DARK CLOUD 2 (VERSION 0.1)

"Months upon months, years upon years, a familiar land, a different time…and still some things remain the same…"

You've awoken to the sight of an old man and a young man looking down upon an empty map. As you come to your senses, the old man gestures for you to stay still as he picks up a binder and hands it to you. "We've long anticipated your arrival, traveller, and now you've finally arrived, well met…well met indeed."

"There's no point dallying, traveller. Our purpose here is to provide you with assistance, whether it is information you want, or something more tangible. Our situation however…is a rather unique one. You see, we ran into a bit of a dilemma from the moment we arrived for preparation efforts – the entire world seems to have been wiped clean."

"Well that might have been an overstatement. There's still very small pockets of civilization lying about it seems – pockets and traces anyways. From what little we've figured out, it seems that a temporal cataclysm has led to the current state of things. As you make your way into the world…well, you'll have plenty of time to figure out what exactly happened."

"Before that however, take this as well." The old man hands you a small envelope.

Inside the envelope lies 1000 CP.

Trust me; you'll want to keep a good hold of this. We do have some facilities here for you to use it on – to prepare for your time in the world of course. All sorts of necessary preparations to be made…items, abilities…even companions. Perhaps you might even have time to consider other options – not so much for preparation as complications and circumstances…

[About You: The First Choice]

The younger man takes you aside after you pocket the contents of the envelope.

"Hey there, I'm here to help you get prepared, so let's begin with you. Who are you, what you'll become. To help you fit in, it is best if you have a human form of some kind. There are however…options at hand."

You may choose a human form of either gender to fit your own physical preferences. Alternatively, you may choose a humanoid rabbit form.

"There's still the matter of a background, and we've managed to reverse engineer some of the occupations that the people of the land followed when the civilization was still thriving. It'll be a good cover in the event you meet survivors at least."

Background	Overview
Wanderer	Not quite at the level of an adventurer, but definitely above that of a common citizen, as a Wanderer you'll find yourself travelling the land and learning different tricks and techniques. As a jack of all trades, your skills may become vital should the time come to put civilization back together…
Warrior	With all the monsters running about, warriors are a very critical part of society – among the survivors anyways. That being said, most warriors also have a bit of magic expertise to them – and you won't be too far from the norm when it comes to that. Wanderers and Warriors generally took care of exploration, and both are well suited for the task.
Mechanic	You're very talented when it comes to machinery and technology – and oddly enough that isn't out of place here, despite the overwhelming amount of magic and monsters about. This background fits an inventive individual best, though finding the necessary resources for making your inventions might be a bit more difficult than usual.
Conductor	One of the only remaining testaments to the pre-existing civilization is a set of train tracks that seems to span over the entire continent. It would seem that despite the strange level of technology and magic present, trains were still used as a predominant form of transportation. As a conductor, you have a significant amount of expertise regarding trains and their necessary infrastructure.

"Well, with that settled we would almost be ready to dive into the more serious considerations, but there's still one more thing left to figure out for the basic foundations – namely, where you're going to end up. We have an older map of the land for reference, but what we can tell you for sure is that wherever you end up – there will be small vestiges of civilization left along with some survivors."

"There has been word that some children were looking to fix the cataclysm, but we don't quite know the details yet. Maybe in time you'll figure that out too…"

You've been handed a dice, **1d8 for location.**

Well, you rolled…	…This Location!
1	One of the bigger towns situated in the south of the continent, Palm Brinks has the distinct advantage of being a walled city within a mountain valley, making it a rather safe haven for survivors – and as such plenty of inventors and merchants also make their home here.
2	A forest settlement not too far from Palm Brinks, Sindain is connected by a single rail line, though the station itself seems to be abandoned. The forest provides shelter and food for plenty, but many of the survivors here appear to have hidden deeper in the forest…
3	As the name suggests, Balance Valley is indeed situated close to a very deep gorge, and many of the monsters here have seemingly adapted to the habitat – you'll see plenty of birds as a result. However, many of the survivors have ventured deeper into the gorge to live in seclusion. Survival here is slightly more difficult, but certainly not impossible.
4	A settlement by the sea, Veniccio is likely to be one of the easiest places to survive especially if you are a fan of fishing. However, it seems that many of the survivors from this locale have retreated to deep within the ocean caves nearby… We've heard that there may well be sea dragons that reside around here as well.
5	Situated close to an active volcano, while it is nice and warm here in Heim Rada, you should be wary of what kind of building materials you use should you decide to stay and build a house. Somebody seems to have gone and made some sort of strange contraption up on the volcano that is spewing out ash and smoke – maybe you should put a stop to that.
6	Unlike the Moon you know, there happen to be beings that live on this one – and oddly enough their society was untouched throughout the cataclysm. The Moon People seem to abhor the idea of going down to visit the land, but they don't mind helping you get from the Moon to the Earth and back as necessary.
7	A long abandoned mineshaft that has definitely seen better days, the Zelmite Mines might seem quiet, but we would definitely not advise venturing too far in. There's a sinister atmosphere in here – and it almost feels like something is just waiting for you to slip up. Thankfully, you're right next to the entrance, and not too far away from Palm Springs.
8	You can take a Free Pick from any of the locations above!

{PERKS}

"Probably best to start the more intensive preparations by considering how you can improve yourself right? Take a look and see what interests you – just keep in mind that there are still other options… **Any option that falls under your background has the first rank free (with a special exception for one) and all higher tier options discounted by 50%.**

WANDERER

Befitting one with a reputation to be a jack of all trades, the Wanderer's skills possess the largest degree of variety, and to some extent, the largest degree of flexibility as well.

Master of the Trade 100 (First 1 Free/50 Otherwise)

In a world with so little people, every single skill a person has makes a substantial difference, regardless of how basic or esoteric that skill may be. Suddenly, skills such as fish breeding, animal handling, gathering can make the difference between life and death. For each time you purchase this, you can pick another skill that would be plausible in this world to master (Essentially mundane fantasy adventure skills) - the more specific and far-fetched the skill happens to be, the more proficient you will be at it.

Golf Club Anomalies 200

Spatial vortexes have popped up all over the land since the coming of the cataclysm – and after plenty of experiments, the survivors from Palm Brinks have found a bizarre way of closing them. By shooting a fragment of a vortex into another vortex, they've managed to begin resolving these vortexes. Closing them is a good thing too – since these vortexes take up a lot of room, and shove things aside like immovable obstacles.

While this practice is certainly very controversial [Did they discover this through some scientific method?], you've managed to gain some insight into how vortexes and spatial openings work. You can conjure small golf ball sized vortex fragments at will to close off openings – just be wary that large openings naturally won't be closed by a single fragment. The more magic you put into it, the larger the fragment will get, up to the size of a living human.

Georama II 400

One of the most important skills if you're going to work towards rebuilding society is well – reconstructing the infrastructure piece by piece. You can worry about the survivors later – first you need to make sure that they actually have a proper

place to live. With a form of magic that allows you to assemble materials into infrastructure, forming buildings and even decorative plants is not out of the realm of possibility. This ability is specifically made for inanimate objects you can construct.

Within the space of a city, you can freely rearrange the buildings as well. [Just remember to tell the people to come out beforehand!] And while you can't really change the geography of the locale, you can freely stack buildings as you wish. Just keep in mind that building a towering skyscraper without the proper engineering will probably result in a calamitous collapse.

Supporters in the Wings 600

You've gotten everything to slowly put the world back together – except now you need people around to witness your feat. It does feel a little bit sad when you have friends that can't join in with your epic adventures doesn't it? Heck, even the children adventuring about are bringing their friends along with them – why shouldn't you?

You and each of your active companions can choose a passive companion to join you in your adventures – however, as long as the chosen individual remains a passive companion, they act like a wraith. It keeps them safe and sound and free to comment on everything you do, but it limits their influence on the world to a single skill that they inherently know themselves – you won't see them firing off fireballs anytime soon, this is limited to passive skills and support spells benefiting the "carrier".

You don't have to choose your companions of course – but be wary of the locals you choose to drag along with you, as they have to agree to it on their own accord. For each time this is taken by you or your companions, you gain an extra reserve slot. Your companions will remain with a single slot regardless. Be wary of this – having too many voices in your head isn't necessarily healthy!

WARRIOR

All the people might be gone, but the monsters still remain. If you're going to be exploring the world, you're going to want the skills to defend yourself. Be it with magic or weapons – these options are here to keep you safe.

Acrobatic 100

The fundamentals of combat lies in movement, and when you're skilled enough, you don't need to worry about the efficiency of your movements. Why should you run

at an enemy when you can cartwheel at him? Instead of slashing at your enemy normally, why shouldn't you slash at him while doing pirouettes?

Learning from the bizarre fighting style of a certain Raybrandt princess, you've discovered that the flashier your combat style and the more bizarre movements you incorporate into your techniques, the more effective it all becomes. If it works for kids, there's no reason why it shouldn't work for you as well, right? Your general speed and dexterity also increase.

Elemental Surge 200

As you explore, you're going to find plenty of irritating foes. Some foes are irritating in the fact that they can resist magic. Others are irritating in that they can resist many physical attacks. But there's always a limit to how much a monster can resist anything, so the obvious answer to irritating monsters is overwhelming force.

By concentrating, you can build up a charge to enhance your magic or even enchant your physical attacks. Building up a charge can take some time, but the results can nearly double what you would have normally expected. If that mask wielding idiot still decides to try and eat your magic - he's in for a surprise. Even if they're wearing armour, at maximum charge a portion of the hurt will still bleed through.

Absorb Blade 400

But perhaps even worse than the foes who resist attacks are the ones who decide that they can linger back, toss out magic for fun and chuckle. Those guys are the ones you really want to give a taste of their own medicine to.

