Legends of Runeterra

by Shapechanger.

Welcome, Jumper, to Runeterra. Maybe you know it for the game that created it, League of Legends. But this is not the Summoner's Rift. This is the vast, varied world from where the Champions come. It's a big place, full of war, demons, dragons, celestial beings as big as solar systems… Well, you get the idea.

Now you'll pass 10 years into this wonderful world. Take 1000 CP (Champion Points) and go on an adventure.

Region

Bandle City (Free/300 CP) Bandle City is a curious place, hidden somewhere inside the Spirit Realm and connected to the rest of Runeterra through a series of portals. For 300 CP, you can choose to be from Bandle City and any other Region of your choice, but you must choose the Yordle race. You get discounts from both Regions. Most of the inhabitants of the city are Yordles, even if a lot of them have transferred all around Runeterra.

Bilgewaters A port city, haven for all sorts of criminal and scum, but also filled with opportunity. The most common job here is piracy, and the hunt of sea monsters. The vicinity with the Shadow Isles also makes the city a hub for some dark magic phenomenon, and it's not uncommon for people to just disappear. But it could just be the gangs of cutthroats that wander the alleys.

Demacia A nation born from the Rune Wars, where people from all Runeterra fled toward the great Petricite forests to escape the wild magic. Thanks to the innate ability of Petricite to absorb magic, they found safety and in time built a civilization founded on valor and martial strength… and also hate for magic. Despite the white color dominating the Region, there is quite a lot of darkness here.

Freljord The North of Runeterra is dominated by the eternal ice of the Frejlord. Here the human tribes fight among themselves, against the elements, and against the various monsters that live in the wilds. It's a harsh and unforgiving place, where ancient gods walk the earth and even more ancient and malign ones are buried deep in the ice. I hope you like the cold.

Ionia Ionia is a land that tries to live in harmony. Harmony between their own people, harmony with the Spirit World, and harmony with everyone else. Unfortunately, the invasion of Noxus didn't help them reach this harmony. It's a land filled with spirituality and home of some of the most powerful martial arts of Runeterra, and the two are not necessarily separate.

Ixtal Ixtal is a strange land. The once great civilization that lived here was destroyed when they tried to fight the invasion from the God-warriors of Shurima by calling the Void, but somehow the land itself survived, and it's still home of powerful elemental magic and strange creatures. Unfortunately, they are currently suffering from a-not-quite invasion from Piltover, here to exploit the resource of the Region.

Noxus There is only one thing that counts in Noxus, and it's power. Nothing else matters, nor does it matters how you acquire power. Magic, strength of arm, money and subterfuge are all legitimate tools in the race for supremacy. This has made Noxus powerful, but also the center of several dark conspiracies and dark rituals. Venture here at your own risk, my friend, because you will find no love here.

Piltover&Zaun Progress is such a magnificent thing that brings safety and comfort to all sorts of people. But it comes with less than magnificent problems, like exploitation, pollution and a whole similar issues. Piltover and Zaun reflect this dichotomy perfectly. One is a shiny city of marvelous techno-magic, the other a shadowy slum hidden behind flashy light. On what side are you?

Shadow Isles Once full of life, the Shadow Isles are now a place of death. The Black Mist covers the entire region, infecting everything it touches. Hordes of Undead stalk the shadows, commanded by the will of a long dead king. As the Black Mist surge and extend its tendril toward Runeterra, the unliving prepare to march and claim their prize, being it carnage or vengeance.

Shurima Once, Shurima was the greatest empire of all Runeterra, where the most worthy were infused with the power of the Sun and became the God-Warrior. Then that power was usurped and the empire fell to ruin. But now that the Emperor has returned, this once great civilization can be reborn… assuming that they can fight the horrors lurking in the depths of the earth.

Targon Mount Targon is the tallest mountain of Runeterra and the place where the Celestial interact with the world. It's a place filled with cosmic power and where the sky and all it contains are held to great reverence, and where most of the Celestial choose their hosts. But despite all their power, they're not invincible, for the very sky the claim to command holds their greatest foe.

Runeterra Maybe you don't come from here, maybe you purposely ignore the politics and tradition of your region or maybe you just travel a lot. Whatever the reason, you don't have strong ties with any of the major regions and you're basically doing your thing. This can be your standard Drop-in option, or you can decide to have a life here, just not one that is usually told.

Your chosen Region influences the discounts for the rest of the document. As usual, discounted Perks are 50% off, and 100 CP discounted Perks are free.

Race

Human Coming in a variety of colors and cultures, humans are one of the most numerous races in Runeterra.

Yordle (100 CPm Free Bandle City) Short, usually furry but always with big ears, yordles are the inhabitants of Bandle City, even if you can find them pretty much anywhere on Runeterra. What they lack in height they balance with sharp minds and the ability to perform yordle magic.

Minotaur (100 CP, Free Noxus) The minotaurs of Runeterra are big, powerful humanoid with bull's heads. They're common pretty much anywhere, but are especially numerous in the legions of Noxus.

Golem (100 CP, Free Piltover&Zaun, Ixtal) Golems are magically animated statues (or magictech robots if you're from Piltover) that come in a variety of shapes or forms. They're usually not very smart, programmed for a limited number of actions and nothing more, but that's not the case for you.

Vastaya (100 CP, Free Ionia, Ixtal) Vastaya are the descendants of an ancient race of spiritual beings with power over nature. In modern times, the Vastaya are humanoid people with animal traits. Depending on the animal traits they possess, they could have an increased affinity with magic or animalistic strength, speed and agility.

Troll (200 CP, Discounted Freljord) The giant trolls are powerful humanoids with blue skin, one of the races that live in the icy lands of Frejlord. They're as powerful and tough as minotaurs, but possess the ability to heal quickly, which makes them extremely dangerous warriors. They also possess an innate affinity with Ice magic, even if not all cultivate it. You can take the Regeneration Keyword for free.

Undead (200 CP, discounted Shadow Isles, Noxus, Bilgewatets) Undead are not uncommon on Runeterra, even if the biggest concentration of them is located on the Shadow Isles. Being an undead has several advantages on being alive, like the lack of biological needs and plethora of unnatural abilities, on top of being extremely hard to kill in general. Normally you'll raise as a mindless mook, but since you're paying for this, you'll return as a fully sentient undead, free from any form of control.

Spirit (400 CP, Discounted Ionia, Shadow Isles, Frejlord, Runeterra) Spirit is a catch-all term to indicate a series of entities that have very little in common. Ionia's spirits are usually found in the Spirit World and can be both benign or malevolent. Shadow Isles spirits are usually psychopomps, spirits that guide the souls in the afterlife, while Freljord spirits are animalistic representations of nature, the most famous being the Frejlord gods. Aside from these, the more common spirits are actually the demons of Runeterra, supernatural predators that feed on particular emotions. Spirits have the same basic abilities of the Undead, but possess powerful magical abilities to boot.

Dragon/Half-Dragon (400, Discounted Demacia, Targon) Dragons are distributed pretty much anywhere on Runeterra, but the most common species comes from Demacia or Mount Targon. They're big, powerful reptile creatures with powerful innate magical abilities. Demacian dragons are usually quadrupedal with a pair of wings and have powerful elemental powers, usually fire. Targonian Dragons look similar to their Demacian cousins but lack wings, flying only through their power, which are more cosmic in nature, like fire becoming starfire. For the same price, you can be a Half-Dragon instead, having an humanoid form but with the ability to turn into a dragon at will. You gain the Fury Keyword for free.

Ascended (400 CP, Discounted Shurima, Demacia, Targon) Ascended is a term used to indicate mortals who have been infused by Celestial magic. Ascended vary in shape, since Darkin, the God-Warrior of Shurima and the various Aspect-Hosts are all Ascended. In all cases, you cannot die of old age, your body is immune from illness on top of being greatly improved, and you have the ability to heal from any kind of injury or crippling condition given time. Furthermore, you have access to the power of the cosmos and so powerful and unique magic. This magic is way stronger than most images on Runeterra can use, even for the more martially inclined Ascended.

Monster (Varies, Discounted Bilgewater, Bangle City, Piltover&Zaun, Shurima, Ixtal, Runeterra): The anything goes option. Want to be a Voidling or a Baccai from the sands of Shurima? An intelligent sea monster from the depths? A mutant or cyborg from Zaun? Something stranger? This is what Monster is there for. The price is relative to how powerful you actually are. You can gain 100 CP and be some kind of intelligent, but relatively weak monster, like an intelligent cat. For free, you've about as powerful as a human or a middle sized animal like a wolf. 100 CP grants either powerful forms or limited magic, like the savage Yeti, while 200 CP grant both. For 400 CP, you're a monster equal to the mightiest dragons of Runeterra, or possess magical powers equal to the greatest mages, or a mix of both.

