (600cp) - a black and white ring with a peculiar design invoking wings. Its origins are shrouded in mystery, but eight are known to exist and possessed by members of the Silent Brotherhood. The rings choose their owners, and those they pick are quickly courted into their ranks; you too may choose to be part of this secret organization dedicated to protecting the oracle, and in future jumps use it to ingratiate yourself to any one secret society.
When worn, the ring awakens in you the power to transform into a shining Paladin or a Dark Knight; while the latter will protect the oracle at any cost, even innocent lives, Paladins decry these cruel methods, and often leave the Silent Brotherhood over it. Both are tremendously

powerful, increasing your attributes and granting you various new abilities, but the transformed state is temporary, lasting one or two minutes at best before you are rendered unable to use it until you have rested. Some say there is an even more powerful state accessible during the transformation, and others say that the two paths could be reconciled for greater power still, but those would require a mastery that you do not currently possess.
Once per jump, after this one, you may give this ring to someone else to have them awaken the same gift. These abilities are permanent once unlocked, not needing the ring to be worn to be used.

Resenlian's Wings (600cp) - the famed alchemist Resenlian created this item because, apparently, he was too lazy to walk. At will, you may manifest a pair of ethereal wings from your back, allowing you to float over the ground and move in any direction but up as fast as you can run. Additionally, thrice per day, you may use them to teleport yourself to any place in sight, or that you've ever seen in person before.

Mystic Archives (600cp) - you have come in possession of the greatest library this world has ever seen. Any published work you could buy can be found here, but where it really shines is when it comes to magic. From the orthodox magical theory of the Magicians' Guild to Brynn's own research on Spirits, to tomes of magic written by Fomors and otherworldly Vampires, to local myths and theology, all of this and more can be found here. It even includes such rare and important tomes as Paradise Chronicles and the Book of Immortality.
In future jumps, this library will update to match the new setting.

Draconic Mount (600cp) - dragons are proud creatures, but you've somehow earned this one's loyalty. More than eight meters long from snout to tail tip, it can comfortably carry up to three people with armor and supplies to match. It can breathe an element of your choice. You may call it from anywhere, and it will arrive in the span of a minute or two. Surprisingly, it's not just amazing at stealth considering its size, but people will even somehow forget it exists at all unless it's right in front of them.

Altar of Memories (600cp) - this stone altar used to sit in a dilapidated temple, but now it's yours. Its main purpose is to let any who touch it relive events from your past. A small donation is enough to sharpen a memory of your choice, but with enough currency you could relive an event as if you were there again. This goes further than simply reconstructing your perspective of an event, and lets you see even details you couldn't possibly have noticed, such as what happened behind you.
It can also be used to correct falsified memories and recover ones destroyed by magic, alerting you to these manipulations as soon as you touch the altar. This, sadly, also requires money in exchange.
Finally, any who touch it are made temporarily more resilient against any effect that would touch their minds for a period of a month. This one, at least, is free.

Goddess' Grace (600cp) - this set of three gemstones, blessed by the Goddess Morrighan, imbues the holder with a peculiar ability. They grow in power and skill twice as fast as they

would otherwise, and have an almost uncanny amount of luck in all matters, but especially in acquiring items.
Additionally, once per jump, you may break these gems to directly benefit from Morrighan's blessing. You and your nearby allies are restored to full health, your equipment repaired, and you'll find yourselves impervious to damage for a full minute. This can activate automatically upon your death if the gems are on your person, counting as a 1-Up.

Companions

Cairde (200cp) - you are a multitude. You may create multiple versions of yourself, up to three, each inhabiting a different timeline. You cannot interact with them directly, at least for now, but each of you is aware of everything the others do and know. If imported in future jumps, they collectively take a single companion slot, but you are restricted in that none of your copies can take the same origin as another, or yours. Each of them gains 800cp to spend in this document, though they do not gain an Item stipend.