Working out a technique to absorb magic into your weapon, you can consume low level spells; small portions of higher level spells, and hurl it back at the enemy twofold. Let's see if they chuckle when the fireball they tossed at you becomes a pair of fireballs hurtling towards them. Naturally, a higher quality weapon can consume and hold more spells than a lower quality one. This will affect any melee weapon you can wield in hand.

Monster Shape 600

This strange magic is used by the Raybrandt royal family – or at least the young princess seems to be the only one proficient at it. With the help of things called monster badges, you can memorize the form of a monster and transform into it – though if you attempt this on a monster that is inherently stronger or larger than you in some aspect, your transformation will be limited by your own potential.

Finding a badge is the easy part, spending the lengthy period of time around a monster in order for the badge to analyze, research, and decipher the proper copying sequence is decidedly more difficult. The more complex the monster is, the more time you'll have to dedicate to memorizing its form – be wary that without a badge, you can only memorize the forms of two monsters at a time. Additional badges act like bookmarks in this regard.

Of course, this magic was not made so that you could pummel monsters in their own form [though you could], but rather to bridge relationships and establish a form of communications. Indeed, you'll be able to converse with the monsters freely, though this is limited to those of the same species. Naturally, so long as you remain the same species, you'll learn some basic techniques attributed to that species.

Unfortunately, the amount of time you can spend in a monster form is relative to your absolute pool of magical energy, so be careful about accidentally changing back during the middle of a conversation!

MECHANIC

Inventing things from scratch seems like a daunting challenge, but with this you'll be up for the task. Being a mechanic isn't just about inventing of course, there are still plenty of things to fix up and salvage from the ruins all about...

Flash Photography 100

You can take pictures of things at any time even if you happen to not have a camera. While this does mean that there is the potential of taking photographs that probably should not see the light of day, we'll have faith that you aren't such a bizarre deviant. You're probably wondering without a camera, where do the pictures go? Well, if you have a photograph album lying about, they'll all go directly there - otherwise you can expect to see pictures start showing up on newspapers and other such media. Which may not be good.

As time goes by, your memory will steadily improve – seeing and taking all those photos has had a bit of an effect on your mental faculties after all.

Fixer Upper 200

When they put you through an apprenticeship, the first thing they did was to tell you to take apart a train. Then put it back together again. Then they repeated the process, removing parts bit by bit, and yet every time you still managed to put the train back together. Eventually you've come to realize that you can repair

things - all while removing any extraneous parts to ensure that the efficiency of a machine is optimized. Machines that you've tinkered with…don't seem to need as much to work as others might.

Photographic Innovation 400

You're not going to stare at that photo and reminisce are you? There's a lot you can do with a photo besides just staring at it! By putting different photos together, ideas will hit you about inventions, and you'll come across ideas every so often about new things that you can make with unconventional materials. Making an aquarium out of wood and translucent cookie paper? Normally that wouldn't hold very well, but you can make it last - for a while.

Ridepod Form 600

A snap of your fingers and machine parts will come together around you to form this suit. Never mind that it looks like a rolling barrel with spring legs and a drill for an arm, you can modify that yourself later! Regardless of where you are, as long as there are parts and materials within reach, you can form a suit around yourself. Naturally keep in mind that the bigger you are, the more materials you're going to need in order to form the suit. You're also not likely to build a nova reactor out of wood, but it is helpful to note that whatever you build doesn't just scale in size – but also in performance capacity as well.

CONDUCTOR

As strange as it might be, trains seem to have a rather substantial presence here in this land, and where there are trains, there will be need for conductors. Of course, your skills aren't just about guiding trains – there are other things for the conductor to do while the adventurers are out exploring.

The Navigator 100

Well you can't really be a conductor if you don't have any clue where you're going. Thankfully, that's not a problem, because your sense of direction is impeccable. Who needs signs or maps when you're around? That may have been a bit exaggerated, but even when you're in the dark, you'll still have a good idea regarding where you'll end up. Take heed that this does not give you the safest path to a destination.

Rail Master 200

If the world was torn apart - how is the rail system still working? Well, it's working because simply put, you're there to lay down the rails. Within a large

radius around you, you can freely lay down train tracks as long as it can be physically feasible. You also have a very particular talent of manipulating trains, being able to stop and direct the flow of train traffic at will. If you were here to build a rail empire this might be handy, but considering people don't usually live on trains, you might want to consider whether you need this or not.

Carpenterion 400

Do you have too many places to rebuild and not enough hands to do it? Or perhaps there are too many sites to supervise and not enough physical presence to control it? Well that's fine, since you can deploy a series of these machines, the Carpenterions, to go ahead and perform the reconstruction process for you! These self-sustaining builder bots will take your plans and proceed to build villages in accordance to the way you want them arranged.

Be careful of one thing - even though the Carpenterions are efficient at performing their tasks and are entirely ignored by the general public, they can accidentally harm people if people are caught during the reconstruction process! The Carpenterion appears to be half biological, half mechanical in nature – and perhaps due to this strange duality, you can grow it slowly like a plant, though like all plants, there is an effective limit on how much it'll grow. Sometimes, having a construction tool that's too large can make it rather unwieldy…

Time Train 600

It's no Ixion, but this train is capable of performing some time travel tricks. No, it's not going to let you actually travel through time. However, while you're inside it, you are much more resistant to time altering effects such as spells and artifacts. The train will maintain its form and durability for as long as you can provide it with energy. If you look out the window, you'll see your surroundings in different time frames - hey, are you taking notes or something?

Either way, that's not the main function of this train. The main draw lies in the passengers who come on board, individuals from different periods of time. You're not going to be able to do anything except speak with them, but with all of the passengers who wander through this train, you can have practically no end to the people you can talk to. Naturally for both parties' safety, there's no fighting on board this train!

MISCELLANEA

Not enough abilities to suit you, or perhaps looking for skills with a different focus? No problem…we can see if there's anything else that can accommodate to your needs. Perhaps some abilities of a more…peculiar nature would interest you?

Augment Blade System 200

A warrior needs a trusty weapon, and with blacksmiths in short supply, it seems that most people have taken to modifying and improving their own equipment. The main technique the survivors in this world seem to use allows weapons to grow as individuals might – learning from experience gained in live combat. For as long as you continue to wield a weapon and use it, it will grow in terms of all its basic qualities, including traits like durability, strength, and ease of use.

Should you switch weapons or pass your weapon on to another, the growth will stop until you pick that weapon back up again to focus on it. However, it will retain any experience it has already accumulated, so there's no worry of your work being lost over time.

Blessing of the Land 200 (100, Special)

This is a fresh land, full of magic and various spirits – and with the mass disappearance of humans since the cataclysm, you could even argue that the monsters have the upper hand. Regardless of that, with the environment returned to its original state, now you have the opportunity to draw out the energies of the land. Depending on where you arrived, you'll find that the benefits shift slightly – and your starting location is discounted by half.

Your Location	The Blessing
Palm Brinks	Palm Brinks affords those who take up its blessing with the ability to shield others temporarily, improving all of their defensive capacities. Just as the city's walls keep danger away, so long as you remain close by, all of your allies will also receive less harm. You'll also find that structures built seem to be a bit more durable than normal.
Sindain	The blessing of Sindain is the blessing of the forest, and with it comes the ability to cultivate life even from the smallest of seeds. Plants with any level of sentience also seem to rally to you on their own accord, and under your guidance they too will grow vibrantly. Should no plants be present, you can quickly bring seeds to life with your magic for a short time.
Balance Valley	A valley best suited for those who possess the capacity of

	flight, the blessing of Balance Valley is also well suited for those who would take to the skies. A pleasant wind always surrounds you, and your ability to fly, along with those around you, remains unhindered despite weather conditions. You have a strange tendency to attract large birds like condors to you as well. Should you have no natural ability to fly, you'll be able to slowly float above the ground.
Veniccio	A blessing of the sea, the blessing of Veniccio calms the waves and the ocean's moods. You seem to have a natural affinity with the life in the sea as well, and in the presence of water you will always find abundant life regardless. Sometimes this may take the form of a sea serpent, but rest assured that he's rather tame.
Heim Rada	The blessing of fire and earth to reflect the natural surroundings of Heim Rada, the energy here allows one to naturally heat up their surroundings, and whip up a dust storm as they see fit. The flow of lava bends slowly to the individual's will, with more magic, the lava flow can quickly accumulate momentum.
The Moon	The blessing of the Moon is a subtle one, but one that is always present though not always active. When inactive, your body glows with a yellow tint, showering the nearby area with faint moonlight. When active, your body glows blue, and as your aura of moonlight intensifies, the destructive qualities of your spells improves somewhat. It's not called the Star of Oblivion for nothing…
Zelmite Mines	The strong concentration of Zelmite here in the mines has left those who take this blessing with the ability to charge mechanical technology with their own magic at an accelerated rate. Be wary however, as while the energy charge will make the piece of technology perform better – it may from time to time make them temporarily berserk.
Moon Flower Garden	There's no telling where this place actually is, except it seems to be isolated from the flow of time. So long as this blessing is active, memories from all those in your general vicinity will take up physical form. While this usually latches on to the first and most substantial memory, you can selectively will memories of phobias and trauma to life. Be wary that while they bear physical form – the actual power of these revenants is substantially weaker than what you might expect, regardless of their form. Often times, the mind tends to exaggerate on the nature of our fears. Though perhaps the mental effect on the target will suffice.

Ghost Photography 200

Perhaps these are relics of past civilizations, or perhaps what you're seeing are the restless spirits of those caught in the cataclysm, but regardless of what they are, for some odd reason you've come to realize that you can see supernatural entities. At first this is assisted by the use of your camera, but over time your sight will improve until you can see them without aid.