Celestial (+400 CP, cannot be taken by Ascended) Congratulations, you're one of the most powerful creatures in all Runeterra. Either an incarnation of some concept like a Targonian Aspect, a simple spirit from the stars, or a living celestial phenomenon, you're more cosmic energy given form and intelligence than a normal creature. You're immortal, your body is pure energy and so not constrained by the limitation

of flesh, your physical power is improved immensely (if you even bother to have a body), and can command cosmic powers that can reshape all Runeterra, similar, but more powerful than a normal Ascended. You can take any one Keyword for free.

Keywords

Every Keyword costs 200 CP. A Runeterra Jumper can discount any 2 Keywords.

Attune (discounted Bilgewaters, Ixtal, Bandle City, Piltover&Zaun) You're particularly attuned to the magical energy of the world. Every time a fight starts or you defeat an enemy, you regain a small part of your magical reserves.

Augment (discounted Piltover&Zaun) Never stop to improve! Every time you successfully improve any form of technology you possess, it also improves its offensive power, even if the upgrade wasn't aimed to improve direct combat.

Barrier (discounted Demacia, Ionia, Targon, Bandle City) You're protected by a magical barrier that can block any form of damage… once. The barrier recharges in a minute assuming you're not in combat.

Brash (discounted Noxus, Ionia) You possess exceptional mass, extreme speed, or are skillful enough that you can overwhelm your opponent's defenses. Dodges and parries are useless against you, only great endurance can protect you from your attacks. Let's hope you have the strength to actually do damage.

Challenger (discounted Demacia, Ixtal, Freljord) When you issue a challenge, it cannot be ignored. You can declare a 1v1 duel in the middle of the most chaotic battle imaginable, and not only the challenged will hear it and accept it, other fighters will conveniently give you enough space to fight your duel without interference.

Deep (discounted Bilgewaters, Shadow Isles) Jaws! Or something like that. Seems like you're extremely well adapted to the depths of the sea. Not only can you breathe underwater, you're also immune to the pressure and coldness, on top of being able to see in the darkness. On top of that, you're more powerful in water, increasing your existing physical ability of roughly 50% while fully submerged.

Elusive (discounted Bligewaters, Ionia, Piltover&Zaun, Bandle City) You're stealthy, aren't you? Be a stealth field generator, some magical invisibility power, or simply being so damn good at hiding in the shadows, you have the uncanny ability to not be seen when you don't want to be seen… and to pierce similar abilities. You can never know what to wait just out of sight.

Evolution (discounted Shurima) Adapt, survive, overcome. You're able to mimic others creature biology to a limited extend. Each time you copy a creature's powers, you become a little physically stronger and tougher. By itself it's a minor boost, but as long that you continue to evolve, you could become really powerful.

Ephemereal (discounted Shurima, Shadow Isle) You're a master of summoning. Or you have an army of disposable troops whose ranks you can replenish extremely easily. Summoning magic is extremely easy for you, and your spells summon one more creature of the same type. With training you would summon entire armadas. The only problem is that if you use this method of summoning, the creatures will remain only for the duration of one battle, and then they'll disappear.

Fated (discounted Targon) This is a rare one. Every time magic is woven into your body to heal or help you in any way, a part of that power is infused into your flesh and makes you just a little more powerful. The

amount is a tiny percentage of the overall power of the spell, but assuming you have a semi-stable source of magic, you can continually improve yourself.

Fearsome (discounted Shadow Isles, Noxus, Shurima) Your imposing physical presence, overwhelming power or raw brutality instill fear in the heart of you enemies, paralyzing them in fear. Unless the enemy is physically able to match you, they cannot defend against your assault.

Formidable (discounted Demacia, Targon, Noxus) They say the best defense is offense. For you, the best offense is defense. The more powerful your defenses are, the stronger your attack is. Be sure to wear some heavy armor and take a big shield.

Fury (free Dragon) The fury of a dragon is stuff of legends. The more the fight, the more their blood boils with power. As long as you continue to fight and defeat enemies, your power increases, slowly but steadly, until you're an unstoppable engine of destruction. Just be cautious, for while you become tougher the more your fight, this power doesn't heal your wounds.

Impact (discounted Bandle City, Ixtal) You possess some quality that makes your strikes very difficult to completely negate. As long as your attack hits your target, *some* damage will be applied, regardless of how tough the enemies' armor and defenses are. It's not a lot of damage, but it's something.

Lifesteal (discounted Shadow Isles) This is almost self-explanatory. Your attacks steal life force from your enemies and give it to you, replenishing your health. Yes, even when attacking constructs and undead. Don't ask why it works that way, it just does.

Lurk (discounted Bligewaters, Shurima, Shadow Isles) Seems like we have an ambush predator here, uh? You're extremely adapted at catching your opponents with their guard down, exposing the weak points of their defense so you and your allies can sink your fangs into it and slowly, but surely, erode their ability to defend themselves.

Overwhelm (discounted Demacia, Noxus, Bilgewaters, Frejlord) You're either absolutely gigantic or so ferocious and violent that your attacks just shred the enemy defenses, even with glancing hits. You just punch through their armor like it's paper and inflict tremendous blows against their flesh. Be cautious to not destroy everything in your way.

Quick Attack (Discounted Ionia, Ixtal, Piltover&Zaun, Shadow Isles) You're speed. Or at least that's what everyone thinks about you. Simply put, you will always strike before your opponent, either through sheer speed, some predictive ability, or some magical bullshit. This will let you strike at least once before your opponent has the time to react. Use this opportunity well.

Regeneration (free Troll, discounted Freljord, Noxus) Either by natural or magical ability, your body just fixes itself at speeds that beggar belief. This makes you very, very hard to kill. Basically, given enough time (depending on the severity of the wound, but usually a few seconds) you're able to heal any kind of damage. There is a little delay between the time you're wounded and the regeneration kicking in, so be careful to not get double tapped or take a hit that would instantaneously kill you.

Scout (discounted Demacia, Runeterra) You're a master of recon and deep strikes. In combat, you're extremely fast, able to act twice while others just act once. That's an incredible advantage, but doesn't actually make you any tougher, so be careful.

Silence (discounted Ionia, Targon, Shurima) Sometimes, people just have to *shut up.* You now have the ability to suppress any magical or supernatural power a target possesses, leaving them with just their innate might. The loss of power is permanent except against particularly powerful enemies. Silence bypasses Spell Shield.

Spell Shield (discounted Targon, Bandle City, Ixtal, Piltover&Zaun) You have innate resistance to magic… once per fight. The first spell or supernatural power that would hit you is immediately neutralized. Be careful against several magic users.

Stun (discount Runeterra, Noxus, Frejlord) Either through magical powers or simple skill, you have the ability to temporarily incapacitate an enemy. You could hit them in the head or use magic to blind them, or even use wind to make them fly away, but the end result is the same.

Tough (discount Demacia, Freljord) There is not much to say. You have a particularly sturdy body or magical defense, able to absorb a lot of damage, making it especially useful against multiple weak attacks. Death from a thousand cuts is not something you have to worry about anymore.

Vulnerable (discount Shurima, Bilgewater) You're a master tracker. Once you target an enemy, there is no way they can escape from you. You'll always find them. Just be careful that you don't smash against something bigger than you can chew.

General Perks

Warrior (Free/100/200 CP) Everyone must have a way to defend themselves. With this perk, you're a warrior of exceptional skill, able to fight overwhelming numbers and mighty beasts with equal ease. Comes with peak human body and an increased capacity of improving your physical abilities, as well as competence in all weapons and reducing the weight of any armor you wear.
The first Perk between Warrior, Mage, and Inventor is free. You can buy the other two at 100 and 200 CP respectively.

Mage (Free/100/200 CP) You're a magicborn, one of the fortunate born with the ability to use magic (See Notes). The exact type of magic you wield is at your discretion, and you're quite adept in its use. Comes with increased willpower and mental fortitude and a rapid increase in magical skills.
The first Perk between Warrior, Mage, and Inventor is free. You can buy the other two at 100 and 200 CP respectively.

Inventor (Free/100/200 CP) Your mind is your weapon, and you use it to create incredibly complex machinery or powerful weapons. Your intelligence and ability to learn is improved to a great degree, you could be rightfully called a genius.
The first Perk between Warrior, Mage, and Inventor is free. You can buy the other two at 100 and 200 CP respectively.

League Material (400 CP) You're a legend, Jumper… or at least, you have a good start for becoming one. This Perk increases the effect of all other Perks you buy in this document and improves your race physical and magical abilities. Furthermore, it makes improving all your abilities and skills far faster, it protects you from freak accidents and random disasters that could stop you from reaching your full potential. It will not help against direct, malicious harm, but it will save you from simple misfortune.