Recruitment (50cp) - you may choose any character appearing in this season, with the exceptions of the three sealed dragons and the two gods Cichol and Morrighan, and you'll have ample opportunity to recruit them as companions.

Import (50/200cp) - you can import one of your companions into this world, giving them their choice of Race, Origin, and 800cp to spend on Perks and Items. For 200cp, you may import up to eight companions.

Pet (free) - an animal that is loyal and friendly to you. Be it a cat, a dog, or something stranger like a perpetually young Gremlin, the choice is yours. No sickness or age will kill them, nor will weapons strike them. To compensate for their invincibility, though, they are absolutely useless and utterly incapable of fighting.

Guardian Spider (100cp, free with Oracle) - you are in possession of an egg, which will soon hatch into an infant Giant Spider that will imprint on you. Initially the size of a medium dog, over the course of a few years it will grow to enormous size. You may choose what kind of spider they will be and their coloration, though by default you'll receive a white tarantula. Just like Wenshardt protected the oracle, so will this spider protect you; though without an oracle's power to speak to them, it could be difficult to teach them what is and is not to be eaten.

Drawbacks

You may take as many drawbacks as you wish to. Any Companion you import or create that have a cp stipend may also take drawbacks, though only those that affect them personally.

Replacer (toggle) - you may take the place of a canon character, as long as you have the appropriate Origin and purchases to play their role. Mercenaries in particular can take the player character's role, locking their starting place and time to the game's start.

Season's End (toggle) - rather than wait out ten years, you may exit this jump as the first Season of the story ends.

The New Guy (+100cp) - people find it difficult to take you seriously, especially when they don't know you. Hard work can help you build a reputation, but it will still be an uphill battle when everyone thinks you're unreliable.

Fetchiest Quests (+100cp) - you know what's annoying? Having to constantly run around to get anything done. Now *everything* takes longer than it should; even buying groceries will send you off to talk to half a dozen people. You know what's even *more* annoying? Unnecessary traveling. Whether it's Fomor-infested lands or another city, any time you need to go somewhere to get some material or talk to someone, you are guaranteed to have to make the same trek at least once or twice more.

Ranidaphobia (+100cp) - you wouldn't think a huntress would be scared of toads, but it is what it is. To be fair there are some pretty big ones out there. Now though, she has you to give her some company. If you want, you can change it to a fear of any other fairly common critter; I'd use spiders for an example, but that seems unnecessarily cruel here.

You. Will. Go. Right? (+100cp) - you cannot refuse a request. No matter how annoying or out of the way it is, as long as it's not something liable to kill you or work against your morals, you *have* to accept it. People are also more inclined to give you these quests, the kinds that nobody wants.

Ogre-Headed (+100cp) - you are easily goaded into doing stupid things, such as drinking contests against an Ogre or eating blood-cursed plants. Or candles, can't forget that time you ate a candle.

Missing Limbs (+100cp) - be it in war or in an accident, you have lost one of your limbs. An arm or a leg, or even one of your eyes. No replacement from other jumps will work, and neither will you be able to restore it before your time here is over. You may buy this multiple times.

A Smith's Best Friend (+200cp) - your equipment tends to break often. Any kind of combat will see the durability of your gear plummet, somehow even if you made your way through a fight without taking a single hit. Having a smith constantly repair all your equipment is going to cost you a fortune.

Tragic Backstory (+200cp) - something happened in your past that haunts you to this day. A dead family member, a tragically broken promise, you carry with you this trauma at all times.

Fog of War (+200cp) - investigative work is highly prized in the Royal Army, for its uses against the Fomors. And yet, when you get involved, nobody seems to know anything of relevance. Finding any kind of actionable information is several times harder than it should be, especially as you won't be able to rely on other people and their knowledge.

Ivory Laboratory (+200cp) - a magical accident in your youth has left you with a peculiarly fragile constitution; stepping outside your magically warded house has become a death sentence for you. If you bought Housing, or have a property through Position, you may choose for those to be your prison.