Atlamillia Shield 300

The Atlamillia…to be honest, we don't really understand them very well. There is an eccentric who came along with us and is looking into researching them, but that idiot hasn't provided many conclusive results. What we did manage to comprehend with his work however, is that the Atlamillia can have very strong remote capabilities.

With this blessing, you can generate a trio of Atlamillia, and each one can be uniquely customized by giving it a perk or ability you possess. However, so long as the Atlamillia possesses the perk or ability, you can't utilize it, except via the Atlamillia. (Accordingly, you'll only have one unique perk per Atlamillia) Even without this however, the trio of Atlamillia can maintain a consistent barrier to protect you from assaults.

Stasis Wards 300

There have been rumours that many more survivors from the calamity exist, but they happen to be trapped in temporal stasis – perhaps an act of mercy by a higher power. When we ran a field analysis we couldn't discern whether this was actually the case, but we did discover a method of using all the fluctuations around in a defensive manner.

By steadily consuming your magic, you can temporarily protect others from temporal and spatial effects – which would in turn reduce the effectiveness of anything that depends on affecting causality as well. For as long as you can maintain your magic, all of your intended charges will share the same level of resistance as you. You can choose to release them from your protection at will.

{COMPANIONS}

The old man nods as he looks over your dossier, before turning to you – his expression tells you he has something to ask. "It's part of standard protocol of course, but are you going in alone? If not…we could certainly arrange for some allies to come along with you into the world. Always best to travel through time with friends I say."

These options are here in the event that you're looking for companions.

The Adventuring Band 50 CP

Can't leave your friends behind right? It'll cost you a paltry sum, but we can make it so that your friends can also go through the same process as you – allowing them to integrate fully with the world. Alternatively…maybe you're looking for new companions, folks who will wake up new in the world just like you.

Import a companion for 50 CP; they gain 300 CP to spend on skills.
You may import in a batch of 8 for 300 CP, with the same benefits.

Alternatively, you may create companions, either of a human, or Moon Person (Rabbit Human) template. They fall under the same process as imports. All companions can choose a background for free.

Canon Companion 100/200 CP

Instead of a pre-existing companion, maybe you're looking for another survivor of the Calamity? Be wary if you choose to do so, for while we can arrange that they'll show up with you instantly, this will cost you extra. In our efforts to help you of course, we'll ensure that your new friends can also go through a certain degree of customization.

Recruit a canon companion for 100 CP, but you'll have to convince them to join you. For 200 CP you start with them right away. They have 300 CP to spend on skills and items.

{ITEMS}

The store looks like no one has stepped foot inside for some time, but the lights still work as they turn on when you enter. There doesn't seem to be too many items that catch your eye, but there are supplies here and there that might help you on your journey. Might as well give it a look over and see what you might be able to use.

A Bag of Gilda 50 CP

A bag of 10000 gilda, the local currency, which should be more than enough for you to last out a couple years, or long enough to at least get a proper job!

Temporal Charge 50 CP

A weird, unstable sphere that seems to be an uncontrollable fragment of bottled up time. The inner workings of this, and even how anyone managed to compress time into a sphere in the first place don't make any sense, but these can act like time manipulating grenades, slowing or speeding up an area. Each purchase gains you one, and they'll replenish when consumed – the longer you allow them to charge the more substantial the effect.

Alternatively however…it seems that there are some folks who have found a way to use this in a constructive manner…maybe you could get them to manipulate it for you… If you choose to allow those individuals to consume these, whatever is consumed will not replenish.

Infinite Witch Parfait 50 CP

Well, it's actually just a glass that you could eat an ice cream float out of, but it fills periodically with this strange parfait. As the name implies, it does some strange things for your magic, increasing your magic pool recovery significantly for a brief period of time after you eat it. The glass refills after a day – but it is best you keep it in the fridge.

Golf Club 100 CP (Free Wanderer)

It's a golf club, so we don't know what you're expecting, but this is something you use to play golf with. Unfortunately, after substantial exposure to the vortexes, this golf club has slightly warped so to speak. Projectiles launched with it seem to momentarily appear at its final destination, completely vanishing while it is in flight. While this strange behaviour isn't going to help your golf game much, at least if the ball goes missing you can presume it's a hole in one! Thankfully, you can freely control whether it does this, so just don't use that function during a match!

Photograph Album 100 CP (Free Mechanic)

This photo album will be helpful in marking down all of your inventions. This book seems to work on its own actually, and while you can upload pictures to it, it's handy to refer to it for the detailed step by step instructions which it details. It seems to update every now and then - and it even takes awkward pictures occasionally, as if it had a mind to remind you of things you'd rather forget!

Blank Badge 100 CP (Free Warrior)

The blank badge holds nothing in it, and while it looks strictly ornamental, the sheer lack of an object bound to it means you can actually insert an object inside. Unfortunately, this only allows you to insert inanimate objects, but it can function as a nifty transformation spell for as long as your magical capacity holds out. The item you transform into however has only its basic functionality, and no magical effects. Still, you probably won't want people to toss their dirty laundry while you're transformed as a washing machine!

Conductor's Rod 100 CP (Free Conductor)

What looks to be, at a glance a baton, is actually a rod that will allow you to direct the movement of trains and crowds alike. When wielding this and waving it about in an authoritative manner, people will immediately assume that you are a responsible authority to be followed. It has a neat little side effect of conjuring small toy trains that can move autonomously in generally pre-set paths.

Electric Worm 100 CP

Seriously, what would drive a person to electrify a worm? It's amazing enough that the thing is still alive, but the thought that somebody even considered it in the first place is downright bizarre. Any creature that consumes this worm gains the ability to emit electricity at will - something to be more aware of however is that the creature consuming this worm also has a high chance of shorting out electrical devices, like animal collars and such. And seriously, don't feed it to your pet fish.

Voice Unit 100 CP (One free if Ride Pod Form perk was taken)

Stranger things have been invented obviously, but giving machines a voice unit is a bit out there. The Voice Unit comes with its own AI, which seems to adapt to the machine that it currently inhabits. Thankfully, the AI isn't too smart, and its personality can be tuned somewhat, so you don't necessarily need to end up with a snarky toaster. It might be nice to give your machines a

voice and the AI can monitor a machine's condition very well - just remember there's always a silent option.

Monster Badge 100 CP (One free if Monster Shape perk was taken)

It's a transformation badge! Well, this saves you from having to go out and hunt all of them down yourself. This badge will memorize the form of a single monster, though naturally you'll have to encounter that monster and study it properly. While the process could be fun - but remember that monsters only speak to those who resemble them…and your transformation won't last as long unless you're already proficient at transforming into a monster. Similar restrictions naturally apply, given that they operate under the same philosophy.

Animal Control Device 200 CP

A crudely made mind control device which adapts to fit any animal, even the look of this device screams "Mad Scientist". For as long as the device remains on and powered, the animal is subject to your whims and commands, though be warned that this runs the consequence of the animal losing some of its memories of this period if it does get released after wards. You'll find that animals without free will also tend to react slower than others.

Lafreisca Seed 200 CP (Discounted if Georama II perk was taken)

A Lafreisca flower in bloom is a massive iridescent flower, which seems to generally stay in bloom for as long as both water and sunlight are available. While very pretty, its true function appears to serve as a habitat for a bizarre creature called the Rainbow Butterfly. By growing the flower, you also apparently bring forth this insect inadvertently. It's rather benign and actually sapient to a degree, though it can only remain so within close vicinity of where the flower is planted. An excellent caretaker of plants, its presence seems to accelerate the spread of plants substantially.

Eden Seed 200 CP (Discounted if Carpenterion perk was taken)

In contrast to the Lafreisca flower, these fruit of Eden plants seem rather diminutive, but each fruit borne contains a massive amount of vital nutrients, enough to rejuvenate a person from near death, and even add a year or two to their lifespan. Unfortunately, they need to be grown in a very controlled environment, perhaps explaining why they aren't just found everywhere in the wild. One would do well to note that even given optimal conditions; typically Eden plants don't yield more than one or two fruit per harvest cycle.

Aquarium 200 CP

If you're going to fish and you're not out to eat it, you should at least have an aquarium to put the fish in right? On the bright side, this aquarium adapts actively to the fish which are inside, allowing you to create multiple segments for fish which require different environments. On the not so bright side - the aquarium does require an extensive amount of energy, especially as it starts expanding in size to accommodate all of the fish inside. Better get fishing! And do be careful that they don't crossbreed too often.

Magic Coin 200 CP

A magic coin with both an angel face and a devil face, this coin radiates with magic, but judging by the looks of both sides – if you're going to toss this you should expect a gamble. Should the coin land with the angel facing you, you may well receive a blessing of good fortune, be it a timely wave of healing magic or a windfall of money. But should the coin land with the devil facing you, you may find yourself suddenly ambushed by wild beasts, or an unfortunate accident may befall you. Naturally, others can use this coin as well – it may well appeal to gamblers preferring higher stakes…

Fire Horn 200 CP

A mystic horn that you normally won't find in a traveller's backpack, but if you ever happen to be traversing a volcano you should probably considering packing this along. With just one blow of the horn, fire and lava will part aside for you, forced apart by the magic present inside. The magic will keep fire and lava away for a time, and should you use it against magic such as fireballs and lava spouts, it will work to a reduced degree.

Moon Badge 200 CP

No, it's not going to let you transform into the moon. The power of this badge seems to bolster any form of transformation, illusion or conjuration magic, increasing the fundamental strength of the magic by both reducing the cost as well as increasing the duration. It's not going to give you any moon powers either, but if you happen to not have any transformation skills, it does take pity on you and allow you to transform into a rabbit.