Region perks

Bandle City

Little and Furry (100 CP): Most inhabitants of Bandle City are… fun sized, at the very least. You may not be, but it doesn't matter. You gain the ability to magically reduce your own height.

Sense of Direction (200 CP): Moving through the portal network of Bandle City could be a little disorienting. Some even lost themselves inside it. But you'll never have to worry about it. Your sense of direction is top notch, and you'll be able to sense where you have to go to reach your desired destination, even when using magical means.

Animate (400 CP): One of the most curious inhabitants of Bandle City are the animated papers of the library, little origami monsters that help the librarians in their duties. Now, you too have the power to animate paper and give them any form you like. Despite being made of paper, the magic that animate the origami makes them quite sturdy. And who knows, maybe you'll learn how to use this power to animate other things…

Portal Master (600 CP): Teleportation is not unheard of on Runeterra, but *long range* teleportation is kind of rare. So, the ability to open portals to any corner of Runeterra gives the Yordles an incredible advantage. Now, you have that advantage too. You can summon a portal to any location of your choice. The portal opens too slowly to let you dodge attacks in a fight and while you can vary the size of the portal, it cannot have more than a two meter radius. You also need to know where you're opening the portal, either by already having seen the location or knowing the coordinates.

Bilgewaters

Sea Legs (100 CP): If you decide to live in a port city and you don't know how to swim, you're a dumbass. So I'll just give you basic knowledge on how to swim and how to maneuver a ship. You're welcome.

Monster Whaler (200 CP): You'll be surprised how diffuse the hunts on aquatic monsters is. In fact, after piracy, it may as well be the most popular job around. Now you too know how to hunt giant monsters, as well as gaining competency in all kinds of harpoons and similar weapons.

Trials of the Ocean (400 CP): Nagakabouros, also known as the Goddess of Motion and the Mother Serpent, is a deity venerated in Bilgewaters. Sometimes, she tests those she deems stagnate in life, and if their souls are too weak, they're killed. If that ever happens to you, don't worry. You're immune to any kind of soul manipulation.

Big Hunt (600 CP): It's all well and good to know how to hunt a giant monster, it's all another story to actually kill the damn thing. Fortunately for you, now you get more powerful the bigger the monster is compared to you. As their size grows, you gain more strength, speed and toughness, your weapons pierce their skin more easily, and your armor becomes more and more impenetrable. Good hunt.

Demacia

Elite (100 CP): Demacian soldiers are a cut above everyone else. They're just a little faster, a little stronger and a little tougher than anyone else. They also have excellent teamwork. Now you do too. If you have the **Warrior** Perk, the effect is increased even more. If you have the **Mage** or **Inventor** Perk, you gain basic competence with weapons and armors. Nothing much, but still enough to let you survive a melee if necessary.

Ranger (200 CP): Soldiers are great, but sometimes you need someone specialized. Rangers are adept explorers, survivalists, trackers and monster hunters, and several have great skill with ranged weapons and an affinity with wild critters. Now you too are a member of this prestigious organization, and so you gain all the ability a Ranger is supposed to have.

Mageseeker (400 CP): Being a kingdom founded by the fear of magic caused by the Rune Wars, it's understandable that some Demacian don't trust magic all that much. Sure, the Mageseeker went too far, turning what was just an organization to contain magic to something the Spanish Inquisition would be proud of. Still, even after Jarvan IV disbanded the Mageseeker, their teaching remains. Now you too have an innate ability to track down mages and magical artifacts, and innate magical resistance. You also know how to work petricite to protect yourself and others from magic, while not suppressing your magical powers, if you possess them. Post-Jump, you automatically understand how to use similar anti-magic materials.

Exemplar (600 CP): You're larger than life. Your charisma skyrockets, letting you sway entire crowds with a couple of words (DEMACIAAAAA!!! is particularly appropriate) and convince even the most stubborn of people that you may have a point. All the people that fight alongside you are invigorated by your sheer presence, able to fight harder and longer than it would normally be possible, while your enemies are discouraged just by seeing you appear on the battlefield. Furthermore, until you fight for a cause you truly believe in, the effect of the Perks you possess are increased. So strife forward, Jumper.

Freljord

Iceborn (100 CP): You cannot survive in the icy climate of the Frejlord without some kind of protection. Fortunately, you're an Iceborn, and so you're innately resistant to cold, to the point that you can go around in winter with just a shirt and require heavier clothes only in the most arctic situations. You're also resistant to ice magic and can manipulate True Ice, even if even for you it's painful to touch.

Orrn's Blessing (200 CP): The disciples of Orrn were the best smith of the Freljord… until Volibear killed them all. The Fire God of Freljord never took more discipline… until now. You're blessed with an inner fire that protects you from the heat of the forge and sustain you in the cold. With time, you could also learn how to channel this fire in your strikes of blow guts of fire at your enemies.

Ursine Might (400 CP): The Ursine are worshippers of the Volibear, and they can channel the power of the God of Storms. Now you too can call lightning on your enemies and assume the form of a powerful hybrid form between human and bear. Usually this kind of transformation is irreversible and brings a lot of problems, like berserker rage and similar, but since you paid CP for this, you will always be able to switch between the forms at will and with no side effects.

Thrall Master (600 CP): The ancient witch Lissandra froze the Watchers and their thralls under the Howling Abyss, and when needed, she freed the servants of the Watchers to fight for her. These massive, troll-like creatures obey her will despite being her mortal enemies. Now, you too have this power. When defeating an enemy, you can put them in stasis and free them later to make them fight for you. In time, your power will seep into their body, so when freed, they will fight to the death and will manifest power related to you. Build your army and conquer Runeterra… or use them as butlers, as you prefer.

Ionia

Spiritual Arts (100 CP): The presence of spirits brought the Ionians to develop a particular strong spirituality and to attribute significance to anything. Now, you can infuse meaning in anything to channel spiritual

powers inside it to give your fantastical abilities. Animal-themed martial art? Gives you the power of the animal. Inner peace? Calming aura. You'll have to develop these abilities on our own, but the versatility makes up for the difficulty.

Wise Teacher (200 CP): Masters are widely respected in Ionia, especially good ones. Your students will learn quickly under your guidance and will be forever loyal to you, assuming you treated them well. Harsh training in particular will never cause them to lose their respect for you, and even blatant favoritisms will be ignored if the favorite show is deserving of the extra attention. Basically, nothing short of outright betrayal or torture will sway your students.

Teach me, Master (400 CP): There are dozens of temples, monasteries and dojos scattered all around Ionia, and student-master relationships are extremely important. You will never have problems finding a teacher, and in fact it seems like they're eager to guide you . You'll also learn at an increased speed when under the guidance of a teacher, and you'll be able to discern the secret of their techniques just by seeing them perform them once. Considering what powerful martial arts are present in Ionia, you better put the effort to search for the legendary masters of this land.

Walk in both Worlds (600 CP): The veil between the Spirit Realm and the material world is this as paper in Ionia, but that doesn't mean people can just *enter* it. Spirits can, but mortals just cannot travers the barrier unless brought there from a spirit. In fact, you cannot even see the spirit world, despite being so close. Except you can. With minimal concentration, you can open your eyes to the Spirit World and even step inside it. The Spirit World is not any safer than the material one, if anything, it's worse, but just being able to do so gives you great authority among the spirits, for you'll be able, with time, to develop a control over the Spirit Real, enough to banish any spirit that tries to be too rowdy, or invoke the power of the Spirit Real to empower you. Use this ability wisely.

Ixtal

Welcome to the Jungle (100 CP): Ixtal is a truly wild territory, almost completely covered by a thick jungle that hides predators of all kinds. You need certain abilities to survive in a place like this, and now you have it. You're immune to diseases and have an innate sixth sense for danger.

Eat or be Eaten (200 CP): There is very little civilization in Ixtal, so most of the people have learned that to survive you have to fight. Now you're an excellent hunter, able to both overwhelm prey with speed and precise strikes and to plan traps and ambushes. It will not be enough to hunt anything in the jungle, but it surely with even the odds.

Relic Hunter (400 CP): The ancient civilization of Ixtal collapsed a long time ago, and contrary to Shurima, where the sands preserved some of the ruins and the sheer size of them makes it easy to find them, the jungle was not so merciful. But you don't care. You're blessed by the ability to just stumble across those ancient ruins and find ancient treasure left behind. If you *actively* try to find them, you will find that you have the ability to navigate these places with almost no effort, avoiding eventual traps and monsters with ease. Go and plunder them all.