No Stone Unturned (+200cp) - ancient Fomorian magics, and now jump fiat, prevent you from proceeding in an area until you've defeated every enemy in your path. More than that, you find that to progress from an area to the next you are required to do a few simple tasks; they may be finding a piece of ore, or a rare Erg Crystal, or defeating enemies in specific ways such as kicking them. If you failed in those tasks, well, you'd just have to go back home and come back the next day.

Overpopulation (+200/300/400cp) - any village or city you visit is now filled to the brim with other 'players'. You cannot interact with them, and they won't bring the benefits you'd expect to have from such a massive amount of combat-capable people existing. Worse than that, their presence brings with them 'lag'; slowings and stutters in time leading to problems for you alone.
For a further +100cp, these people are loud, and impossible to ignore. It's as if someone gave each of them a megaphone, all of them shouting about selling gold coins and bragging about their newest piece of equipment. Still, they cannot be interacted with.
For another +100cp, the world is introduced to the Scalpers; somehow, any kind of material you need to buy has been cleaned out of shops and merchants alike, bought in bulk by someone for the sole purpose of having you pay more than necessary for it. This somehow doesn't seem to affect the local economy, and trying to track these people down goes nowhere.

Power Lockout (+400/600cp) - for the duration of this jump, you are restricted to only your Body-Mod and what you buy here; no perks, items or anything else from other jumps. This includes your Companions: if you want to import them they'll be subject to this same drawback, gaining only +200cp from it.
For +200cp more, you will also relinquish all memories of Vindictus and even the specifics of what you bought here, only having a faint recollection of the perks and items at your disposal.

Ruinous Touch (+400cp) - your actions have disproportionately great effects, especially negative. If you sold a weapon to a merchant, I wouldn't be surprised to hear it ended up stabbed into a noble's back.

Narcolepsy (+400cp) - from the beginning of this jump, you've found yourself suddenly falling asleep without much warning. While you sleep like this you are practically impossible to wake up, the only solution is to wait for it to pass. But the more time passes, the more often you fall asleep, until the point you'll barely be awake for a couple hours a day. Unsurprisingly, this

makes any kind of job or combat a rather difficult proposition; you'd better have someone else willing to take care of you.

Berserk (+400cp) - while in pitched combat, there is a chance that you'll lose your mind to rage and attack everyone around you. The more the enemies, and the longer the fight lasts without rest, the higher the chance grows.

Hero Difficulty (+400cp) - gone are the days you could defeat three Gnolls with a swing of your sword: now all enemies have been empowered such that they are faster, stronger, and more durable than before. Each and every one of them has been Upgraded, bumping them to the next tier, with enemy Paragons becoming threats comparable to Elchulus. Let's not even talk about him.
Even worse, at least for some, enemies are more *annoying*. Even if you had the physical abilities to match them, mindlessly swinging your sword at them is a fast way to get killed. They are more skilled, more coordinated, and a good portion of them comes with dangerous poisons or other ways of lowering your abilities if they can hit you. And some even come with their own gimmicks; hiding behind shields, luring you into traps, swinging at you even in their death throes, and some will even sacrifice themselves in suicidal attacks just to hit you.

End

As the time to part comes, you are faced with a choice. You may:

Go Back Home - your chain ends here. Take all you've gained on this journey, and go back where you came from.

Stay Here - you've made friends here, possibly a family, and you've decided this world is the one for you. Take +1000cp to spend freely in this document.

Next Adventure - more worlds call to you. Proceed with your chain wherever it may take you.

Notes

Jump by u/Misdreamer - also on Spacebattles, same name.

This jump covers the story content from the first season of Vindictus. I've not played any of the remaining three seasons, though I probably will. Whether I make jumps for them, I'll see, after all the main reason for making this jump is nostalgia.
I remember first playing this game when the level cap was, like, 60. Possibly even down to 40. It was definitely before the second season was announced, and there were only three characters

to choose from. I remember it fondly, though before I started working on this jump I never actually even finished the first season - I always bounced off around Episode 6.

