TUNIC



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v1.0.1

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Introduction

Welcome visitor. This world is not made for you. Parts of it are actively opposed to your ingress. Most obvious opposition to your presence instead comes in form like the languages of the world not being ones you understand. Active opposition comes in the forms of the denizens of these lands.

This Island is mostly empty of intelligent life. Ancient automatons litter the lands protecting decrepit locations. Most creatures will try to make a meal of you if the opportunity presents itself.

The few groupings of sentient beings here are clinging to the locations they have carved out for themselves. The Scavenger's have claimed the Quarry and the Ziggurat within. Custodians have claimed the ruins in the forest. Only the dead dwell within the ancient cathedral.

It is possible that there are more threats here that dwell in the places hidden deep within these lands.

Despite this underlying hostility, the world is quite bright and beautiful. There are many quite scenic locations in the ruins, perhaps in the future it would be nice to bring someone to these locales.

What will you do here? Do you seek challenges? Or deeper secrets?

+1000CP

Do note, the source material is *extremely* affected by prior knowledge of its contents. If you have an inkling to play the game, I recommend doing so before reading the rest of this document.



Locations

You may either roll or choose your starting location, both options are free. Time here is cyclical, so you will arrive in this world at the same time as a new Ruin Seeker, if you are not a Ruin Seeker yourself.

The Near Shore

This sunny beach is where a Ruin Seeker would arrive. A great golden door lies further on land. Given the number of homes in the area at one point a village may have been here, but it has been reduced to ruin. Only ghosts remain.

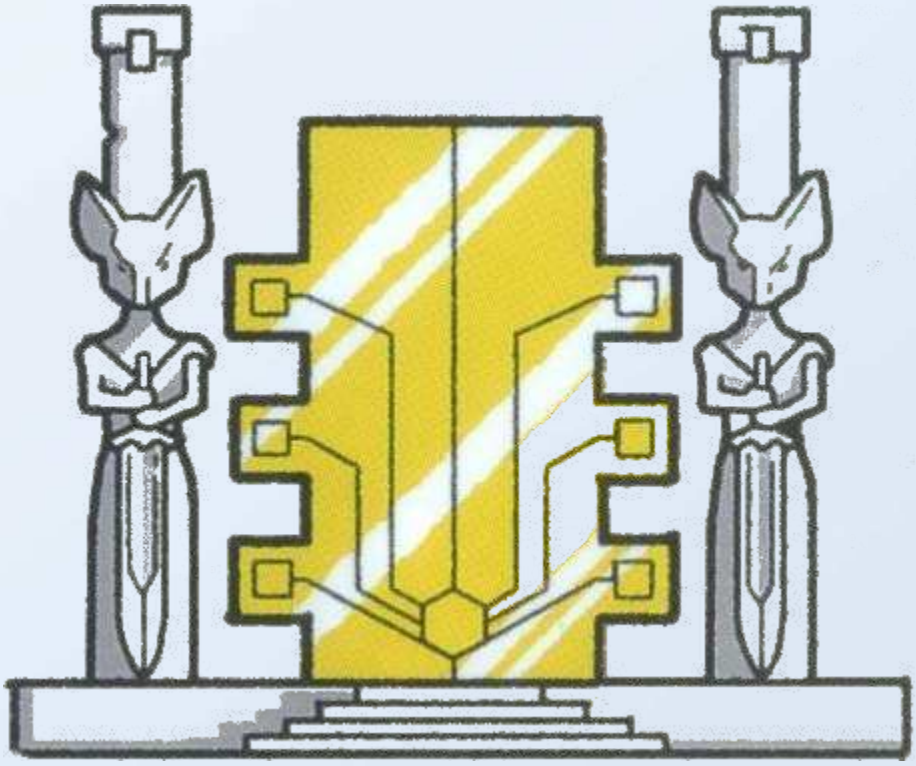
East Forest

Within this forest lies one of the graves venerating the hero. Many Rudelings along with the spider-like Spyrite and Sappharach prowl the area. Deep in the forest also lies the Fortress of the Eastern Vault, an old fort built to guard an ancient key.

West Garden

The Garden was once a beautiful place to visit, though its current state of disrepair has marred its splendor. Visitors nowadays may run into some of the overzealous machinery that guard it from intruders.





The Ruined Atoll

To the south of the Near Shore is a small desert. Within this desert is the well-guarded Frogs Domain. The entrance to the floating Library is believed to be hidden within the place as well.