The Power of the Elements (600 CP): Ixtal is the home of elemental magic, and the people of Ixtal are masters of the practice to this day. You too now share the immense affinity with elemental magic that they possess. Even if you're not a mage, you will still be able to infuse elemental power in any fighting style you desire. But you may ask, what kind of elemental power? After all, Earth Magic, Fire Magic and Water Magic

all are forms of elemental power, no? Well, of course this Perks cover all of them. You may take some time to master all forms of elemental magic, but when you do, your power will be immense.

Noxus

Ruthless (100 CP): Only power matters in Noxus. So, to let you survive in this place, you must have the ability to shut down your morality to do what you must, or the other, less merciful people around you will eat you alive. Fortunately, you can always just recover your morals when the deed is done.

Dark Charisma (200 CP): Infamy is as good as fame in Noxus. You will be able to attract people willing to serve you even if you act in the most brutal way possible. Just try to not kill them when they fail, or your risk of not having ~~meatshields~~ ~~slaves~~ ~~mooks~~ servants to enact your diabolical plans.

Law of the Strong (400 CP): All powers matter in Noxus. Political power, economical power, military power, everything goes. Now, how much power you possess in an area affects how much power you possess in every other area. Being king will grant you increased magical and physical power if you didn't possess them already, for example. Being stupidly rich will have the same effect. The effect is not precisely 1:1 and doesn't take in consideration the extra power granted by itself, but it will still let you quickly increase your power.

Death's King (600 CP): Mordekaiser spent all his life fighting to gain a place in the Hall of Bones and sit with his gods. Only to find out that when he died that there was no great palace to wait for him. And so, enraged, he managed to return to the world of the living and forge another great empire before being killed… but even that was part of his plan, for now all the souls of those fallen under his domain were in the afterlife to serve him. By taking this Perk, you can emulate Mordekaiser's feat. Not only will it let you return to life once per Jump (or once every ten years), but when you do return to life, you'll also leave a little pocket dimension when you can accumulate souls to build your personal afterlife. Where you get those souls and how you will catch them is up to you.

Piltover&Zaun

Mechanical Aptitude (100 CP): While not all the inhabitants of Piltover and Zaun are genius inventors, everyone gets at least a little experience with how hextech functions. So, you're now a decent engineer, able to assemble simple mechanical objects. With time and study, you could make a career out of this. If you have the **Inventor** Perk, you're instead a truly prolific engineer, able to come up with new designs on the fly.

Chemical Tolerance (200 CP): While Piltover is the shiny city of progress, Zaun is the underground born from those above discarded. The situation has gotten better with the years, but some places are still quite toxic to those not accustomed with the various polluting agents. So, you've built an extreme tolerance for toxins and poisons of all type, to the point to be immune to all but the most powerful (or mystical) of them.

3D Movement (400 CP): It's surprising how many flying vehicles there are in this place. However, it makes sense when you realize how vertically the two cities develop. So, to help you, you're given absolute mastery of any type of flying vehicle, from the humble hoverboard to the great airships. You also are immune to all the problems that come with high altitude, like cold and lack of oxygen, as well as to problems caused by sudden changes of altitude. In future Jumps, the mastery of flying vehicles will expand to similar crafts, even if the immunity to high altitudes don't extend outside the atmosphere.

Sufficiently Fantastical Technology (600 CP): Any sufficiently advanced technology is indistinguishable from magic. Well, that's bull, at least for you. Magic and technology are very different things… that doesn't mean you cannot mix them. Either technology that's able to reproduce magical effects, magic that fuels technology, or magical effects that reproduce technology, all is possible for you. Mix them together at your heart's content.

Shadow Isles

Survivor's Instinct (100 CP): Surprisingly, there are people still living on the Shadow Isles… or at least near them. Some are even dragged there still alive. And even for the undead, there are predators in the Isles capable of inflicting fates worse than death. So, you've developed an infallible instinct on how to better hide from those that would hurt you, to the point of being able to fool supernatural senses.

Strong Souls (200 CP): For a lot of undead, death is not something permanent but just a long wait until your spectral body is reformed and you can move again. This Perk will not help you with that, but it will guarantee that, until your soul still linger in the living world, you don't count as 'dead' for the purpose of chain-failing. How you manage to make your soul linger depends on you. Maybe you just have it stored in another place, or maybe you are one of the Isles restless dead and you simply cannot die while the Black Mist still exists.

A Spark of Life (400 CP): Despite all, there is still life in the Shadow Isles. The mighty forests have been corrupted, but they still endure. You too, now, are able to endure any type of corruption, acquiring all the powers it would normally give without being changed physically or mentally. Ever wanted to become a vampire but without all those annoying problems being a lord of the night bring? This is the Perk for you.

Mist Manipulation (600 CP): Necromancy is pretty common in Runeterra, but nobody can control the dead like the Ruined King, the origin of the Black Mist. Until you came, of course. You don't have the sheer *range* of the Ruined King, but you're still able to control the Black Mist and even produce small quantities of it. With the Black Mist comes the ability to trap souls inside it and use those same souls to create specters and other undead monstrosities. Be careful Jumper, for such a power will make you the target of several powerful people. Of course, you have another power: you can transform your Black Mist into Sacred Mist, the opposite of the Black Mist and the perfect counter to it, for it returns the lost souls to their afterlife. In future Jumps, you could also be able to infuse other elements in your Mist.

Shurima

People of the Sand (100 CP): Shurima is largely composed of desert. It's not a surprise that it can be *really* hot. Fortunately, you are extremely resistant to both hot temperatures and you're able to resist without food and water for twice as long as a normal human. Furthermore, you're not slowed down when moving on sand.

Building of Power (200 CP): Shuriman's seems to have the habit of creating huge magical buildings. From obelisks able to attract magic to chambers full of healing waters to the mythic Sun Disk, ancient and powerful structures fill this land. Now, you share the ability of the ancient Shurimans from magical architecture. You can infuse buildings with different kinds of magic and to all sorts of powers and effects, assuming you actually know the magic in question.

Void Influence (400 CP): The war with Icathia had terrible consequences, like the Darkin War, but for the people of Shurima, the presence of the Void is the worst one. Its insidious presence seeps under the sand,

letting monsters both small and big to reach Runeterra. You now possess a part of the power of the Void. How exactly you wield it it's a your discretion. Maybe you can generate violet blades that eat magic, or emit a powerful beam capable of suppressing the mind of your opponent, or maybe you simply command hordes of lesser Voidling to do your bidding. You just have one of these powers, but with time you could develop more.

Temporal Mastery (600 CP): Icathia may not be anymore, but their magic remains… somewhat. Zilean, the Time Mage, is still around and kicking, apparently wading through time trying to find a way to prevent the Fall of Icathia. He's not having much success, unfortunately. What matters is that now time magic is at your beck and call. Maybe you're an unfortunate victim of his experiment, one of his students, or maybe you're just born with it, but it doesn't matter. Just be careful, because time magic is dangerous and unpredictable. It's better if you train hard instead of trying something as ambitious as time travel. You wouldn't want to accidentally fuck up the entire timeline and cause the destruction of Runeterra, would you?

Targon

Mountaineer (100 CP): It's not easy to live on the tallest mountain of all Runeterra. Fortunately for you, you're well adapted to it. You have incredible climbing skill, requiring gear only for truly impossible angles, as well as the stamina required to go on for days if necessary, expanded lung capacity and amazing grip. My, someone could say you're a goat.

Gems Grafter (200 CP): The gems of Mount Targon have strange properties, maybe a product of the exposition to the celestial light coming from the top. You have learned how to dig and cut these gems so not only are they aesthetically pleasing, but also to extract their power more efficiently. The most common uses for these gems are healing and a little boost in offensive power, but who knows what you can really do if you put in the effort?

Daybreak and Nightfall (400 CP): The Solari are the most powerful faction on Mount Targon, while the Lunari are considered an heretic sect. They receive power from sunlight and moonlight respectively, being empowered while their respective light shine brighter. Of course, you know full well that the light of the Moon is nothing more than the reflected light of the Sun , so the power the Solari and Lunari worship are one and the same. So, not only you're empowered both by sunlight and moonlight, but all your Perks that interact with Sun and Moon now can use them interchangeably. You're at your full power only at noon? Full moon will do the trick. You're a werewolf? Enjoy the daylight enhancing your bestial power.

Targon's Bindings (600 CP): The most impressive feat the Targonia ever pulled off was the creation of the golden crown on Aurelion Sol's head, and it's not even close. Somehow, these people managed to create an artifact that not even a dragon that can craft stars was able to remove, and the place of that very same dragon under their control, on the threat that every disobedience will extinguish one of his creations. You now possess the same amazing talent for bindings and control, both magical and not. Binding and sealing magic will drastically increase in power, while you'll also innately know what to do and say to force people to obey your will. Just be careful to now go overboard and make too many enemies, because even the mighty chains of Targon can slip.