Where you find yourself in each location is up to you, within reason. For example, if you chose Ainle, you could decide to start right outside the city, in any of the locations mentioned or shown (like the communal garden, or Ulchas' statue), in the graveyard and right at the entrance of the Catacombs, but not inside those as they are sealed. Race does play a role here - it's perfectly fine to start as a Fomor in Hilder Forest, less so in Ortel Castle without a good justification. Still, again, it's up to you.

Double Upgrade + Ascension is enough to rival Elchulus in raw power, for a benchmark. Tarasque, Keaghan's dragon that somehow has zero relevance to the story, I've arbitrarily decided should be Monster + Double Upgrade. Purely on the one mention that his presence in Rocheste singlehandedly lowered Fomor attacks across the region.

Rookie perk grants you a fighting style based on one character of your choice, basically enabling you to use their moves for the most part. Some learning *is* required, as you start at their equivalent of level 1 and have to 'unlock' the more complex moves through practice. For characters that have two weapons, choose only one. This isn't a game-like skill tree/system, this is just a combat style.

Bonuses from Title are *very* small. In game terms, you get from +2 to a single stat to +8 to four for end-of-season bosses. A normal character at that point has stats in the tens of thousands. Talking about 0.1% kind of improvements here, and not as a percentage but as a fixed increase to your base.

Packrat - the space is room sized, about 5 cubic meters. The only limits on what you could put inside are nothing alive, and that you have to be able to lift it and physically push it into an opening, so the size of the opening is important both for putting things in, and for pulling them out. You also need something to access the space - you can't pull a knife out of your pocket if you're naked.

Position - nothing is stopping you from buying it multiple times. Both Ingkells and Riordan are nobles with a position in the Army, though we don't see any clergyman do the same. Still, it is perfectly possible to mix and match things.

Materials - crate is 1 to 1.5 cubic meters? Big enough to need a forklift, but not *that* big. Don't know standard crate sizes.

Hero Difficulty - for the enemies, rather than encountering like half a dozen gnolls who run at you while a couple shoot arrows, you get something like an RPG party. Coordinated tanks, damage dealers, supporting units throwing things from the back, assassins slipping in and out from your flanks, things like that.

A Short Summary of Season One. Spoilers abound. May not be 100% accurate.

Prologue
The Giant Spider, Wenshardt, suddenly goes mad and starts attacking people. He retreats to a nearby tower, and the mercenaries from Colhen assemble to kill it. Tieve, the town's oracle, begs them to stop, as he had faithfully protected her and the town for years. You, a rookie mercenary with the Crimson Blades, are assigned to accompany her inside with a few more people, who are taken out by Gnolls. On top of the tower, Tieve tries to calm the spider down, who tells her someone is giving him commands. The spider loses control and is killed by the mercenaries.
A white Lizardman shaman leaves the scene.

Episode One - The Crimson Blades
Following the bell tower incident, a bone amulet is found with a glowing Fomorian symbol. Some of the mercenaries ask you to investigate the Gnolls in Perilous Ruins, as Gnolls were involved in the attack, and there you are attacked by Gnolls. The investigation continues. Gwynn, a sergeant from the Royal Army, asks you to investigate the relationship between Gnolls and Giant Spiders, and specifically if the Gnolls have developed the power to control other creatures. Aodhan, the captain of the Crimson Blades mercenary group that protects Colhen, puts a stop to the investigation so as not to provoke the Gnolls. The Royal Army marches into the Ruins, and Aodhan asks you to scout ahead, as he fears that the army slaughtering the Gnolls would provoke them into total war. The army is attacked by Gnolls, so the mercenaries deploy. You kill the Red-Furred Chieftain, and things seem to calm down.