Sun Badge 200 CP

Just as the sun and the moon are opposites, the effects of the Sun badge also manifests differently from the Moon badge. In your transformed state, an aura of heat emanates from your body, drastically boosting your defensive capacity. Frankly, whoever created the badge transformation

system definitely had plenty of strange ideas. It's almost as if the fellow just decided to go on a magical inventing spree before randomly scrapping ideas.

Zelmite Vein 200 CP

A mint colour crystal which has been the source of many recent technological developments. Unfortunately, it appears that while Zelmite can be used as an almost universal energy source for many different types of machinery, it also tends to cloud the minds of those who are exposed to it. Clinical trials have shown that while Zelmite is crucial in developing sentient machinery - the only successful subjects have also turned out to be rather mindless. Perhaps something else is necessary in order to make them completely sentient?

Name Change Ticket 300 CP

Beware! The magic in this ticket is potent, potent enough that it can change the fundamental aspect of an object into another one. Were I to apply it to that apple in your hand, I could name it as a wrench, and a wrench it would become in both form and identity. Naturally a limit exists to this metamorphosis, as the ticket cannot recognize items which aren't omnipresent, so going for something which only exists in an isolated realm probably won't have the expected effects. It also doesn't create magic effects very faithfully. Don't say we didn't warn you. Thankfully with enough magic, you can recharge the ticket.

Paznos Prototype 300 CP

The Paznos can't really be called a relic, considering it was built in the far future, but with time as warped as it is there's no real point in making distinctions. A super fortress intended to act as a mobile command center for the Griffon Resistance Force in the future; it is armed to the brim with point defence laser cannons – allowing it to repel assaults from all sides. The fact that it flies also helps...but the trump card for the Paznos, even this prototype, is the fact that it can separate and transform into a robot. As a prototype however, it lacks quite a number of armaments in its robotic form. Looks like you're going to need a lot of resources to build this…

{DRAWBACKS}

Complications always spice up an adventure, though when the world is already reeling from a cataclysm, they may not seem so nice. Still, if you require more spending power, maybe you'd be willing to consider taking on some complications?

100 Haunted By the Past

Why are these demons surfacing now?! Memories of your past haunt you, and every time somebody starts travelling through time, whether forwards or backwards, it seems that they bring along stragglers, more things to remind you of your painful memories. How is this happening? Is this the power of the Sun Atlamillia at work? The worst part is, there are these two kids who keep going on time travel rides - and the things they accidentally bring back with them just keep increasing!

100 Medal Obsessed

Why is everybody so competitive?! It seems that regardless of what you're doing, there's always somebody rating your performance and judging you for it. Normally, you could probably just ignore them - except it seems that here if you don't satisfy their bizarre conditions and criteria, you actually get penalized for it! Seriously, what kind of world is so twisted to reward medals for throwing rocks at monsters? You can expect to see some of your active abilities get randomly locked out as these "medal quests" start popping up more and more frequently, as plenty of these conditions restrict you from using specific methods. Now would be a good time to curse whoever decided judging others by undefined metrics was a good idea.

100 They Got Meaner

If you were expecting the folks around here to be nice and friendly, think again. Could you say that people got a reality check, or is it just that they've all become ridiculously selfish? Even the normal townsfolk seem to have it against you, looking to undermine your every effort. Be careful about Emperor Griffon and his cronies, because they're not going to hold anything back - they're intent on making you fight for your life, even if it means distorting the time line to try and erase your

existence. Thankfully they can't do it directly, but you can expect "surprises" everywhere you go.

200 Temporal Vortex

Sheesh! These vortexes just don't stop appearing do they? While they don't directly harm you, they have a nasty habit of blocking your movement - and if you immerse yourself in one, you'll find yourself in another place entirely. Unfortunately, everybody else seems to have mastered these vortexes perfectly so you can expect enemies to pop out of nowhere. Naturally, you don't want to toss anything through these vortexes, you might never find those items again!

200 Clowns

Why does that Clown keep hounding you? He seems to be immortal, running off of some bizarre negative energy - and he's out to pester you to the ends of the land. Taking a train ride? Expect the the train to be bombed. Building a city? Expect the city to be bombed. This pyromaniac doesn't know when to quit, and doesn't listen to a word of reason, and he just keeps coming back! Do try your best to keep laying his body to rest.

200 Cursed Element

Your own hatred, given form. Your own greed, given life. Your own envy, given power. Seven Elements, manifestations of your own, curse your life for as long as you remain here. Whenever you experience even one aspect of the seven sins, they all collectively grow stronger - but they won't approach you. No, they won't even make themselves apparent. After all, they're feeding off of you - so why should they appear?

The problem is, if they grow enough, you'll start to feel the effects - and when your time here is over, you can expect each one of them to surge back into you, empowering you with each of those sins, now permanently embedded into your system. After all, they are just another part of you. You'll have to kill them one by one if you don't want this to happen, so better get hunting! Hopefully you have a way to blind yourself, as they're intimately aware of where you are and what you're up to.

300 The Haunting

The Dark Genie rolls over in his sleep - and you feel a distinct pain throughout your body. He yawns, and for some reason, you feel a compulsion to go to sleep. You probably won't realize it at first, but in the middle of your transfer in - well, you got possessed by the Dark Genie. Thankfully, unlike the poor rat that he would have otherwise possessed, you've managed to keep your body intact with force of will. Unfortunately, every so often, you're going to have to fend off desires to use your overwhelming power to reduce a city to rubble.

It's going to take the power of all three Atlamillia to exorcise you - but the kids holding on to those stones don't seem keen on helping you, and neither does the bearer of the last stone - Emperor Griffon. Hopefully you find some way to get those stones together - because fighting off the urges will get harder and harder as time passes. Before long, you'll have to wonder: "*Is this Genie going to be attached to me permanently?*"

{SCENARIO}

=S1= A TALE OF THREE ATLAMILLIA

You haven't left yet as the two men seem to be preoccupied with a substantial event of some sort. A third man has stepped into the preparation room, and he seems to have reported something that has hooked the two men's attention. Noticing that you haven't left, the old man turns to address you.

"I trust you can see yourself out? Your preparations should be complete by now." The newcomer however, stops him and asks you to hold for a moment. "Maybe this traveller can be of help to us. The sooner we solve this mystery, the sooner our own jobs conclude."

The old man pauses for a moment to ponder on the point before he nods. "One more choice, traveller, the Researcher here has found something related to the cataclysm, and if you would deign to help us…we'll have to make some modifications – but well-"

"…We'll make it worth your while." The newcomer, presumably the Researcher, pipes up and interrupts the old man. "With the relic that I've discovered you see, we might be very close to discovering what happened in the cataclysm. If you agree of course, I'll share all the information I've figured out those far.

You have a choice ahead of you – you may accept or reject their request, but know that should you accept, things will change significantly.

Choose Your Fate.

SESSION 1 – THE LAST DAY OF THE KING

Chronal Location Y+100, Location Unknown

The moment you accept, the Researcher will be all over you, his sense of urgency is visible in everything from his tone to his posture. Very quickly and very briefly, he goes over the results of his discovery – a madman calling himself the "Emperor Griffon" kick-started the "Cataclysm", except somehow he did this from a specific point in the future.

The only device able to manipulate the flow of time appears to be a tool called the Atlamillia – according to the Researcher's findings. He might not be able to get you one – but he can get you to a point where a bearer of the Atlamillia is still present. As far as he can decipher – the Atlamillia chooses very specific bearers, and advises you to cooperate with them rather than attempt to coerce them into doing anything.

Chances are, they'll have the same goal as you.

The Researcher does have one tool that might be able to help you, something he calls the "Pseudo-Atlamillia", a device that can store temporal fragments and instabilities. He has surmised that if you contain enough fragments and instabilities, you can begin repairing whatever damage was done to the timeline. Temporal damage control as it were.

The process should be simple, so long as you begin smoothing out the timeline, the Pseudo-Atlamillia should proceed to gather up all the flaws that show up. When the Pseudo-Atlamillia is charged, you can process the energy stored inside and convert it into physical structures to correctly resolve the instabilities.

But as the Researcher hurriedly explains – you've already delayed for too long. Despite having a good idea of where the Atlamillia bearer is chronologically, it is hard to get the time setting down with complete accuracy, and every moment you tarry can result in a larger slip. If you miss the bearer, you could very well lose your chance to fix this whole mess.

So with the Pseudo-Atlamillia in hand and your companions by your side, it's time for your first leap through time.

It was a dark and stormy night…

Well, that much was obvious just from looking out the window – except unfortunately, you've arrived at what may well be the worst time possible. You've found yourself in a throne room of some sort, and there's a girl crying over a dead man – presumably royalty from the look of his attire.

Hopefully he wasn't the Atlamillia bearer you were looking for.

But judging from the looks of the blue stone resembling the Pseudo-Atlamillia in her hands, it seems that as bad as the situation is, you've lucked out and the bearer is still alive. First you'll have to convince her that you aren't assassins however – maybe explaining your situation might help…and maybe fighting off the wave of soldiers coming in to surround you and the girl would help too.

Thankfully, this young girl, Monica Raybrandt is sensible, if understandably distraught. The dead man lying on the ground happened to be her father, the former King, and as she quickly explains to you – the Emperor Griffon's forces are after the Blue Atlamillia which she now possesses.

It might be a lot to take in, but considering Griffon's soldiers have already marked you as enemies; it's probably for the best that you get the low down on the situation now rather than later. Monica recognizes the necessity for allies, so

she has no qualms with your band as allies once the situation is explained. Unless you happen to have some sort of plan to tracking down Griffon, Monica asserts that you're going to need both Atlamillia pieces to find him, and she has a plan on how to find the other one. That's where you would come in.