The Quarry

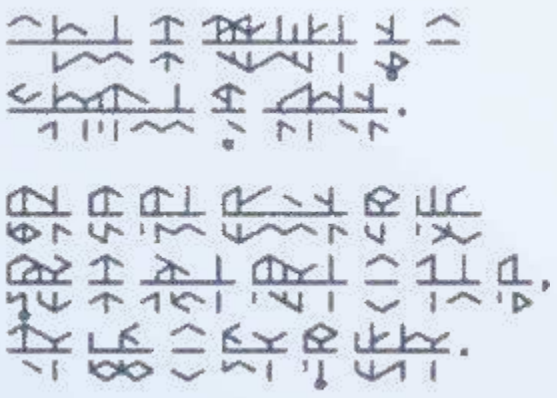
This area has been claimed by the Scavengers, a group that is trying to gain access to the depths of the ancient Ziggurat that lies deep within. There are a great number of crystals that seemingly tear the world around them in the area. Merely being near one of these crystals unprotected can drain away one's will to live, leaving one extremely vulnerable.

The Burial Ground

This is the final resting place for those Ruin Seekers that give up on their journey. A great number of undead and the corrupted living prowl these grounds and are hostile to all that enter.

Be aware, none who are alive are permitted in the Inner Grounds or the Cathedral therein.





Origins

You may choose your age and gender freely. Any origin can be optionally taken as drop-in.

+100 - Rudeling



In the nearly forgotten war, there were a great number of soldiers who, while they were not killed, lost their souls and their minds. Such was the risk of attempting to face the Disquiet beings.

These horned soldiers wielded swords and occasionally shields in combat. Among them were a few members that were physically larger that were granted minor command roles.

While many lost their souls, you are one of the few, if not the last, who retained their soul after the war. If you were not directly involved with the war, you are descended from someone who managed to escape relatively unscathed.

+100 - Frog



Within the Ruined Atoll lies the Frog's Domain, a water filled cavern where these warriors train. They are quite skilled with acrobatic combat, though their young are quite foolish combatants. Some, however, forgo acrobatic combat and take up a more direct style wielding a spear with a shield.

Frogs have a strong sense of community, rarely fighting alone, and frequently covering for each other's weaknesses in combat.

Individually, Frogs are capable of utilizing their long tongues like grappling hooks. Something others would need a tool for. Though to accomplish this, adult Frogs have attached hooks to their tongues.

Custodian



The candle wielding custodians are the last protectors of the Eastern Vault. Before they were protectors, they were scholars who researched the ruins and learned a small amount of magic that they channel through their candles.

A few of their number's research has granted them more potent magic, though there is a singular example whose research has taken them to far greater secrets of the world and gained incredible power.

Scavenger

Beneath the Mountaintop Monastery, at the base of the north side of the mountain lies a great quarry claimed by these Scavengers. These masked miners guard the path to the rooted ziggurat. Their boss seeks the Blue key hidden deep within.

While outsiders will find their will to live drained away by the crystals that pollute the area, the Scavengers have created masks that protect them from those effects. Their daily work has made them physically strong. Their strongest wield massive greatswords they can use as picks, while others use high-precision rifles made from parts of the Autobolt turrets.

Ruin Seeker

Probably a little groggily a Ruin Seeker will come-to on one of the shores of this strange land. With little in the way of equipment other than the tunic they wear, these adorable little foxes will explore the peninsula they have found themselves on.



Reportedly, they feel a presence invested in their journey watching over them offering guidance. This presence will help guide them, and if the Ruin Seeker properly beseeches them, the presence may perform more direct aid using mechanisms available only to them.

As a special consideration, even if you are abandoned by your Owner, you will not degrade into a Lost Echo unless you also lose your own will to continue on as well.

200 - Owner

The Owner is a strange existence, it is believed that one exists for each Ruin Seeker. Their perspective is limited, but sees the world from on high.

They have access to metaphysical leavers and knowledge, but can only act as a guide to their Ruin Seeker outside of certain circumstances. The exact goals of the Owners are unknown, and may vary for each one. Though it is generally thought that they wish to seek the knowledge hidden in these lands.

Perks

Perks are discounted by 50% for their corresponding origin. Perks that cost less than 100 CP after discounting them are free instead.