Episode Two - Shadow of the Fomor
An order comes from Riordan, Gwynn's superior in the Royal Army, demanding the Crimson Blades recover a sensitive document stolen from Fobellow Prairie that ended up in Hoarfrost Hollow. There, you encounter hordes of Kobolds and a Giant Polar Bear with red eyes. A Fomorian scout was seen by the army, transporting orders from their main forces, so you are dispatched to intercept them. Written in Fomorian language, a basic translation suggests that the Fomors are searching for a plant called Night Shade, and the orders come from Shakarr, the Fomorian commander. You move to disrupt them before Night Shade can be collected, and defeat the Kobold Chief, in the process gathering more orders from Shakarr - the Kobolds are to gather in Hoarfrost Hollow. The mercenaries disperse their troops and kill their leaders, though afterward you are left alone to fight a secondary force. You tap into the power of the Sorcery Ring and transform, killing all the Kobolds present. Afterwards, Kirstie, a local huntress, asks you to avenge her mentor, killed by the polar bear you saw before.

Episode Three - Piercing the Crescent Moon
Fenella, a refugee from the destroyed town of Ainle, hears of the Crimson Blades' exploits and asks them to save her town. Gwynn explains that entrance to the town is forbidden to the

soldiers of the army. You venture into the town to look for survivors, though you find none. Aodhan chastises you for going into the city, as it could sour the relationship between the mercenaries and the Army, but agrees for you to investigate further when you describe the Goblins inside as uncoordinated and soulless. Ellis, Gwynn's adjutant, overhears and decides to come with you, doubtful about the Royal Army's honesty on the reason for Ainle to be abandoned. While investigating, Reilly, a senile magician, mentions that a mana explosion he felt came from Ainle in the middle of the night, as if the very dimensions were being torn apart. A broken wand is found in the city, pointing to the Pontiff's Court's involvement. When Ellis reports his findings to the Army, he's made a Special Investigator. He rushes off into Ainle alone, and you follow, only to find him too late - he's killed by a Goblin. Gwynn blames you for his death, but after calming down decides she can trust you with getting to the bottom of things. She shows you Ellis' diary, from which pages have been torn out. You return to Ainle and encounter Vampires while looking for the pages. Nyle, a shadowy man who hangs around in Brynn's magic workshop, makes contact with you, asking for a specific Vampire's robe. With it, Brynn deduces that the Vampires are not from this world. Nyle asks you to look for clues, and you find a Royal Army Emblem, which he takes to mean they are also involved in this incident. He welcomes you into the Silent Brotherhood, an organization founded around the protection of oracles. You go back to Ainle to fight off the Blood Prince, a powerful Vampire.

Episode Four - King of the Gnolls
Tieve starts sleeping more often, worrying her adoptive father. Gwynn asks you to scout Fobellow Prairie, an area that has been closed to the public due to Fomorian presence. You recover a document from a Gnoll, and as it is written in Gnollish, you ask Kirstie to translate it. She deciphers that after the Gnoll Chieftain was defeated by you, another Gnoll, Rampage, was sent to oversee his followers and bring them back under the service of Black Scar, the true Gnoll king. She explains that the Gnoll Chieftain you defeated was preparing his troops to fight against Rampage, the leader of the extremists who support the Fomors even though the Gnolls split from them years ago. Gwynn urges you to attack Black Scar before the Gnolls can reunite. The mercenaries attack the Gnolls in the Ruins of Sanctity, but Black Scar manages to escape. You follow him to the entrance of Fobellow Prairie and manage to slay him.

Episode Five - The Lost Holy Artifact
A caravan passing through Hoarfrost Depths was carrying a priest, Torrin, and a holy artifact. After a Kobold attack, the item is stolen. You are tasked with retrieving this artifact, even more so as its holy aura has been causing the Yeti, long thought a myth, to reappear. You defeat the Kobolds and retrieve the artifact, then defeat the Yeti king to stop their attacks. Along with the Yeti, a beast they worship as a god, Irukul has also awakened, so you slay it.