She's going to need you to guard her for some time while she activates the Atlamillia's ability. The soldiers seem to hone in on you once she begins the ritual, and you'll no doubt have to fight through several large waves of soldiers until Monica signals that she's ready. So long as you and your companions are physically touching Monica or each other, the power of the Atlamillia will suck you through time and facilitate your escape.

SESSION 2 – STEMMING THE TIDE

Chronal Location Y+0, Mount Gundor, Heim Rada

With the help of Monica's Atlamillia piece, you've returned to what she refers to as the "normal time" – though you have no clue what that means, especially when she also refers to it as the past. You can't help but notice there are two moons in the sky – perhaps Monica knows something about that.

However, judging by the active volcano nearby, you probably do not want to linger about this place for any lengthy period. It is literally raining down ashes and embers, and the heat is just barely tolerable.

The sooner you leave the better, though now would also be a good time to figure out what else Monica knows, especially about Griffon. Based on her words, it appears that she has been fighting against Griffon for quite some time now – or rather, her father had been. The "plan" that Monica has in mind had been planned by others acting in the future.

Monica insists that you need to venture to a place called "Palm Springs" – to regroup with the other Atlamillia user so you can stand a chance against the Emperor. The other bearer is a young boy called Max, who bears the Red Atlamillia, which in turn is necessary in order to move forward in time – as Monica's Blue Atlamillia can only move backwards.

It's great that Monica already has a destination in mind – except there's a slight obstacle in your way. Well…it happens to be a golem army, so it is a rather large obstacle to be accurate.

You have two choices – you may choose to run along with Monica in search of the Blue Atlamillia – or you may hold the army back while Monica goes on her search alone and buy her as much time as possible.

Sooner or later, the golem army will catch up to you, so fleeing now or later only changes how much time Monica has to search without harassment. If you choose to flee with Monica, hopefully you have a quick method of transportation, or else the golems will catch up to you multiple times – they don't rest after all.

Should you choose to stay and fight, the Pseudo-Atlamillia will activate. This army of golems is wholly unnatural, and as you cleave them down to cover Monica, the stone will slowly gather up energy. It won't be until each and every Golem has fallen that the Pseudo-Atlamillia becomes fully charged. Unfortunately, there happens to be at least hundreds here.

The Researcher had indicated that the Pseudo-Atlamillia could convert the energy from temporal instabilities into physical form. Perhaps you could use it to set up a base of some sort now that it is charged? With the world mostly empty still, you can set up a place to act as a home base before you regroup with Monica…

Your Pseudo-Atlamillia now has 100% charge, you may pick any location in the world to set up a settlement and customize it accordingly.

Should you bear any Temporal Charges on you, you may consume it with the Pseudo-Atlamillia, each Charge grants you an extra 10% charge. There is no limit to how much charge the Pseudo-Atlamillia can hold.

Construct	Consequences	Charge Consumption
[Size]	Your settlement is naturally the size of a small village, but each time you dedicate energy to this, you can double the size. The basic necessities will scale to fit.	5%
[People]	For each purchase of this, you'll gain two citizens that will always follow the settlement around regardless of where it goes. The individuals will change from world to world as befitting the world you enter, but regardless of how decimated your settlement becomes, this base amount of residents will remain. You may, alternatively replace these citizens with your standby companions – though they won't be able to leave the vicinity of the settlement and are reduced to mundane individuals for the time being. At an extra cost, you may bring in a newcomer from whatever world you are in and temporarily	5%/10%

	have them reside in the settlement – provided they agree – though they'll return to their original world should you depart.	
Temporal Wall	Protects your settlement from the effects of time manipulation, and prevents Griffon's forces – or anyone else for that matter, from infiltrating inside.	10%
Altar of Elements	Allows for the manipulation of elements around the settlement, boosting magic and elemental strength in a wide radius. However, you'll also start to see gem dragons (gemrons) naturally appear in the settlement. Thankfully they're benign. Each altar can be aligned to one element at a time.	10%
Underground Channel	**(Discounted if your settlement is located in Palm Brinks or you rolled to start in Palm Brinks)** A deep channel network is established under your shelter – good for a quick escape route, but also ensures that you'll have fresh water coming in that cannot be tampered with. From time to time you might find big elephants down here.	20% (10%)
Firbit Shack	**(Discounted if your settlement is located in Sindain or you rolled to start in Sindain)** A shack for firbits, a race that seems to resemble dwarfs. Their magic is very well suited for arboreal construction, and they tend well to plants – able to weave them into buildings. Leave them be and they'll slowly grow in number.	20% (10%)
Lighthouse	**(Discounted if your settlement is located in Balance Valley or you rolled to start in Balance Valley)** Sets up a Lighthouse that will act as a beacon, one that your allies will recognize regardless of the distance. The Lighthouse also acts as an efficient pre-emptive warning for enemy assaults.	20% (10%)
Ship Shack	**(Discounted if your settlement is located in Veniccio or you rolled to start in Veniccio)** Adds a harbour and a fleet of ships to your town, causing it to appear near a body of water almost all the time, though this does not ensure that it	20% (10%)

	is connected to the sea. You'll see increased amounts of trade as a result of this construct. Makes your settlement more resistant to floods.	
Fire Squall	**(Discounted if your settlement is located in Heim Rada or you rolled to start in Heim Rada)** A piece of defensive technology that harnesses the power of a volcanic vein in order to spew out fire and ashes at those who would threaten your settlement. Ignites enemies with frightening accuracy, and thankfully doesn't burn down your buildings or people. Makes your buildings fire resistant.	20% (10%)
Star Gates	**(Discounted if you rolled to start on the Moon)** A defensive measure that utilizes the Moon People's sealing techniques to enact an impassable barrier that repels enemies and attacks alike – but this needs to be maintained by individuals with magical talents. Having an Altar of Elements will enhance the resistivity of the gates towards specific elements.	20% (10%)
Worker's Break Room	**(Discounted if you rolled to start in the Zelmite Mines)** Adds a set of sprawling mine shafts underneath the city – probably best if you mined this out slowly as the veins will take a ridiculously long amount of time to replenish unless you intervened. The ore veins available within will always be very basic ores and Zelmite…if you dig deep enough.	20% (10%)
Wanderer's Shack	**(Discounted for Wanderers)** A small shack that will allow you to plan and control the infrastructure of your settlement, but also acts as a long range meeting room facilitating communication between you and your allies over long distances. Acts as a place where you can exercise small Georama abilities even if you don't have the perk, but is limited to the settlement.	20% (10%)
Doctor's Hut	**(Discounted for Warriors)**	20% (10%)

	This hut comes complete with a humanoid duck for a doctor. Granted, the duck is a very proficient doctor, and you'll find that patients who visit the duck will come out glowing brilliantly with a healthy aura. (He also does house calls) But at the end of the day a duck is a duck…even if the duck can converse with humans. Increases the overall lifespan of all anyone in the settlement.	
Workshop	**(Discounted for Mechanics)** A small workshop for Mechanics that is geared largely towards building small machines, medium machines…and well, massive machines as well. You'll have to adjust the tools accordingly yourself for different machines, but the workshop will scale to fit what machines you put into it. Will slowly repair any machines placed inside.	20% (10%)
Train Station	**(Discounted for Conductors)** A place for all of your trains! Exactly as the name says, this includes both a train workshop as well as a starting point for a sprawling rail network. Comes with one automatic rail laying train, tunnel digging train, and bridge laying train. Be wary that there's a fourth train hidden…the train building train. Take care not to set this monstrosity loose upon the world without considerable thought beforehand.	20% (10%)

Regardless of whether you set up a base camp, Monica and Max are going to work their way through the land, slowly resolving the problems that Griffon's forces have caused – you'll realize very soon that they've followed you through the time hop, despite being a little bit slower than you.

If you had taken the time to ask Monica what Griffon actually aimed to do in the first place, you'll have been told that Griffon is seeking to end human history as the world knows it. Not exactly the most benevolent goal to possess, and possibly why the Researcher was so keen on ensuring your timely intervention.

The Researcher did know about Griffon after all.

If you set up a base camp near any of the major locales, Monica and Max will eventually find you – though it may well be in your best interests to search for them yourself and regroup to ensure that they're ok. These two are still just teenagers…and they happen to be up against a crazy madman and his army.

That and they both possess the Atlamillia, whose time travelling capabilities you'll probably need if you're to hunt this madman down. You can only presume that he has an Atlamillia as well if his troops can follow you through time. When you do regroup with Monica and Max, the girl with all the plans so far won't disappoint – she knows just what you need to bring your enemy out from his temporal hiding hole.

Unfortunately, it will mean driving back Griffon's forces as they're currently deployed over multiple key locations. Do it quickly enough however, and Griffon won't have enough time to reinforce them – Monica is quite sure of this (As she has been all along), and if you are indeed quick enough, you'll prove her right too.

Driving Griffon's forces back isn't enough to bring the madman to you, but it is enough to restore some fragments of the future in Monica's time. With Max's Atlamillia, you'll be venture back to the future…where the real strategists can finally make their appearance.

Thankfully these people here do know where Griffon is hiding out, and with a bit of work, they'll be able to make you a time machine that can travel there. More accurately, it's a time train called the Ixion.

Now all you need to do is ensure that Griffon's forces are completely banished from the "normal time" – it might be good to rely on that base camp now if you had it set up… If there's nobody to interfere with the process from the "normal time" frame, the construction of the Ixion will go smoothly, and before you know it…you'll find yourself making yet another time jump – this time into the past.

Ten thousand years into the past.

SESSION 3 – RECONCILIATION IN EDEN

Chronal Location Y-10000, Moon Flower Palace

The Moon Flower Palace – Emperor Griffon's last retreat, and oddly enough, a place seemingly devoid of conflict. Unfortunately, you'll soon realize that the guards put in place here aren't of the physical nature – but rather guards of the temporal variety.