Runeterra

Wanderer's Heart (100 CP): Always traveling can be tiresome. Sure, experiencing new things is good, but after a while you'll see everything there is to see, right? Well, you'll now never lose your wanderlust and your ability to be awed by new things. This also works to stave off boredom.

Unshakable Resolve (200 CP): Your personal path can be quite difficult and lonesome. But fear not, for your willpower has been tremendously improved. Nothing will be able to forcibly change your mind on a matter, and you'll be able to endure any kind of adversity without hesitation. Incidentally, since magic is governed by willpower, this Perk drastically increases your ability to wield magic, even if the knowledge of how to use it and the power to perform grand feats of magic must come from you. At least it will respond quickly to your commands.

Unique (400 CP): People that follow their how path all have a thing in common: there is nobody else quite like them. Sure, there can be someone coming from a similar background and race (like several Darkin) but even then, their powers and how they use them is completely different. That's the case for you too. Your powers are your own, and nobody will ever be able to replicate them. Sure, imitators could emerge, but all they will ever manage are pale imitations that fail to use live up to the original. Of course, this is not all. This Perk also grants immunity to all attempts to duplicate you that don't come from yourself, be iy cloning, using parallel world version of yourself, temporal clones or whatever.

Follow your Path (600 CP): You don't conform to any of the traditions of the Regions, and so the path you follow is your own. However, that doesn't mean that you can't take anything from the places you visit. With this Perk, you can have an additional number of discounts for Perks of any other Region. The number of discounted Perks you get is equal to the number of Perks you already discount, and the price of the Perks must be the same as the one you already possess. So, in this jump, you have four additional discounts to distribute among all other Regions, but only one Perks costing 100 CP, 200 CP, 400 CP and 600 CP can be discounted. You cannot discount two Perks with the same price unless using a higher cost Perk, for example sacrificing the 400 CP Perk for a 200 CP Perk. In future Jump, you'll instead gain the ability to learn any form of magic or knowledge, bypassing limitations regarding origins or bloodlines. Just be warned that you don't get additional CP, so if you really want those Perks you'll have to use Drawbacks.

Companions

Helmet Bro (Free): A Demacian soldier, name unknown, which seems to have the uncanny ability to just… not die. It has been hit by disintegration beams, jets of acid and its helmet has been found inside a dragon nest, yet somehow he still walks. Maybe it's luck, or maybe he's just insanely tough. Aside from this inexplicable ability, he doesn't really have any other special qualities, he's a run of the mill Demacian soldier. Still, he's good company.

Import (50 CP each): For 50 CP, you can create or import a Companion. They gain 600 CP and 200 CP to spend in the Item section, but they cannot take drawbacks. You can take this option up to 8 times.

Animal Companion (50 CP, Free with Ranger): You managed to tame one of the several dangerous animals of Runeterra. It's nothing especially big and tough, nor does it possess powerful magical abilities. It could be a raptor, a wolf or a steed of some kind (elks seem to be popular), or it could be something more mundane. It can help in a fight, but don't think he can defeat powerful opponents for you.

Champion (100 CP): For 100 CP, you'll have the opportunity to befriend one of Runeterra's Champions. They will be friendly and they could be willing to follow you in your adventures (depending on the Champion in question, Azir is too busy to roam too far from Shurima, for example), but if they become permanent Companions it will ultimately depend on you. You'll need to persuade them to come with you. Choose carefully, some Champions are easier to convince than others.

Items

You receive 400 CP to spend only in this section.

General Items

Standard Equipment (Free): Basic gear styled for your Region and your profession. If you're a **Warrior**, it will include armor and weapons. If you're a **Mage** you'll receive robes and an appropriate magical focus (usually a staff, but you can change it to something else), and if you're an inventor you'll receive safety gear (which counts as very light armor) and some tools you can use in combat in desperation.

Jumper's Organization (100/200 CP): Maybe you decided that the only way to stop Runeterra from imploding is to have great and merciful rules drag them from the hairs in a new golden age. That ruler, of course, is you. But it will be impossible to do something like this without a power base of some sort. For 100 CP, you possess your own little fiefdom in an unclaimed part of Runeterra, a little like Piltover or Bilgewater. By default, this is part of your Region (except for the Runeterra Region), but you can choose to have it separate. For 200, you instead have a great kingdom comparable to the likes of Demacia and Noxus. This will be situated in a region near but separate from your original Region. Post Jump, you can decide to import it in a region of the world or keep it into a separate dimension attached to your Warehouse.

Artifact (200 CP): There are plenty of magical items around Runeterra. Most are nothing special, but these have peculiar abilities that make them deadly on the battlefield. Want a weapon made of True Ice, or a pair of gauntlets made of dragon scales that let you channel the fury of the monster? This is where you can obtain such a weapon.

Legendary Artifact (400 CP): This is the stuff. Legendary artifacts are not something you can just find laying around. The Blade of the Ruined King, the Staff of Ages, these are artifacts that grant great power to the user. Choose one and take it with you.

Regional Items

Bandle City

Scout Gear (100 CP): Simple clothes that help you camouflage and regulate your temperature, boots to walk steadily on every terrain, and some camping gear. The absolute least you need to be a proper Bandle Scout.

Bandle's Garden (200 CP): Bandle City is situated in a pocket dimension somewhere in the Spirit World, and the flora around here can be… curious. Especially the mushrooms. Now, you have a little garden attached to your Warehouse where you can grow plants unique to the City.

Gate Network (400 CP): This is a copy of the same gate network that lets the yordle appear in basically any corner of Runeterra. How is this so cheap? Well… you have to learn how to use it on your own. It will be easier if you have some knowledge of gate magic, but even then, you'll need to manually connect each portal to the point you want to reach. Still, it's pretty handy for traveling large distances in no time.

Jumper City (600 CP): Remember the fact that Bandle City is located somewhere in the Spirit World? Well, now you too have a little corner of the Spirit World to use as your own. It could be empty or there could be a city or a fortress inside, and it can be a new or an ancient place, at your choice. The only thing it's not is inhabited. The only thing inside are plants, and even those are fairly mundane. Aside from that, you're free to personalize your little pocket dimension.

Bilgewaters

Oranges (100 CP): Congratulations, Jumper. You're not the lucky owner of infinite oranges. This crate will just never run out of oranges, and you can continually take more. If you wish, you can use a different type of citrus fruits, like lemons or tangerines, or even mix them up.

Artillery (200 CP): How can you call yourself a pirate without cannons to shoot enemy ships (or sea monsters)? Now you have a set of twenty cannon with infinite ammunition. Use them to arm your ship or to defend your fortress. Also, for 50 CP, you can add ten cannons to the ones you already possess.

Ship (400 CP): Assuming you don't want to spend all the time in Bilgewaters, you'll need something to move around. This ship is perfect for any kind of sea adventure you can think of. It's extremely fast, its cargo is larger than it should be by an order or magnitude, it's extremely resistant to all kinds of damage and, most important of all, completely under your command. You don't need a crew, the ship moves to your mental commands, up to firing if you have cannons. I still suggest hiring some bodies for when you have to defend against a boarding… or you want to do one.

The List (600 CP): Oh boy, you managed to find something quite troublesome. This long parchment is filled with names… or will be. The original List continuously added names and it wasn't clear who actually put them in. This List instead lets you write down the names you want. Once the name is on the list, while trying to hunt down the person, you'll be empowered by a strange magic that will make you a perfect assassin. Your steps will cause no sound, you'll be able to walk through obstacles, and your strikes will pierce the defenses of the target like they aren't there and inflict grievous, non healing wounds. Just don't be overconfident, you can still be overpowered should you not land a sufficiently lethal strike. In future Jumps, the List can take a more appropriate form, like a file in your phone.

Demacia

Demacian Steel (100 CP): Demacian love their shiny armor and weapons. You now have access to a crate filled with steel to use for whatever you want. The crate refills every day. This also upgrades your **Starter Equipment** to include at least some metal armor if you didn't already possess it, and reinforce your armor and weapon if you have.

Laboratory (200 CP): While you cannot say that Demacia has a thriving industry, they possess many talented craftsmen. This laboratory can be personalized to work for a variety of professions, from smith to sculptor. Any work made in the laboratory requires half of the time and double the quality of your work.

Grand Statue (400 CP): The first thing you'll notice in a Demacian City are the large statues that decorate the place, white and gold. Most of them are purely decorative, but others have specific functions. Like this one. This statue can have any shape, but it will always be made of white stone with golden metal for decoration, and it will emit an aura that will bolster morale and generally make things go smoother. The aura can cover a small city.