General

Free - Will, Stamina, and Soul

Each being here is unique in many ways, but they all share these three reserves; their Will, their Stamina, and their Soul. You share this aspect now that you are here. In the future though, this can be toggled on and off at will.

A person's Will is their ability to continue on despite injury. While usually physical injury would cause physical trauma, it seems that it instead whittles away at your Will. Running out of Will has the same effect as running out of blood, meaning that once it is gone you will instantly collapse.

Stamina functions as would be expected, it is the ability to perform physical actions. There is a special caveat here, the more stamina you have the less damage you take from a hit. Note, expect blows to be more devastating than usual if you have tired yourself until you completely recover.

Finally, Soul. Soul is one of the sources of magical power in this world. It can even be used to activate artifacts of other magic systems at reduced cost effectiveness. To note, this power is a measure of power of a soul and not the soul itself. Consuming your entire reservoir will not render you a soulless husk, in fact even if you have minimal soul left you will still be able to use magic one more time, though that will reduce your reserves to zero.

Beyond access to these reserves, you also have a fairly accurate measure of how much of each you have left.

100 - Inspiration

While having a particular item is nice, sometimes all you can find is a card of it. Savvy Ruin Seekers have found a way to utilize these simple images, perhaps with a little help from a wishing well.

It'd have more of an effect if you had the genuine article, even an approximation can help, but by viewing an image of an item, memorizing it, and imagining using it you can actually manage to gain a bit of its benefit. Having an image of a bracer can cushion blows, a peril ring can grant a boon when your health is low, etc. The effects are just reduced compared to the genuine article. You can use a single card this way at a time, though with some additional practice or help, you can get up to five.

Rudeling

100 - Soldier

As part of the main group of warriors, it is expected of you to have a basic grasp of weaponry. There are a number of more advanced weapons and magics here that weren't considered relevant for soldiers like you. Having witnessed them enough though, the basic ideas are ingrained in you, if only enough to understand what to expect from those spells and weapons.

When it comes to basic melee weapons and armor you are capable of maintaining them with very little thought. It seems that if you let your mind drift enough your body will go through the motions of this maintenance for you.

Outside of combat, you also are capable of marching in order and other tasks expected of you such as preparing field rations and setting up camp.

200 - Sentinel

In addition to their role in combat, the Rudelings were tasked with guarding various locales from intruders and interlopers. They weren't tireless, but were well known for maintaining their vigilance their entire shift.

This tireless dedication is something you share. You can dedicate yourself to a task and give it your full dedicated attention for up to a third of a day without issue. You will find that you will not become fatigued or bored during the time you are utilizing this.

400 - Big Guy

Most Rudelings are small, weak beings, though occasionally one would appear far stronger than the others. It seems that you are built like one of those rare few. Perhaps in an earlier age you would have been able to utilize your strength for more grand combat and gain recognition to rise through the ranks.

The primary boon of this perk is that your physical abilities are greatly enhanced. You are about twice the height of your contemporaries, granting you increased strength and stamina. Additionally, you are notably harder to take down, taking quite a bit more punishment.

Luckily most doors here are made to compensate beings even larger than yourself.

600 - Captain of the Guard



While most Rudelings are given orders by more powerful beings, rarely one would be given a position of command. One of your ancestors was one of these rare few, and since the collapse of civilization after the war, it seems the authority has simply been passed down.

While this grants you a meager amount of skill commanding a small group efficiently, at least theoretically. Your initial benefit is that one of your soulless contemporaries treat you as their commander.

They possess the equivalent to the 100 CP perk and item of your Origin here along with a single purchase of the Melee Weapon Item. Being soulless they don't possess a complex mind, but it is possible to ingrain in them various tactics with enough effort. They obey your orders without question and won't betray you from any decision of their own, even if you treat them poorly. If they perish, another similar ally will find its way to you in a few weeks.

With enough time you can add more to this retinue, up to a total of six. It is possible to temporarily break the group into smaller groups for simple tasks, and indeed it is easier to give complex orders the fewer there are in the group receiving the orders.

Frog

100 - Clan Trained

Frogs are unusually coordinated in this world compared to others. Their young are trained in combat in groups under the tutelage of their elders, each member of the community has a role. The training received from your elders has removed a number of bad habits you had in combat from your youth. At bare minimum you no longer will attack a foe one at a time if you are in a group. One day you will be expected to train the next generation, and the way you were taught enables you to do so.