To work your way to Griffon, you're going to be diving through this garden of memories. Neither Monica nor Max is really well versed in figuring out how to

break through these "defences", but the Raybrandt princess suggests that the answer has to lie within the Palace proper.

Well – it does make sense. The fact that Emperor Griffon greets you in the main hall is a good sign – right? Granted, if you can see through magic, you'll know right away that this is an illusion. It is an intricate illusion, but an illusion none the less. The Emperor wants Max and Monica to hand over their Atlamillia, and he reveals the Yellow one of his own.

The Atlamillia of the Sun, Moon, and Earth – and he who controls all three can bring down a calamity upon the land – the Star of Oblivion. If you don't intervene, Griffon's illusion will indeed succeed in taking the pair of Atlamillia away. Best not to let that happen.

In the event that he fails however, Griffon will retreat and invite you deeper into the Palace. It is as you travel deeper into the Palace that you'll slowly come to understand Griffon's motivations, as his memories play out whenever you enter specific regions of the palace halls.

As Monica, Max and your group will come to understand – Griffon, traumatized by a war he survived and by the death of those most dear to him, seeks to remove both the cause of the war as well as those who would fight. Unfortunately, that just so happens to be the Atlamillia and the humans.

There will be plenty of enemies to fight before you reach Griffon, and plenty of time to consider – but what if you could go 100 years into the past and resolve Griffon's past…removing the need for such an event altogether? As Monica points out, the limit of an Atlamillia is 100 years…just enough to reach back.

You should make a decision before you reach the end of the Moon Flower Palace, because Griffon lies in wait for you, ready to end this in a final clash if need be. You need to make a decision…will you subdue him and extend an offer of reconciliation…or will you put him down once and for all?

SESSION 4A – RECONCILIATION – LA REINE ET SON LAPIN

Chronal Location Y-10100, Location Unknown

Griffon wasn't expecting you to help him, but he's also not about to deny your help. With all three pieces of the Atlamillia combined, it's time for one last hop in time – you should be used to this by now. The two children, Max and Monica, decide to come along for the ride, not to be dissuaded.

Well, they are the guardians of the Atlamillia as well – so you suppose there's really no helping it.

The power of the three Atlamillia concentrated together will open up a temporal vortex and you have a feeling this should be one of the last that you'll have to go through. It is yet another ancient castle that you've found yourself in – but the sounds of combat coming from outside tells you that there is still a major battle going on.

Griffon rushes out towards the courtyard and following him, you'll find that human soldiers are locked in combat, and there's really no way for you to distinguish a side. Griffon doesn't seem to care about that, he's more concerned with finding a person it seems as he rushes back into the castle.

Monica doesn't have a clue what's happening for once, so you'll have to decide whether to follow Griffon or try and put an end to the war happening in the courtyard. Max and Monica will both follow your lead, but neither of them are too keen to dive into a war – especially when you still have no clue what side you're supposed to be on.

If you choose to stop the fight happening in the courtyard, be wary that if anyone sees the Atlamillia, they will attempt to kill Max and Monica without further consideration. Well, at least this would confirm that the whole battle is over the Atlamillia. If you subdue enough soldiers, you may be able to make the others falter – but if you kill them outright, chances are they'll simply turn blind with fury and fight you to the death.

In that case, the only way the battle will end is when you're the only ones left standing.

If you do choose to follow Griffon instead, you'll find that he has rushed into the room of royalty – you can only presume from her attire that the woman Griffon is guarding is either the queen or the princess of the castle. Griffon will confirm to you that this is Queen Alexandra – and your best chance of ending the war right here and right now.

Alexandra recognizes the Atlamillia your group possesses, and begs you to give them up in hopes that the soldiers will take them and leave. In all honestly however, that's probably a terrible plan. Griffon might not have any words to say, but you can tell he thinks it is a terrible plan too.

In fact, he doesn't need to say anything, because the shadowy spirit popping up from his back very clearly does not approve. It is the Dark Element, the manifestation of Griffon's hatred and scorn for the human race, and if you don't act fast enough, it will try to kill Alexandra right then and there.

As long as the Dark Element exists, you'll also find that the troops fighting are not inclined to listen to reason. In fact they'll seem pretty dead set on killing

whoever bears an Atlamillia – real or not. It is most definitely in your best interests to put this monster down. Thankfully, Griffon, Monica, and Max are here to help you, and they can definitely hold their own. Just remember that if Alexandra dies – Griffon may lose it completely, and the Dark Element's strength is inherently tied to Griffon's emotions.

Thankfully, Griffon seems to be rather aware of this as well, as he will actively control himself and restrain the Dark Element's strength that way. Defeat and banish the revenant as soon as possible before Griffon loses control and it becomes any stronger. With so many soldiers nearby, if it gained full control of its abilities, you would definitely be at a numerical disadvantage.

Defeat the Dark Element quickly, and for a moment the soldiers will be too disoriented to fight. If you can capitalize on that moment, you may be able to stop the battle once and for all. That stops the battle…but there's still the matter of the original motivations – the Atlamillia.

There's no doubt that leaving the Atlamillia in this world is a solution that will only lead to war, but there's no guarantee that they will have any function outside of this world. Griffon, provided that he survived, would much rather see all three of them laid into the earth, away from human hands. Perhaps this is the best solution.

He has no issues should you decide to take the Atlamillia away so long as Alexandra is safe – his original objective has been met. So you'll have plenty of time to decide what to do with the three Atlamillia. The Moon and the Earth Atlamillia still have bearers, but the Sun Atlamillia lies unclaimed.

With your Pseudo Atlamillia, you could drain the energy out of the Sun Atlamillia – but that may well break the trinity and render all three useless. In an indirect way, wouldn't that be meeting Griffon's suggestion as well? Whatever method you choose to avert another war caused by want of the Atlamillia, you can decide when you've returned to Palm Brinks – back in Max's time.

It's a peaceful evening as Palm Brinks bathes in the light of the lone moon in the sky…

SESSION 4B – EXECUTION – ON A BLUE MOON

Chronal Location Y+0, Moon Flower Palace

The ends don't justify the means, and Griffon knows that all too well, but he also knows that what has been put into place cannot be halted. As the Emperor collapses to the ground, he hands over his piece of Atlamillia and warns you that the "Star of Oblivion" is descending – soon the real calamity will come to pass.

All that has happened so far was a mere prelude for what is to come. In the three Atlamillia coming together, the signal was already deployed to bring the Star of Oblivion down from the skies. To stop it, you'll either have to destroy it entirely, or you'll have to bring down the demon guiding it down.

The Dark Element resides in the deepest portions of the Moon Flower Palace, and as a representation of Griffon's hatred and madness, so long as it lives, the Star of Oblivion will not deviate from its deadly course. Even with Griffon fallen, you'll need to fight your way through magical passages as the Palace quickly becomes the Dark Element's domain.

The Dark Element is not a pushover, and will have no qualms with peering into your mind and using monsters from your memories against you. Not just you, but also Monica, Max, and your companions as well. Thankfully it can give them form, but not necessarily memories not abilities, but it is in your best interests to take these revenants out quickly.

That star is still falling after all.

The Dark Element's goal is to stall for time, long enough for the Star of Oblivion to meet the Earth. Don't be surprised if it happens to flee in the middle of battle, relying on its conjured demons and monsters to hold the line for it. You'll need to pin it down and ensure that it does not succeed.

When the Dark Element does fall, the Star of Oblivion doesn't simply stop in the sky. Rather, it will slowly disintegrate, resulting in a massive meteor shower that will rain down harmlessly across the sky. With the disappearance of the Star of Oblivion however, the three Atlamillia will also begin to disappear – but not before shifting you, your companions, Monica, and Max one more time through time and space.

It could very well be your first time in Palm Brinks…but the evening is calm and quiet now – and you can let out your breath knowing that the world is safe. The Star of Oblivion is nowhere in sight in the sky above.

There's only one moon in the sky tonight.

FINAL SESSION – STABILIZATION PHASE

Chronal Location Y+0, Variable Location

The situation resolved, the timeline stabilized, and all things finally coming to a close, you find yourself deposited back in the present day, though some things have evidently changed. Since you first stopped the attacks on Mount Gundor, your settlement and the other towns have had some time to return to their original state.

There's the matter of a celebration for everything coming to a resolution of course, and it is all the merrier if everyone survived up until the end. However, there's still some unfinished business – all of the temporal fragments that still haven't been taken care of. Gathering all of them was the easy part, but you haven't had a chance to see the results until now.

As the celebrations in Palm Springs come to an end, you meet up with the Researcher once again, privately. As he explains, collecting the temporal fragments was necessary on one hand to remove the instabilities, but now that you have all of them, you'll have to process them with the Pseudo-Atlamillia you have. If you don't get process them, sooner or later they'll create another disturbance even if you take the Pseudo-Atlamillia with you. Well, at least the Pseudo-Atlamillia can deal with it.

Your Pseudo-Atlamillia has increased in charge by another 100% - in addition to any charge it previously had. The Constructs from the previous phase are available in addition to the ones below.