Episode Six - Colhen in Flames
Ingkells, lord of Ortel Castle, comes to the mercenaries for help in investigating Hilder Forest. The Trolls there are becoming more aggressive due to Bloody Shade, a variant of Night Shade made with occult rituals. The mercenaries quell the Trolls, and the farming grounds of Bloody Shade are found and put in the Army's hands. You join the army and become a Cadet in Rocheste. The Fomors attack Colhen, with Shakarr specifically ordering Tieve to be kidnapped.

Clodagh, the local seamstress, is taken instead, but she's rescued from the main Fomorian camp by a joint operation between the mercenaries and the army.
In a storeroom overrun by Goblins, you find a fragment of a magical mirror. Aodhan brings you another, which was dropped by the Fomors during the attack on Colhen. An investigation is launched. The four shards are assembled, and the Magician's Guild's opinion is that they are used as a contract to summon something. The mirror points towards the being bound to it, an enormous Ogre named Titan, whom you slay.

Episode Seven - The Second Oracle
A gathering of oracles is called in Rocheste by the pontiff, as he felt an omen about the oracle of prophecy. Tieve comes to participate among the many oracles there. The pontiff is late, as his carriage was ambushed by Lizardmen, and you are sent to check the road. You save him, and he appoints you his personal guard. An investigation and the word of a beggar reveal Fomors operating in the sewers of the city, specifically Lizardmen and Ratmen. You find a Destroyed Seal Stone. Two Lizardmen shamans, one of whom was present during the attack on the bell tower, stand over a woman and chant ominously. She is Seanna, an oracle, whom the pontiff proclaims the prophesied true oracle. You are promoted to captain by Ronaun, the lord of the city, for your initiative.

Episode Eight - Not Even if You Kill Us All
Keaghan, the High Commander of the Royal Army and Tieve's childhood friend, asks you to go to Colhen and get a report from Aodhan, as Lord Ingkells has apparently started a rebellion. Due to your working with him in the past, some people accuse you of treason. Keaghan sends you with a thousand soldiers to quell the rebellion. Ingkells, in a speech to his troops, proclaims the Pontiff's Court to be spreading lies, that the prophecy is wrong, and that they'll send people to silence them. The soldiers of Ortel Castle, including the lord, somehow become Fomors, supposedly by drinking a potion made from Bloody Shade. The pontiff asks you by name to kill the leaders, on threat of being branded a collaborator. You kill Ingkells, who with his last words asks you to see through the Court's lies, as the Goddess will not come even if all Fomors are killed. He gives you a fragment of stone on which the Court's symbol is engraved.
Keaghan decides to investigate Ingkells' situation, over Riordan's protests. The stone fragment points towards the Catacombs beneath Ainle, a zone restricted by the Pontiff's Court's orders, but Keaghan goes ahead. Reilly, the magician, tries to convince him to leave the place alone, mentioning that Ellis too suffered because of what he found there, and that the truth Keaghan seeks will kill more people than he can imagine. Brynn, who once went there, says that the Catacombs are guarded by an undead monster, but still tells Keaghan how to get there. Inside the Catacombs is Glas Ghaibhleann, a winged, four-armed beast chained to the floor and sealed with the Pontiff's Court's Pentacle, though it breaks out when you approach. You defeat it and exit the Catacombs, when Riordan and a group of knights ambush you. Keaghan has been branded a heretic by the Court, and Riordan gloats that he has taken his place as High Commander. Gwynn sacrifices herself to save Keaghan, after which Nyle arrives riding on a dark cloud and teleports you and Keaghan out.