Petricite Forest (600 CP): Petricite is a fantastical material. A bone white fossilized wood that can absorb magical energy to the point of protecting from the power unleashed during the Rune War. Now, you too have a small forest of Petricite trees that you can use to infuse your armor, weapons, and buildings. The exact technique to do so is a national secret, but I'm sure you can find a way. Just remember that you must grind the stone before mixing it with anything. The forest itself grows at a steady rate until it's completely

recovered, so you don't have to fear depleting it, even if it will take a week or so to recover if you take all the Petricite in a short amount of time.

Freljord

Winter Gear (100 CP): Even the warmer parts of Freljord are very harsh. So, to make the permanence a little more bearable, here some special gear, included clothes that maintain your body heat except in the most extreme situations, snow rackets and a sled to quickly travel through the snow, and a tent enchanted to protect from any kind of weather.

Great Cauldron (200 CP): You managed to get your hand on something a lot of people would kill for. It has no name, because Orrn's naming sense needs work, but its power is undeniable. Anyone who will eat from this cauldron will find himself not needing sustenance for quite a while. It doesn't even require much, just a spoon will fill the belly of a man for several months, more or less depending on how active they are.

Vein of True Ice (400 CP): True Ice is a magical material only found in Freljord. It's ice so cold it cannot be melted, but it can be fashioned into weapons, granting them ice-related abilities like creating ice arrows if put on a bow. You now possess a True Ice crystal of notable size that you can use for whatever you like. Just be careful, True Ice is lethal for non-Icerborn and even for them, it's painful to touch. The True Ice will regrow with time, giving you an infinite reserve of magical ice.

Ornn's Forge (600 CP): Congratulations, you've now obtained Orrn's forge! Well, a copy of it, unless you want to fight the God of the Forge for it. This literally mountain-sized forge, whose heat comes from the very heart of the planet, is the best place for crafting on all Runeterra. Assuming you have any idea of what you're doing, you can forge pretty much anything, using any kind of materials, even ones impossibly difficult to work, and your creation will automatically be infused with power, making them the absolute best at whatever they're supposed to do. Which is the reason Orrn's never forge weapons. See the Great Cauldron for an idea on what your creation could do.

Ionia

Forbidden Scroll (100 CP): This scroll is completely blank for everyone else. For you, however, it will have written instructions to learn one of the powerful martial arts of Ionia. Post-Jump, it will adapt to any kind of martial art present in the setting.

Mystical Instrument (200 CP): This is a minor magical item with pretty much no combat use. Not directly, at least. The most common of these items are musical instruments that incite emotions or grant minor manipulation of nature. For example, you could have a flute that lets you create water shapes, a sickle that helps harvesting plants or a rock that helps meditation.

Spiritual Jade (400 CP): This slab of jade, shaped in any way you wish, is soaked with the power of the Spirit World, hence the name. If you're attuned to the Spirit World, you can use this jade to reinforce that connection and command the vast power of the spirits. Just be careful, for the jade only works if you're in harmony with the Spirit World. The moment you cause a strong imbalance between the mortal world and the Spirit one, the jade will lose all powers, only to be recovered in the next Jump. Thread carefully.

Dojo (600 CP): All Masters need a place where to teach their discipline. This dojo can be as little as a single room where kids go to learn after playing or a sprawling temple as big as a mansion, and it can be right in the middle of a city or hidden in a faraway location so only those invited (or extremely persistent) can reach

it. In any case, anyone you train in this place will see their skills grow by leaps and bounds, and you'll be able to transmit even your Perks, at any fraction of their full power, including 100%. It also possesses an aura that makes people completely focus on their training while inside.

Ixtal

Trapper's Manual (100 CP): Whatever you're a poacher trying to sell the jungle's animals to some zoo or someone legitimately trying to live here, traps are always useful. This little book will teach you not only how to make traps, but also how to transform the environment into one. This will automatically update in the next jumps.

Guardian Statue (200 CP): Also known as guardian golem. It's basically a big statue that can walk. Not intelligent enough to interpret orders more complex than 'stay here and stop people trying to enter', it's just an enormous stone bouncer. What it lacks in intellect it compensates with sheer power and sturdiness. It's also pretty easy to upgrade if you want.

Harvesting Gun (400 CP): The jungle of Ixtal is choke full of natural treasures. It would be a shame to leave them here, but even more of a shame to destroy it recklessly. The Harvesting Gun is… well, a gun, but by pointing it toward a plant or animal the gun will 'absorb' it, ready to release it in a second moment. Repeatedly. You can pretty much fill entire green houses and zoos with this. The gun doesn't work on anything blatantly supernatural, but it grants a pretty much infinite amount of rare plants and animals. Sure, you have to have a place where to put these specimens. Speaking of which…

Arcology City (600 CP): Deep in the jungle of Ixtal there is one last city inhabited by the natives. This is not that city, but it's as good, if not better. Use of powerful elemental magic grants the city free heat, cold, light, water and air control, it can build any kind of structure with ease thanks to earth magic, and with plant magic it can grow anything you may want in a fraction of the usual time. If you don't have elemental magic on your own, that's pretty much all it does. If you *do*, however, it will act as a focus for your own magic, drastically increasing your ability to control and produce elements while inside the city.

Noxus

Blackmail Material (100 CP): Noxus is quite the pit of vipers, and you'll need something to… incentivize people to become your friends… or to not mess with you. This book can be used to get all manner of dirty secrets about one specific person at time. Just… be careful about who you antagonize. It will not protect you from them if they think that it's better to get rid of you.

Siege Vehicle (200 CP): Noxus is built on conquest, and so they have developed the art of siege. This machine is one of them, infused with magic to make it operate on its own and a mobile platform to move around. It can be a trebuchet or a similar ancient weapon, and it's quite more powerful than it should be. Ideal if you just have to demolish a fortified position.

Blood Chambers (400 CP): Blood magic has seen a resurgence in Runeterra of late. Before, it was only an art known by the ancient Darkin and only one living practitioner of this brand of magic existed... who was not trapped in a weapon, of course. But not Noxus is showing interest in the practice, and these blood chambers are meant to help in the use of the magic and to focus its power. Nothing that will really help you *outside* the chambers, they don't make you more powerful, but it will greatly increase the rate you improve your mastery over it, on top of a generous amount of blood ready available. Considering that Vladimir managed to become immortal…

The Immortal Bastion (600 CP): The great fortress, as tall as a little mountain, built by Mordekaiser and the heart of Noxus' power. You now have a similar fortress, and like the original, this one is specifically attuned to the necromantic arts. It will make any ritual regarding souls easier to perform and immensely more powerful. Furthermore, while you're inside the fortress, you're wrapped in an area of unholy terror, able to frighten even the most brazen of your enemies and inspire awe in those who serve you. It's also, of course, an absolutely massive fortress with all the defenses it implies. An idea starts for an aspiring conqueror.

Piltover&Zaun

Hextech Hoverboard (100 CP): The latest trend of Piltover, this hoverboard is powered by Hextech and grants the user limited flying abilities. It's not particularly fast and it doesn't have a way to keep you on the board if you make a particularly fancy move, but it's better than walking.

Cybernetics (200 CP): Need a replacement arm? Maybe a bionic eye? No? Well, don't matter, now you have spare parts in case you ever need it. Comes with a little cab that can place the cybernetics in place in case you're not really sure how substituting a piece of a body works.

Research Facility (400 CP): Technology is amazing, but someone has to *think* it, then test it, and only then it can be implemented. You now possess a dedicated research facility ready to grant a space for thinkering, testing, materials for both of those activities, and excellent security. At your choice, this place can be filled with researchers from Piltover (or Zaun, depending what kind of expertise you need) or you can use your own followers to help in the research. Local researchers become followers at the end of the Jump.

Hextech Factory (600 CP): Fully automated, powered by Hextech and with all common designs from Piltover and Zaun already in the databack, this little jewel will let you build pretty much anything you could want, just select the blueprints and let the magic be done. It also comes with most basic construction materials in an unlimited quantity, but you'll have to use external resources if you want to mass produce something made of a rare or magical metal. In future jumps, the factory can be fed blueprint from any kind of technology or technomagic and be converted into an applicable Hextech blueprint.

Shadow Isles

Uncorrupted Seed (100 CP): The only life in the Shadow Isles are the trees that drank from the Water of Life before they were corrupted. Now the trees are gnarly and dark, but you managed to get your hand on an uncorrupted seed. By itself it does nothing, but should you be able to make it grow into a tree, you'll find out that the sap and fruits still carry some of the properties of the Water of Life. It will not be easy, but the reward is great.

Soul Catcher (200 CP): This is an evil thing, Jumper. A lantern, or some other object, that can be used to trap the soul of the living. It has pretty much infinite capacity, but aside from storing, it actually doesn't do very much. However, if you're practiced in the art of necromancy, there are a lot of things you can do with souls. And who knows, maybe you could also use it to trap the souls of those that dwell in the Black Mist.