Outside of removing bad habits, this training has focused on how you can utilize your physical advantages in combat. If you have one, perhaps your long tongue can grab foes or be used to reach distant hooks, for example.

200 - Animal Rearing

Amongst all of the various species here, the Frogs alone have taken to raising animals for a specific purpose. Slorm, for example, are creatures useful for their explosive properties. While they usually live above ground, they have been kept in pens deep within the Frog's Domain, taken care of by the Frogs.

You possess similar skills, you can rear animals in locations that they can survive in while keeping them healthy.

Additionally, you are adept at identifying useful components of creatures, if harvesting them will harm the creature, and how to refine such materials.

400 - Don't Mess with Family

Within the Frog's Domain are a great number of Frogs, more than could exist within a single family, and yet they work together with little distinction amongst them. Their close communal bond makes them care much more for each other, working collectively for the betterment of each other. There is a kind of peaceful allure to being able to participate in this.

When you are in a group, provided you work towards it, the group will become closer over time until the group is as close as a family could be. Arguments that once could fracture a group will eventually be calm discussions over a meal. Even when times are tough, this newfound family will usually work together rather than come into conflict from rising tensions.

Beyond the obvious benefits of the camaraderie this provides, this perk also grants you skill and knowledge in how to develop and maintain groups like this.

600 - Leader of the Clan

From the time they are young, the frogs are taught how to fight. The elders teach the younger, generation after generation. It stands to reason then, that the eldest have had the most time to hone their craft. Perhaps a missing elder had learned to go with the flow of combat rather than adhere to strict kata before disappearing from history.

It seems, you either have had the time to refine your skill, or are a prodigy of some sort, as you have attained a level of skill on par with this theoretical elder. While the skills in and of themselves are potent, you are also capable of teaching these skills.

Years of practice has also improved your physical strength and general conditioning.

Custodian

100 - Researcher

The wise custodians are dedicated to their own goals. In modern times, it is to be a caretaker usually, though there are some who dedicate their time to delving secrets of the world and magic. One of their number believed they had discovered the true shape of the universe. Given the drive and inclination such heights are achievable, though arbitraging that knowledge into power is a separate task.

200 - Geometric Magic

Most custodians will utilize a minor amount of nature magic to manipulate the flames of their candles, but there are a few that possess another magic, that of the Disquiet Beings.

There is a passive trick these few know, they are able to levitate a few inches off the ground and maneuver without touching the ground. Another mobility trick they possess is that they are also capable of teleporting short distances by spinning rapidly.

This research into the magic of the Beings has granted them one last insight, they possess a spell that is a shallow mockery of the power of the Holy Cross. This final spell is cast by drawing a square that converges upon its center using this magic. This spell will unleash a small burst of power once the square is complete. Perhaps a deeper knowledge of the Holy Cross could unlock greater secrets still.

400 - Magical Mix and Match

The magical effects of this world are surprisingly compatible with each other. So much so that it is possible to mix the effects of a fireball with an ice blast to create a freezing projectile with timing being the only complication.

The underlying mechanisms behind this are now known to you. This knowledge enables you to do this in the future, even with magics from other places. This works provided the stipulation that you can manage the activation timing.

There is a second option other than having their effects mixed into something similar but different to their components. They can also be compounded. A spell that creates a beam can be imbued with lightning magic, allowing the lightning to reach further and the beam to possess the power of lightning. Given some forethought it is possible to compound spells into something greater than the sum of their parts. To cast these compounded spells one must simply prepare to cast both spells together. After compounding they can only be cast together.

While spells that are the result of recombination only cost the amount of power of the spell that more was taken from cost, compounded spells have the cost of both components.

600 - Librarian

Perhaps as the most notable example of what a custodian could achieve, the Librarian has discovered more secrets than most have thought to question. They dwell within the Library that floats above the Ruined Atoll, occasionally making research expeditions to gather new material. While the corpus of their work is daunting on its own, they also possess great magical prowess, arguably the greatest upon these shores.

It seems that they are not entirely without peer, as you could be considered their equal in many ways. You possess similar reserves of magical prowess and skill, and a similar intellect. If need be you could easily protect yourself from plunderers of your knowledge. In fact, you have unusual luck in that those who challenge you have items that could help your research a statistically unlikely amount.

All of this knowledge could be used to accomplish many ends, though in sharing it new heights could become possible.