Episode Nine - The Song of Doom

Keaghan, unwilling to believe Riordan, goes to Rocheste's cathedral to meet the pontiff, who professes not to know who ordered the attack. He returns with you to Colhen to speak to Nyle and Naveen, a seer close to the Silent Brotherhood. She says the attack was caused by Keaghan closing in on the truth, that in Ainle are the remains of the Court's rituals to summon the goddess, and that to hear the true prophecy you and Keaghan need to speak to Shakarr, the leader of the Fomors. He reveals that humans are not the only ones with a prophecy - the Fomorian God, Cichol, has commanded them to eradicate the humans so that he may return. The Fomors too fight for Erinn, as Shakarr believes that if Erinn is brought to the world, Cichol will return. In truth, Shakarr suspects the truthfulness of their own prophecy, as he has seen the future, and he has resigned himself to seeing the humans' prophecy come true. Naveen explains to Keaghan that it is in the Court's best interest for the Goddess to never descend, as they would lose the power they have as her spokesmen. So they are searching for the true oracle to eliminate her, and tried to summon the Goddess in Ainle to control her and break the prophecy. Naveen urges them to go fast, as those who have no god, the Lizardmen, have already broken a seal. In Rocheste's sewers, where the ritual with Seanna at the center happened, the Lizardmen have broken the seal over Erinn, though the door remains closed. Keaghan is discouraged, but seeing Tieve asleep convinces him to go. Naveen explains to you, after Keaghan is gone, that you need to stop the Lizardmen before they master the magic of Fomor Domination, which has traditionally been a secret of high-ranking clergy, as once they have, they will summon the Evil One.
You follow Keaghan to Albey, the place where time stands still, home of the Controller of Time, Elchulus. Black Hammer, Shakarr's second in command who planned to betray him, Verafim, the white-scaled Lizardman shaman, and Gilliam, Rocheste's bishop, are there. Verafim uses Fomor Domination on Black Hammer, having mastered the magic taught to him by Gilliam. Their agreement was that, in exchange for the magic, the Lizardmen would work to stop the humans from bringing Erinn into the world. Verafim betrays the agreement, intending to bring down Erinn by eradicating the Fomors for a reward from some unspecified being. He lets Gilliam escape. Verafim summons Lionotus, the Evil One, a being that, according to prophecies, will lead the world to destruction. Naveen supposes that the destruction of the world is the only way to bring about Erinn. She explains to Keaghan that Tieve is losing herself, as her destiny as the oracle of prophecy is to go to Erinn. Half of her body and spirit are already there, and in time she will disappear from the world. Keaghan wants to stop this. If he can't stop Tieve from going to Erinn, he'll bring Erinn to the world. In Albey, you kill Lionotus and defeat Verafim, though he flees afterward. On Lionotus' body you find an Ancient Seal Stone. Naveen says it's too late - the Evil One may be defeated, but the seal of the evil God is out of our grasp. Destiny has started to flow; there is nothing more she can do. Brynn offers his support still, investigating the seal stone. Verafim meets Keaghan in secret and convinces him to work together to bring Erinn to this world by calling upon the controller of time with the seal stone. Verafim states his goal is to bring about the prophecy and steal the God of the Fomors for the Lizardmen.

Episode Ten - Godslayer
Keaghan tells you about his plan to summon Erinn, and asks for your help. He asks Brynn for a book, the Paradise Chronicles, which should tell him how to get to Erinn. Brynn gives it to him to save Tieve, as it was given to him by Naveen in the past, to be given to the 'fated one'. The

Ancient Seal Stone, given to Tieve, reveals the path to two sealed dragons - the Earthborn Seal, containing Siglint, and the Frostborn Seal, containing Beokros. The seals were put in place by the Goddess Morrighan to protect Erinn, and there are three in total - the third being Siglint and Beokros' master, the guardian of time itself, Elchulus. Siglint and Beokros are slain, with the latter trying in vain to talk Keaghan out of his destined path. You and Keaghan find yourselves in Heide, a place where the God of Time is prophesied to fall and the gateway to Erinn. The path to the real Heide can only be opened by the true oracle, so they go back to bring Tieve there, finding her ready to go and sacrifice herself for the prophecy. Riordan and Gilliam arrive in Colhen to apprehend Keaghan, too late. In Heide, the three are confronted by Elchulus, who states that his timeless land is the promised Erinn. By breaking the other two seals, he has been freed, and so has Morrighan, who starts to take over Tieve's body. Keaghan crashes out about the gods using people as puppets, stating that he's in control of his own fate. You defeat Elchulus, only for him to revive. He toys with Keaghan until Verafim arrives, saying that Keaghan can gain the power to kill Elchulus by eating his heart, and his sacrifice will ensure the eradication of the Fomors. Over Tieve's protests, he does. Keaghan goes berserk, defeats Elchulus, then attacks you. Elchulus gets back up again; Verafim somehow gloats that Keaghan is an idiot and that the prophecy is fulfilled. Elchulus flies off to parts unknown. Keaghan transforms into a black-robed figure with white wings. He's now Cichol, the God of the Fomors; he says that Morrighan will not have Tieve, that he's gonna seal Elchulus and destroy the false Erinn, that he'll save Tieve and for her not to forget him, then he enters a shadowy portal and disappears. Tieve apologizes to Keaghan, black wings sprout from her back as her hair turns black, and she also disappears. Back in Colhen, at the inn, you feel something is missing.