Vial of Water of Life (400 CP): How did you manage to find this? Nevermind. This is a vial of the Water of Life, whose healing properties were so great that it was said they could resurrect the dead. Of course, the only person who tried to use them for that purpose only managed to create the Black Mist. However, whoever drinks from this vial will be instantly healed from all physical injuries and all curses or malignant magic will be expelled from their body. Since you're paying a hefty sum of CP for this, the vial will refill at the dawn of every day.

Mist Weaponry (600 CP): Most of the undead that are created by the Black Mist possess weapons of some sort, but those are more recreation of the weapons they had in life. You instead possess something different: a weapon infused with the Mist. What Mist? Well, ordinarily, it would be the Black Mist, but if you control other types of mist, you can make them using that. The Mist weapons can be any kind of melee weapon you want, it appears to be made of ghostly metal, it's almost indestructible and even if someone manages to destroy it, you can just reform it at will. Its main power is to concentrate to an absurd degree the power of the Mist. The Black Mist corrupts and captures souls, but it usually takes time or a fresh corpse. A single graze from your Mist Weapon can instantly capture souls and turn it into an undead. If you possess the Sacred Mist, each strike will free the souls trapped by the Black Mist, and so on.

Shurima

Pack of Buried Treasure (100 CP): Most of Shurima had been buried under the sands when Azyr disappeared and the God-Warrior fought among themselves. Too much is still buried, but this backpack has the ability, once every week, to autonomously fill itself with any buried treasure in the vicinity. The backpack doesn't have an infinite capacity, so you may not be able to get all the treasure, but at least you'll know it's there.

Voidling Symbionte (200 CP): The Void is particularly active near (or rather, under) the desert of Shurima. Maybe you fell into a tunnel leading to a Void portal or maybe you just managed to have an (un)fortunate encounter with a Voidling. Anyway, a creature of the Void has bonded with you, covering your body in a sturdy, organic-looking second skin. On top of that, the Voidling is still alive and able to use Void magic, even if it will only do so to your command. The most common Void powers it possesses are blasts of Void energy, but it can do all sorts of things assuming you train enough.

Chamber of Renewal (400 CP): This is something that has been kept hidden since the fall of Shurima. In this chamber you'll find several sarcophagi ready to be used. Each one can host one creature, even of great size, and in a matter of a couple hours, completely heal any wound on their bodies, no matter how lethal. However, this is just the least of the Chamber's power, for prolonged stay inside the chamber will, eventually, remove any kind of madness, corruption and other mental affliction that the patient could possess. In the remote possibility that the Chamber cannot heal the person inside the sarcophagus, the magic will put them in a suspended state that, while not healing the condition they suffer, it will be enough to give you time to find another solution.

Sun Disc (600 CP): The ancient Shurimans managed to channel the immense power of the Sun to create the Ascended, god-like beings immune to the ravages of time and wielders of powerful magic. The Sun Disk was the medium that transformed the celestial magic of the Sun into something that could be accepted by a mortal body. This is just a reproduction of the true Sun Disk, not even half the size of the original, but it possesses the same powers. Unfortunately, it's not active. Fortunately, you'll just need to attune to it to bring it to its maximum potential. Once you have, you can channel sunlight and transform a worthy vessel into a god. Worthy being the operative word. Not everyone can contain the immense power of the Sun, and those who don't become monstrous half-men, half-beasts called Baccai. Be careful who you give godlike powers.

Targon

Gems! (100 CP): Crystals around Mount Targon have strange properties, maybe caused by the accumulation of Celestial magic. By focusing on those properties, they can achieve various effects, the most common

being the restoration of one's health and stamina. Each week you receive a hundred of these gems, to use as you want. Who knows, with time you may be able to use these gems for more than just healing.

Sun and Moon Infusion (200 CP): You obtain or import a weapon infused with the power of the Sun and the Moon. During the day, the weapon roars with incandescent flames hot enough to melt stone. At night, it's able to shoot rays of moonlight that are able to cut through metal like butter. You may be able to unlock more powers as you become more familiar with them, or to separate the effects of the weapon from the time of the day. It's all up to you.

Font of Rejuvenation (400 CP): This rock, practically a small island, floats in the air, releasing from inside several waterfalls. It grasped a fragment of a Celestial descending on the surface of Runeterra and now contains part of their healing power. The effect of the water is not actually that powerful, requiring prolonged exposure to heal more grievous injuries. However, the advantage is that there is no actual limit on how many people it can heal at a time. The waterfalls spew rejuvenating water in a steady and continuous manner, so if you managed to contain them somehow, you could heal an entire army.

Celestial Dragon Nest (600 CP): Well, you hit the jackpot, Jumper. This is a Celestial Dragon nest, containing several eggs. Any dragon born in this nest will be infallibly loyal to you. All species of Celestial Dragon are present, from the humble Whiteflame Protector to the mighty (and mightily dangerous) Infinite Mindsplitter. Sure, it will take years for the eggs to hatch, and even more before the dragon's reach adult form, but when they do, you'll have a force that nobody on Runeterra can command. Only Aurelion Sol, the Star Forger, can call the Celestial Dragons to war… except the ones here, of course.

Runeterra

Weaponized Tools (100 CP): When you need a weapon but you don't have one, you can use one of these. Pans, fishing rods, spatulas and other common tools for cooking and gathering food, reinforced to withstand battle. Why would you use this instead of a normal weapon? Well, there are two possibilities: either is to bring a weapon in a place where they're forbidden, or because you want to show off.

Personalized Gear (200 CP): You possess a rather strange object, Jumper. Either a weapon of armor with quite a significant story behind them. Not necessarily exceptional or magical, it could be a lamppost you use as a staff, but it's very recognizable. It is indestructible and, while it doesn't have any power, just wielding it fills you with confidence. And it could have a role to play in the future. Who knows…

Darkin Weapon (400 CP): This is very dangerous, Jumper. You managed to get your hands on a Darkin weapon. This is not just a weapon: it's a living being, trapped inside the weapon and just waiting to be given the smallest chance to possess your body and mind to return to Runeterra. Or… well, it would normally be this way. For some reason, though, this Darkin is quite passive. Sure, you will not be able to access the full power of the weapon unless you give full control on the Darkin, at least until post-Jump, but it's still an incredibly powerful weapon. Even managing a partial fusion with the Darkin will grant you exceptional physical prowess and access to the Darkin magic. What kind of magic, transformation and even the kind of weapon it's at your discretion.

World Runes (600 CP): Are you sure about this? These are the World Runes. They contain (or tap, it's not really clear) the true magic of Runeterra. Sure, Celestial magic is as if not more powerful, but the World Runes can literally shape the land in a way that no normal magic can. So… are you really sure? The price is that low for a reason. The Runes *want* to be used, and it will require immense willpower to resist their call. I cannot tell you precisely what they do, but the last time they were used they almost broke the planet. Just

look at their names! Shard of Violence, Shard of Madness, Shard or Betrayal… yeah, there are also the Shard of Hope and the Shard or Reverence, but honestly, the Runes are kind of bad news. They grant more power than practically any other artifact in the world, but…
I see you're sure. Very well. Just be careful with them. Nobody wants another Rune War.

Drawbacks

Continuity (+0 CP): If you have already been in Runeterra, you can arrive here with what you have done will reflect here.

Early Entry (+0/+300 CP): You can insert at any time in the timeline. *However,* if you belong to a certain Region and you choose a specific time, you take 200 CP. You're not forced to stay in your Region, but just being there is risky enough.
Freljord- War of the Three Sisters: You arrive in Freljord when the Three Sister starts to fight over the disagreement on how to handle the Watchers. Thread carefully.
Ionia – War with Noxus: The war with Noxus was not as devastating as other conflicts, but unless you're immensely powerful, it's still a pretty big risk to take.
Ixtal – War of the Ascended: You find yourself in Ixtal when Shurima starts to invade Icathia. Which means a devastating war and the desperate gamble of calling the Void.
Noxus – The Reign of Iron: Well, it seems you arrived when Mordekaiser is returned and ready to conquer everything he can see. Hope you can run fast enough.
Shadow Isles – Birth of the Black Mist: It seems like you arrived before the Shadow Isles were… well, the Shadow Isles. Contrary to other locations, I'll give you a couple of days before the event happens… because if you're caught in the Black Mist, you're dead.
Shurima – The Darkin War: You find yourself in Shurima as the Darkin definitively go crazy and start fighting among themselves. The fight that ensued destroyed the empire and threatened to destroy the world.
Runeterra– The Rune Wars: Congratulations, seems like you arrived in the single, most dangerous and destructive war to ever happen on Runeterra, right there with the Darkin War. Better to find a good place to hide.