Scavenger

100 - Multifaceted Miners

The Scavengers have been digging away at the Quarry for a long time. Their leader wishes to access the ziggurat deep within. Such an excavation task would take considerable coordination to prevent accidents and still make meaningful progress. It should be noted, that they are not miners by trade, they merely became so to complete their task. They are much closer to bandits and plunderers.

Day in and day out of uninterrupted mining has given you quite a bit of stamina. Outside of mining you have also not shied away from your other duty of keeping intruders away. You are capable of being an imposing figure if need be, at least wielding your weapon will give your foes a momentary pause.

200 - Technology, Old and New

Those who dare to enter the Scavenger's domain are quick to notice the difference in technology they possess compared to the rest of the world. Scavengers have developed firearms based on magical devices and made them more wield-able for their own use. That is not all though, when their boss discovered a powerful shield, they quickly discovered many of its functions and integrated it into their combat style.

Artificery it seems, is part of how the Scavengers work, and so too do you. When you find an artifact with strange capabilities, if you cannot replicate basic functions and repurpose them into something new, you can at least learn to use it as is with notable intuition.

400 - Personal Protection Development

As the Quarry was dug deeper, a number of purple crystals were unearthed. The first miners to discover them were reduced to a shell of themselves as their will to live was sucked out of them by the crystal's miasma. Undeterred, the Scavengers simply found a way to protect themselves from the effect and carried on. To make this feat properly understood, they created gas masks that protected them from distortions in local space that drained the will to live from those nearby.

Such development is possible for you now. Given exposure to an eldritch effect, with some time, research, and experimentation you can develop equipment that neutralizes the effect. Not all situations will be able to be overcome with just a specialized gas mask, but it is now at least a possibility.

600 - Greater Logistics

Whatever reduced the civilization of this world to ruin left the various people scattered and disorganized. The Rudelings, without their souls, cannot recover; the Frogs, while a cohesive group, don't have much desire to expand or rebuild; the Custodians are lost in their research and guarding their vault. The Scavengers, instead have maintained their task, such organization and dedication is more of a rarity than would be expected.

Like the Boss of the Scavengers, you are capable of gathering other's into your leadership and organizing large groups into large scale projects. Sometimes, in a harsh world, it is might that makes one a leader, and although that is not the primary boon from this perk, you are also granted a slightly greater level of physical strength than you would otherwise have.

Ruin Seeker

100 - Bright Eyed and Bushy Tailed

It is undeniable that the Ruin seekers are adorable, from the way they happily bounce as they move, or wiggle their tails as they climb a ladder. They possess a strong sense of adventure and are filled with childlike wonder, enjoying the small things while facing the large. If you had reason to be one, you could easily be a mascot.

Adorable as they are, they also have an endearing quality in that they brave the unknown with a kind of excitement that probably borders on recklessness. A Ruin Seeker knows as much of the history of this world as a being completely separate from it does, but confidently they step forward to see what awaits.

Explicitly, you possess these two qualities, the adorableness and the endearing qualities of a Ruin Seeker.

200 - Power of Prayer

To pray is to become still and rest for a moment. In this world no holy being will ever hear you, but this tradition allows you to venerate those who came before. This acknowledgement of their sacrifices can awaken whatever remains within some artifacts and activate them. Malicious or benign, the specific effect of this depends on the tool you activate rather than who or what you venerate.

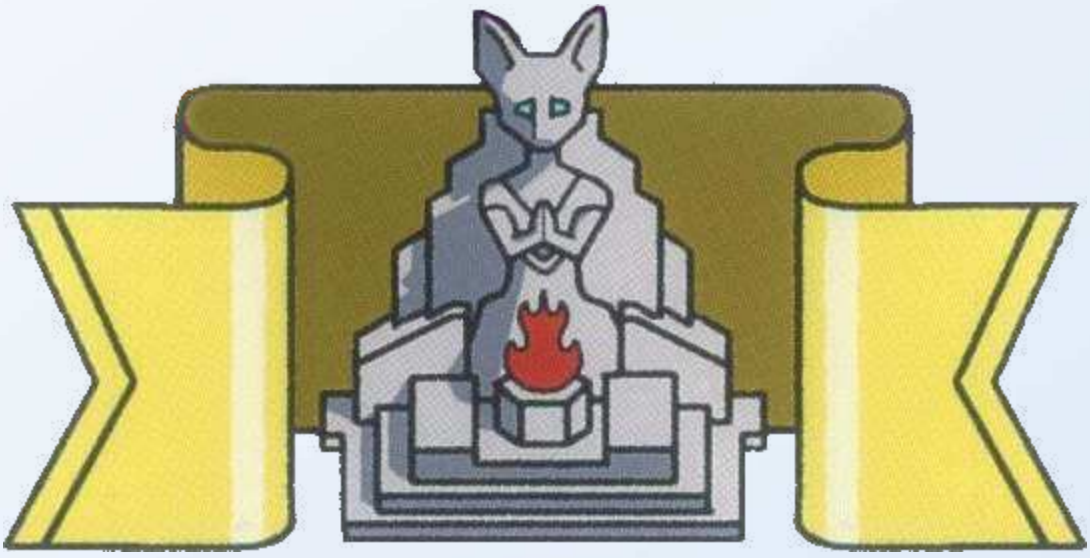
Outside of this world, objects that have a strong connection to something you can venerate in this way. They will receive a boost to their abilities for a short time after activating this way, though will need time before they can be venerated again. Weapons will become stronger, armor will become better, and long forgotten machines could creak to life for a moment once more.