Construct	Consequences	Charge Consumption
[Size]	Your settlement is naturally the size of a small village, but each time you dedicate energy to this, you can double the size. The basic necessities will scale to fit.	5%
[People]	For each purchase of this, you'll gain two citizens that will always follow the settlement around regardless of where it goes. The individuals will change from world to world as befitting the world you enter, but regardless of how decimated your settlement becomes, this base amount of residents will remain. You may, alternatively replace these citizens with your standby companions – though they won't be able to leave the vicinity of the settlement and are reduced to mundane individuals for the time being. At an extra cost, you may bring in a newcomer from whatever world you are in and temporarily have them reside in the settlement – provided they agree – though they'll return to their original world should you depart.	5%/10%
Chrono Union	**(Requires Temporal Wall)**	15%

Bridge	A place for those of the past and future to meet, but requires that a Temporal Wall is constructed as it is necessary to maintain the chronal stability. Within this specific region of space, you can call up revenants of the past and future, with the limitation that you can't create a paradox by calling forward multiple copies of the same individual. They won't linger for very long outside of the time stabilized zone however, so be wary of that.	
Stonehenge Altar	**(Requires Altar of Elements)** An altar designed to concentrate the elements, and bring forth more of a given element. Depending on what Altar of Elements you have available, you can use the Altar here to merge and combine these elements into giant golems. The more Altar of Elements you possess, the more hybridization of elements you can utilize. Its presence also enhances the power of elemental magic in all forms, as well as creatures of elemental affinity.	15%
Circus Troupe	**(Discounted if your settlement is located in Palm Brinks or you rolled to start in Palm Brinks)** A roving Circus Troupe will set up camp inside your settlement, and thankfully there are no crazy clowns within the merry band. In addition to having circus shows on most of the time, you'll also find that the people within the settlement will become more dextrous over time. If you already have the Underground Channel established, you'll find that the Circus Troupe will set up base down there – it seems like they have some mechanical proficiency themselves given the strange Halloween machines they keep making in the channel…	20% (10%)
Tree Spirits	**(Discounted if your settlement is located in Sindain or you rolled to start in Sindain)**	20% (10%)

	A trio of Tree Spirits, essentially sapient trees, have taken root inside your settlement. At the very least, they happen to be excellent sources of information, and seem to know details about the world around you even if they've never been outside – must be those birds talking to them. Slowly, they can uplift other plants to a low level of sapience as well. If you already have the Firbit Shack, the Tree Spirits will actually grow much quicker than normal – though never beyond the bounds of the settlement. In addition, you'll see other sapient plants start to pop up much sooner.	
Moon Crystal	**(Discounted if your settlement is located in Balance Valley or you rolled to start in Balance Valley)** A massive crystal that will constantly emit moonlight regardless of the time of day, the crystal enhances the powers of magic, especially those dependent on night time or the moon. It can, if need be, be used as a medium range laser weapon as well. If you already have a Lighthouse, the effective range of the Lighthouse's beam is quadrupled – and your allies will always be under the veil of moonlight regardless of their distance from the settlement.	20% (10%)
Luna Shard Growths	**(Discounted if your settlement is located in Veniccio or you rolled to start in Veniccio)** Glowing crystals will begin to form all over your settlement – though largely concentrated around bodies of water. While the crystals don't have detrimental effects on your populace, you'll find that over time, those who reside within the settlement seem to grow smarter at an increased rate. If you already have the Ship Shack, you'll also find that a group of Sea Dragons – called the Shigura have shown up and decided to make your settlement home. Their presence seems	20% (10%)

	to cultivate the Luna Shard crystals and amplify their effects to enhance both magic and technology.	
Volcanic Spring	**(Discounted if your settlement is located in Heim Rada or you rolled to start in Heim Rada)** Constructs a series of hot springs in various parts of your settlements. The healing properties of these hot springs are strong, and you'll find that people seem to flock from all over the world to try them out – resulting in some peculiar guests from time to time. If you already have the Fire Squall, you'll find that in addition to the hot springs, you'll get strange ash beds that can temporarily bestow fire resistance on those who sleep on them. It won't harm them of course.	20% (10%)
Coliseum	**(Discounted if you rolled to start on the Moon)** A massive coliseum, where monsters and men alike will take part in feats of strength and wits to prove their superiority. You'll be able to set contests according to your own rules of course, and from time to time, you'll find challengers from foreign lands will venture in to give it a go. Thankfully, unless you will it to be so, the challenges are not fatal. (As such, you won't accidentally assassinate anyone from the outside world this way.) If you already have the Star Gates constructed, you'll find that strangely enough, the Coliseum will be staffed by a group of diligently drunk Moon People. They're very adept at "processing" alcohol as well as brewing it. Maybe a side business as a brewery would be a good consideration?	20% (10%)
Hell, Ward Level 5	**(Discounted if you rolled to start in the Zelmite Mines)** Suitable for an adventurer, this construct is a special mineshaft that extends underneath your settlement but instead of being filled with ore	20% (10%)

	veins is filled with monsters instead. Be wary that the monsters will fight to defend themselves and some can pack quite a punch. If you already have the Worker's Break Room, the Ward Level 5 changes in that the monsters within the mineshaft will be docile and over time will form a civilization of their own underneath your settlement.	
Town Plaza	(Discounted for Wanderers) A special place for the townsfolk to gather within the settlement, you'll find that there is always a festival of some sort going on here. From time to time, you'll also find people from the outside world will wander into this place, and oddly enough partake in festivities regardless of their normal priorities. They'll vanish should you try to manipulate them however.	20% (10%)
Small Castle	(Discounted for Warriors) A small castle fit for a Princess, this is the first step to getting your settlement recognized as a state from other places. Oddly enough, regardless of the time frame you're in, you'll find that with the castle here, you'll receive small sums of cash on a regular basis – almost like tax payments. These are enough to sustain you and your companions if you live conservatively.	20% (10%)
Tech Lab	(Discounted for Mechanics) A high end tech lab that deals largely with any blueprints you may find – the fleet of ridepods here will put themselves to work in reconstructing the blueprints. Just be careful to give them specific instructions, as the ridepods like to make small "adjustments" of their own. A talking Gigantor Paznos may not be what you intended to build.	20% (10%)
Teleporters	(Discounted for Conductors) Perhaps a strange deviation away from a rail	20% (10%)

	network, this construct project sets up a series of teleport pads all over your settlement, allowing your people to hop from place to place with ease. Ideal for very large settlements.	
Royal Flower Garden	**(Discounted if Session 4A was followed & Alexandra survived.)** A garden fit for a Queen…or an Emperor for that matter. Always in a pristine condition, you'll find that whatever is planted here grows more vibrantly – but planting seeds here is not a mere physical act. Every time a seed is planted by an individual, it carries a memory as well, and over time as the seeds flower and bloom, people who come to see these flowers can relive those planted memories as well.	20% (10%)
Road of Stars	**(Discounted if Session 4B was followed & Dark Element was stopped.)** A visual change that affects your entire settlement, you'll be able to see the stars and galaxies in the sky regardless of the weather at night. It enhances both the power of stellar magic and anything related to the night. Star elementals – spirits embodying small celestial bodies – will appear as well in very small numbers as well. Their presence inspires hope to all those nearby regardless of circumstances.	20% (10%)
Aeroharmonics	Installs a series of sound emitting devices just underneath the foundation of the settlement, allowing everyone within to fly so long as they remain inside the settlement. Be wary that if you fly too high, you'll start to lose altitude as the sound emitting devices weaken at great heights.	20%
Demons!	Introduces a race of benign demons – and over time you'll start to see racial hybrids as the demons and other folks in the settlement will interbreed. Grants those within the settlement	30%

	a demonic form should they reside in here for extended periods of time.	
Starglass Altar	A place for historians to look into the distant past, the starglass altar will project images of history – though it happens to be much more effective the further back you go, and strangely not as effective if you were to just look back a couple months. With a bit of work, you can also use this to look into alternative timelines.	30%
Atlamillia Altar	An altar with slots for three Atlamillia – though not necessarily the three in existence right now. Should you have chosen to lay the Atlamillia to rest, you can insert three different stones to cultivate Atlamillia – but their abilities will not control the flow of time. The Chosen Atlamillia you place in does not have to align with the Sun, Earth, and Moon – but whatever they do align with will be a substantial elemental enhancement that affects everything within the settlement when active. Individuals may gain an elemental form; constructs may shift physically to adjust to an element. If all three of the existing Sun, Earth, and Moon Atlamillia were kept and inserted, your settlement will be under the presence of the Star of Oblivion. You can use the power of the three Atlamillia to regulate the flow of time within the settlement – making it twice as slow, twice as fast, or isolating it from time altogether. But using the three together will call down the Star of Oblivion. Hopefully you're not looking to bring down another Calamity. If you chose to place the Pseudo-Atlamillia with any level of charge within the Altar, you'll find that as a defence measure, you can generate temporal vortexes within a small region around the settlement as well as within the settlement. Foes who traverse into these vortexes will find themselves spat out elsewhere, though the time scale is in the order of minutes to days at most depending on	50%

	the remaining charge. Be wary, as foes who are too strong may well negate this ability.	

His objectives met, the Researcher turns to leave, but he still has one last tip for you before he goes. Since you did him a service, he'll do one for you – resolving the temporal paradoxes and the historic issues did bring a much needed level of stability to the world, but it has also brought back a long dormant menace. The Researcher indicates that these demons were from a past even further back than the Emperor's past that you ventured into, demons that you may have been witness to…a very long time ago.

It would seem that you actively resolving the timeline has led to these demons popping out of the woodwork – and in the depths of the Zelmite Mines, another demon referred to as a "Genie" has awoken as well.

Regardless of how long you've taken in the scenario up until now, you have 10 years from this point onwards.

If you've already been to this world before (Dark Cloud jump) and ventured through the Demon Shaft, how many demons present themselves now is dependent on how many you banished back then. **Otherwise, demons will slowly appear, crawling out from ancient ruins deep underneath the ground.**

The Dark Genie appears regardless, and you had best prioritize eliminating him – as he is capable of spreading mass destruction very quickly. Essentially, he threatens to undo everything you worked towards.

So long as you survive, regardless of how well you survive, once the next 10 years comes to an end, you, your companions, and the settlement that you established will be warped out of the world as the timeline resolves itself.

You may choose how your Atlamillia settlement follows you throughout your journey.

Congratulations.