Broke (+100 CP): For some reason, you don't seem to be able to keep any riches on you. All the money you gain is immediately sucked up into something else. It doesn't have to just get lost or stolen, you could donate it or re-investing it, but the end result is the same: you just don't have money to spend.

Lost (+100 CP, Cannot be Taken by Runeterra): Seems like you arrived in the wrong neighborhood, buddy. But seriously, you are not in your starting Region. It may not be necessarily bad, not all Regions mutually hate each other, but you will have problems anyway, if just for the lack of familiarity.

Monster Bait (+200 CP): It seems your smell attracts monsters. They seem to find you delicious. This doesn't increase the range they can smell you, so you can avoid them, but still, be careful where you go.

Mageseeker Target (+200 CP): Well, sort of. Mageseeker may or may not be a thing in Demacia (depending on the time you arrive), but some people don't like magic users anyway. Or maybe they do, and want you because your magic is special. What, you don't have magic? Good luck explaining that to them. And while they may not be especially powerful, they're good at tracking people.

Open Hostility (+200 CP): You remember that thing about Region not mutually hating each other? Well, forget about it. Now the Regions *despise* each other, all without exception. It's not to the point of war… yet. But don't even think about leaving, unless you want to face absolute discrimination. It's *somewhat* better if

you come from Runeterra, but you're still going to be under heavy scrutiny and seen with a hefty dose of suspicion. In general, that is.

Darkin (+400 CP): Well… that's a problem. No, you're not a Darkin (unless you bought it), but you're cursed as one. Meaning, you're stuck into a weapon and cannot move or act in any way. Not until you find someone. All your power works pretty well against your bearer, but they don't on anyone else until you give them to the one that picked you up. The only exception is durability Perks and powers, so if you're invulnerable in your normal state, you're pretty much indestructible as a weapon. Good luck.

Celestial Bindings (+400 CP): The power of Targon detected you and decided your powers are too dangerous. All your Perks, except Perks from other Runeterra Jumps, are locked.

Celestial Lock (+400 CP): Same as above, but for your technology. You cannot use your items and your access to the Warehouse, assuming you have one, is blocked.

Apocalypse (+600): There are a lot of threats to Runeterra all around, ready to just explode. By taking this, one of those apocalypses is going to explode right when you're here. And sure, you don't have to fight them (See later), but that doesn't mean you're any safer when they start. This kind of existential conflict tends to drag people into it. Each apocalypse grants 600 CP. You can take this Drawback as many times as you like.
The Skies Falls: Aurelion Sol has returned with a horde of Celestial Dragons to finally enact his vengeance on Mount Targon… and on all people on Runeterra. You can run, Jumper, but you'll have problems avoiding the celestial dragon able to create stars. Even if the Celestial intervenes to stop him, the collateral damage is going to devastate everything.
The Void Erupts: Bel'veth finally decided to start the conquest of Runeterra. An enigmatic and powerful Void creature, her danger is not as much in her raw power (even if she's pretty powerful) but in her control of the creature of the Void. She'll swarm Runeterra with immense hordes of Voidling, assimilating the planet and making it a part of the Void.
The Time of the Watchers: The ancient bindings put on the Watchers by the witch Lissandra have finally started to break. The Watchers are returning, and are furious for the betrayal of the Ice Witch. They'll stop at nothing to destroy all Runeterra in their pursuit of revenge. First, they will destroy the Freljord, and they, come for everyone else.

Scenario (Require one or more Apocalypse)

Now it would be very convenient for you to just take one of the Apocalypse Drawbacks and then… leave it, right? Hiding somewhere hoping that you're not getting obliterated in the fight as the true heroes deal with the situation. But that's not really fair, isn't it? You brought this chaos upon Runeterra. Maybe it would have come anyway in the future, but you brought it right now. So, I'm going to give you the ability to do it right.
This Scenario is actually an expansion of the **Apocalypse** Drawback. If you accept this Scenario, you'll *have* to fight the Apocalypse. If you don't, the heroes are guaranteed to lose. If you fight, there is a chance. You don't even need to be in the first line, but you have to help.
Now, if you have taken The Void Erupts or the Time of the Watchers, there is not much to say. The Void is not something that you can reason with. The only possibility is to fight back the abominations until they're dead, or you manage to seal them again, or die.
If you manage to defeat or seal in the void Bel'veth and her Voidlings in the *The Void Erupts*, you'll receive **Temporal Mastery**. If you already have that Perk, you instead gain 600 CP to spend in any part of this document.
If you manage to defeat or seal in the void the Watchers and their servants in *The Time of the Watcher*,

you'll receive **Thrall Master**. If you already have that Perk, you instead gain 600 CP to spend in any part of this document.
With *The Sky Falls*, there is more wiggle room. You can either aid Aurelion Sol in destroying Runeterra, defeat Aurelion Sol either by fighting it or restore the bindings on his crown, or you can go a third way.
If you defeat Aurelion Sol, you'll receive **Targon's Bindings**. If you already have that Perk, you instead gain 600 CP to spend in any part of this document.
If you decide to *help* Aurelion Sol, he'll transform you into a Half-Dragon and put the Celestial extra too. If you already are a Celestial Half-Dragon, you instead gain 600 CP to spend in any part of this document.
The third way is the most interesting. You could, with enough magical skill and persuasion, convince Aurelion Sol to let you remove the crown that controls him, at the price of not destroying Runeterra. Sure, he'll probably try to obliterate Mount Targon anyway, but it's better than nothing, isn't it? If you do manage to accomplish this difficult quest, then he'll grant you the **Pieces of the Celestial Crown** and 600 CP to spend in this document. The **Pieces of the Celestial Crown**, while not as powerful as the original, are enough to let you figure out the secrets of Targon's binding magic and contain a fraction of the celestial power of Aurelion Sol. With time, I'm sure you'll be able to decipher the secrets of both.

Notes

On the Mage Perk: Magic in Runeterra can assume different forms. You are free to take any kind of magic you want, even if the starting region *has* some influence on what kind of magic it's easier for you to develop.
Everyone: Single-type elemental magic is common pretty much everywhere. Fire magic and wind magic are particularly easy to find.
Bandle City: Most creatures here have nature-related magic, but there is no specifical magic that the region is known for, except portal magic… but even that, it's more something born by the portal network than from an innate aptitude of the inhabitants.
Bilgewaters: Water magic is the name of the game here, unless you want to try and talk to Nagakabouros about her Soul Judgment. There is also a strong affinity with necromancy, as the Serpent Isles are the closest to the Shadow Isles.
Demacia: While several types of magic have been observed in Demacia, Light, or Holy magic seems to be the unique form of magic around here.
Freljord: Ice magic is, of course, the most diffused form of magic in Frejlord, but you can access other types assuming you're willing to bargain with the gods of the place, or with Lissandra.
Ionia: Ionia is big on martial arts and spiritualism, so there isn't a specific magic that's common in the area. However, there seems to be an unusual amount of people using music to perform magic. Maybe it could be a start.
Ixtal: Ixtal is the home of elemental magic… all elemental magic, but in particular fire, wind, water and earth, and arguably plant magic if you look at Zyra. However, if you don't want to use elemental magic, the most common magic around here seems to be shapeshifting magic.
Noxus: People in Noxus use all kinds of magic, since nothing is discarded in the race for power. Necromancy and illusions seem to be more prevalent, but in recent years, hematomancy, or blood magic, has seen a resurgence in popularity.
Piltover&Zaune: Magic is... not a thing seen often here. Everyone prefers to use Hextech than actually learn magic. However, a limited form of technomancy, in the form of a better ability to assemble machines and understand them, could be the most appropriate form of magic for these two cities.
Shadow Isles: Nothing much to say here, necromancy is the name of the game. However, if you want an alternative, soul magic could be a valid substitute.

Shurima: Shurima's magic (to not confuse with Ascended magic, who changes wildly) seems mostly focused on earth and sand. The time magic is more a bio-product of Icatia than true Shurima affinity, since it's practiced only by the Time Mage and, on a minor part, by the Ascended Nasus.
Targon: There are two types of magic that are common on Targon. Healing magic, which is self-explanatory, and Celestial magic. Celestial magic, in particular, is unique as it can channel power in the form of any celestial phenomenon. The most common branches are Sun and Moon magic, but there are surely other options if you want.
Runeterra: There is only one type of magic that's unique to the Runeterran faction: Rune Magic, whose only practitioner, at this time, is Ryze the Rune Mage, one of the most powerful mortals in all Runeterra. Rune magic is versatile, as it's based on a language (the runes) and so can achieve several, apparently unrelated effects. Among them, there are blasts of arcane power, runic prisons, healing, clairvoyance and teleportation. Quite the useful mix, wouldn't you say?