Epilogue - Memories

In both Colhen and Rocheste, people's memories have been rewritten so that nobody remembers Tieve or Keaghan. Imperfectly, as people certainly feel the gaps where they used to be, and Gwynn and Ellis remain dead. Seanna takes residence in the inn and becomes Colhen's oracle. The Altar of Memories in Colhen's temple shows you the truth of what happened, restoring your memory.

On Seanna's advice, you go to sleep and dream of a strange place. You see Cichol and Tieve as they were in Heide, and an ominous voice tells you that Destiny cannot be changed. You see phantoms of people you know, as they explain their motivations. A being that appears as Tieve tells you that if you go through the door, you'll see a different side of destiny. Once you do, all will be lost to the past and fade away, but destiny will repeat itself. You cannot change that which has been set. Still, you can go through the door and decide to do so. 'Tieve' opens the path for you, asking you to follow the spiral of destiny. Even if destiny repeats itself, she hopes that your choices will not. She disappears, and a path of light springs up. You walk through the door, after which the place crumbles and the ominous orb inside the room explodes. You wake up in the inn, and Tieve is there again. She congratulates you for defeating the Gnoll Chieftain and gaining a promotion, as you appear to be back in time, shortly after you joined the Crimson Blades. You consider what to do with what you know of the future when the ominous voice tells you to go to Malina and find the Destiny Stone.

End of Season One.

Myths (as narrated by Tieve and Brynn)
Long ago, there was a Fomorian god named Elchulus. He called upon thunder and flame to destroy the world. That humongous dragon was far too mighty to battle. Many lives were lost, and the world fell into darkness and despair. But the goddess Morrighan fought him, sealing herself to bind Elchulus and put him to sleep. Unfortunately, she herself fell asleep as well. Losing her is why humanity can no longer access Erinn. Before the goddess was sealed, she made one final promise and left three clues. Her promise, that one day she would return, after all the Fomors were eradicated. And her three clues… (Tieve looks hesitant) Just know that one of them is in the oracles of the goddess. Like me.

According to legend, Erinn is a place without sorrow, pain, or hatred. No one suffers from disease, hunger, or death. Everyone has eternal, youthful life.

-Tieve

At the beginning, humans and Fomors coexisted. The Fomors were powerful, while the humans were weak. The Fomors had a god watching over them; the humans didn't. Elchulus, ruler of the Fomors, used his terrible strength to bring pain and suffering to the humans. On the day of great despair, Morrighan joined with another god to stand against Elchulus, seeking to protect freedom for all to choose their future. She sacrificed herself to bind Elchulus in the darkness. And then she spoke, her last words to her people - Eradicate the Fomors, for their blood will open the gates of Erinn. When the final drop of Fomor blood turns cold, the Goddess will unfold her wings and carry you to Paradise.

This is a world of freedom. Free of gods. But what is the price of freedom?

There are more stories - the giant dragon Siglint grew arrogant and challenged his own charge, Elchulus. Another dragon, Beokros, pitied the humans fighting Elchulus and intervened. But neither is clearly linked to paradise.

-Brynn

Changelog

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