SESSION TERMINATED

{A TIME OF CONCLUSIONS}

A decade passes, and you've found yourself right back where you started – hopefully with the world more intact than it was when you first arrived. No matter the state the world is in, it's time for you to move on.

Two familiar faces greet you before you go – it's time for you to make your final decision once more.

TIME TO GO HOME

Time to go home is it? Very well then, we'll make the fitting preparations to return you to your original home. Won't it be nice to see your family after all this time?

TIME TO DIVE INTO THE WORLD

Going to stay and watch over this world? Well, it's your choice to make, and we won't stop you by any means, so just give us a moment to make the necessary preparations and we'll send you on your way.

TIME TO MOVE ON

Another leap into the unknown, is it? Well, best of luck on your next journey.

Notes

Dark Cloud 2, Simplified Basis Variant

BACKGROUNDS

(Backgrounds follow a standard 4 background 1246 system with extra perks.)

***Wanderer** – Meta focused background (reflecting in game mechanisms and themes)

***Warrior** – Runs off of Monica's abilities. An offense focused background

***Mechanic** – Max's abilities and options serve as a template for this background, more to do with construction and other building options.

***Conductor** – Trains, just because we can (and the role that trains play in the game). Focused on both terraforming as well as general exploration.

PERKS

Perks marked as [Freeform] are open to wider degrees of modification/customization.

WANDERER PERKS

1	Master of the Trade [Freeform]	*Boost to esoteric, run of the mill skills such as fish breeding, animal racing, and so forth. You can pick any day to day skill you can think of – the more specific the skill the greater the proficiency boost. *Can only pick a trade that actually would be present in the world.
2	Golf Club Anomalies	*Grants you the ability to see spatial vortexes, as well as generate little void fragments. *You can close these vortexes by firing fragments into them. Large vortexes need more fragments.
4	Georama II [Freeform]	*Freeform geographic sculpting, for as long as your energy maintains it. *Focused on [Artificial] elements, like buildings and crafted plants. *Physics can be ignored during the sculpting process, but takes hold once you release it.
6	Supporters in the Wings [Freeform]	*Allows you to bring a reserve companion into the world, though they act like an incorporeal spirit (can't interact with the world, but can observe and comment on it)

		*You can borrow one skill of theirs (A passive skill, or a support spell), but at extra cost of your own energy. *A strange thing happens if your companions also purchase this perk. They retain 1 reserve companion, but you can slot 1 in extra for as many extra purchases made. (Under no circumstances do these reserve companions gain CP.) *All of the slotted companions possess the same limitations.

WARRIOR PERKS

1	Acrobatic [Freeform]	*Removes the inefficiency from “impractical” movements during combat. *You can effectively “cartwheel” away to dodge, or add in normally redundant spins to your attack – to no detriment. *The flashier the movement, the more effective this perk is.
2	Elemental Surge	*Can charge magic and physical attacks up to twice the normal effect, but takes time. *At maximum charge, a portion of your magic/physical attacks are piercing.
4	Absorb Blade	*Allows you to absorb magic into your weapon. *Strength you can absorb is dependent on your own magic ability. Absorbing multiple spells at once is difficult but not impossible (also dependent on your magic prowess) *Doubles the spell when absorbed magic is released back. *Amount of spells you can hold is dependent on quality of the weapon, but charge is lost over time.
6	Monster Shape [Freeform]	*Allows you to change into a monster form, but needs a catalyst (Badges) *Monsters in the same family won’t be hostile towards you, and communication is made possible. *Form is maintained for as long as you can supply magic. *As long as the monster is part of a certain species (Specific species of dragon, fairy, etc.), the pacifying effect will work. *Effect is lost if you attack them however.

MECHANIC PERKS

1	Flash Photography	*Can take photographs regardless of whether a medium is present. *Photographs will show up in the closest form of media nearby, though you can recall them as well.

		*General boost to your memory
2	Fixer Upper	*Increased efficiency at machine construction *Reduced parts needed for a machine to work, even if it would normally render the machine semi-functional.
4	Photographic Innovation [Freeform]	*A larger boost to your memory *Can use photographs and pictures to create new things – based on your own imagination/creativity. *Things that won't hold together normally (due to improper materials) will sustain themselves for a short period of time. *Can substitute materials with inferior analogues – glass with translucent cookie paper. Expect efficiency decrease.
6	Ridepod Form [Freeform]	*Borrows machinery and parts nearby to form a mech suit. *More energy you put in, more parts are taken in (expanded field of capture) *Form is still dependent on the strength of the materials used however. *Materials will scale to your size to some extent (2x scaling), but costs energy to scale.

CONDUCTOR PERKS

1	The Navigator	*General boost to navigation skills and wayfinding. *Can scope out a general path to any destination in mind.
2	Rail Master	*Can freely lay down train tracks regardless of terrain. *Allows you to survey terrain in the general vicinity.
4	Carpenterion [Freeform]	*Allows you to create constructor robots, Carpenterions. *Carpenterions deployed is only dependent on how much resources or magic you have (One or the other) *Carpenterions follow a specific plan for rebuilding (need to give it specific instructions) *You can increase the size of the Carpenterion by growing it like you would grow a tree (up to 3x)
6	Time Train [Freeform]	*Allows you to view different time periods of the local area you're in (Can't interact with them though) *Train is a no combat zone and can act as a temporary safe haven, but sooner or later you'll have to come back to your original reference frame. *Longer you remain in the train, longer it drains your energy. *Can interact with individuals from different periods of time – only verbal communication however.

		*Resistance to temporal shifts and time magic.

EXTRA PERKS

2	Augment Blade System	*Allows your weapon to "grow" with experience (From defeating monsters) *Applies directly to weapon in hand, though weapons will "remember" levels from previously. *Growth results in improved basic parameters.
2	Blessing of the Land	*A special perk reflecting the strange circumstances of terraforming under different terrains. *Multiple perks tiered under 1, each one is slightly different reflecting the different starting areas. *Format is generally the same: An elemental boost, and effects depending on what background you chose. Allows you to create golems regardless.
2	Ghost Photography	*Can see spirits, revenants, and other such supernatural creatures with your camera.
3	Atlamillia Shield	*Generates three floating spheres to circle around you. *Each of these spheres can be customized with one perk/skill you possess. *You sacrifice this perk/skill so long as it is active. *Otherwise, they have a basic barrier ability
3	Stasis Wards	*Protects individuals nearby from any temporal/spatial magic effects that might otherwise harm them, by planting them inside a protective bubble. *Eats a part of your magic to do so, but cost scales logarithmically (read: inverse of exponential) – and is limited by range instead. (Range doesn't expand beyond your close vicinity) *Once protected you can release these at your leisure.
COMPANIONS Standard Import		

ITEMS [SHORT]

Temporal Charge	50	*Item used in the scenario, allowing conversion of CP into GP Georama Points.
Golf Club	100	*A golf club that can be used normally. *However it can also make small objects vanish, no clue where they end up however.

Photograph Album	100	*A photo album that doubles as an invention recipe book. *It also happens to take pictures at random moments on occasion, which may not be what you want.
Blank Badge	100	*A badge that functions similar to the Warrior Monster Shape ability. *However, it only works with inanimate objects. *Anyone holding it can use it.
Conductor's Rod	100	*A "rod of authority" that makes others more inclined to follow your lead. *Has a nice novelty function of conjuring toy trains.
Electric Worm	100	*A living electric worm that might be useful in shorting out electrical system.
Voice Unit	100	*A system that gives normally voiceless machines a voice. *Adapts to all sorts of machines, but works well with less complex ones.
Monster Badge	100	*A badge allowing one to transform into another monster, though you need to expose the badge to the monster – and it stays in the monster shape you chose. *It can allow one to transform even if you don't have the Monster Shape perk, but the duration lasts much shorter.
Animal Control Device	200	*A device that can be used to control the minds of any animals provided that you can place it on. *It can also be used to wipe their memories for a short period.
Lafreisca Seed	200	*A seed that will bloom into a massive rainbow flower. *When the flower blooms, a strange butterfly will appear. *The presence of the butterfly seems to enhance the rate at which plant life creeps.
Eden Seed	200	*A plant which when grown, will yield a fruit that can add 1 – 2 years to one's lifespan and heal major wounds.
Aquarium	200	*An adaptive aquarium that can shift its shape accordingly to the fish you place inside – even splitting into different tanks as necessary. *However, these shifts require a bit of energy input.
Magic Coin	200	*A magic coin that can bring luck or misfortune – for an intrepid gambler. *Good fortune may yield you monetary gains or healing effects, whereas bad fortune may mean monster attacks or accidents leading to injuries.
Fire Horn	200	*A horn that lets you part both fire, as well as lava. The shifts aren't permanent, but will last for at least an hour.
Moon Badge	200	*A badge that enhances transformation, illusion and conjuration magic. Reduces cost while extending duration. *It also lets you transform into a rabbit. Cloak not included.
Sun Badge	200	*A badge that transforms you into something akin to a star. *Creates a general aura of heat, and boosts your defensive

		capacity significantly.
Zelmite Vein	200	*A vein of Zelmite ore, which can be used to fuel a tremendous amount of machinery or magitech. *Might get you part of the way if you were to try and use it to make machines sentient.
Name Change Ticket	300	*A magic ticket that lets you change items based on their name. *Doesn't reproduce magic well, but capturing the form shouldn't be a problem. *Not very useful for things that are very specific to one setting. Converts at a 1 to 1 ratio. It is however, reusable with sufficient magic input.
Paznos Prototype	300	*A prototype of the transforming fortress/super robot. *Absolutely gargantuan, but ridiculously mobile, can hold off attacks from all sides with ease. *Flies, and transforms, it happens to be self-sustaining, though you're best off staying on the bridge if you want to command it.