400 - Delusion of Power

At some point in the future of a Ruin Seeker, they will have gained a great amount of personal power. For this power, future generations will venerate them to receive a blessing from the past Ruin Seeker.

In exchange for mementos you desire, you are able to share a false delusion of your power with someone. This power functions as well as one would expect, but it is inherently fake. Should events transpire that the recipient should be stripped of the form that the power was granted, it will be made clear that it was never theirs to begin with as it disappears.

Granting this power does not diminish your own, after all it is merely allowing them to play the part not raising them to your level.



600 - The Power to Defy Death

In ancient times, the first civilization in these lands ventured to the Far Shore to seek the eldritch powers there. Within the Far Shore they discovered Fossils of themselves from the future and developed ways to utilize their potential. Using this potential, the civilization believed they found the Power to Defy Death. While they found something similar, it was not revival, but delay. That is not to say such a power does not exist, it is instead a ritual that one must complete once they have passed on.

When your body would otherwise expire, your soul will remain on the physical plane, or be ejected there if you were on another plane. In this form, you lack many of the abilities of your physical body, but it offers a chance. Throughout the world you are in there will be six places of power that you alone can enter. Each of these places will be relatively close to the place of your death. By entering these places you can reclaim a portion of your true power. By claiming all six pieces your body will be restored, fully reviving you. This revival can occur once per ten years, or once per jump, whichever comes first. An added benefit, revival this way usually also involves gaining a new ability or item you would not otherwise be able to find.

This mechanism is powerful yet dangerous, be careful lest you draw the attention of that which dwells within the Far Shore.



Owner

100 - The Holy Cross

The Holy Cross is more than a mere Item, it is a lever upon which you can bend the Canonical Plane, provided you can use a fulcrum that exists outside of it. This power is held sacred by those within the plane, by beseeching you, would you be willing to intervene for their sake?

This sacred power can do many things, including opening folds in space, creating items from nothing, converting the strength of a soul into life force, or distorting the bodies of those within the plane. Each of these spells must be individually learned, which may be easier than expected. The world itself seems to provide clues to these spells, especially ones that affect the local space. Seeing these clues is another skill however.

In future jumps, you retain access to this ability, utilizing a fulcrum outside of regular space provided to do so.

200 - Notetaker

The role of an Owner is that of an Observer, and what Observer would be of value if they couldn't remember all of the important clues.

While this does give you better skills at note taking, there is a secondary effect as well. Pieces of information that are of vital importance seem to have a slight golden aura around them to you. The more important it is, the stronger the aura. Unfortunately, this aura doesn't give any context as to why something is important.

400 - Guidance

Beyond the Canonical Plane, beyond the Far Shore, lies the place you reside. Such perspective has granted you the ability to see far more than what those within could possibly see. By changing perspective, you could view as yet unrealized times. For example, a time wherein a Ruin Seeker is trapped in an endless loop and by observing it garner information there that could affect another timeline. With these perspectives you could see patterns that stretch beyond the Canonical Plane. Maybe even the secret writings of another otherworldly being with a similar change in perspective.

While it is possible for a Ruin Seeker to claim their expected destiny without this guidance, it is only with the aid of one such as yourself that they could follow a new path.

When you are less otherworldly, you could meditate to view these other timelines and secrets. Doing it this way is significantly less efficient time wise.

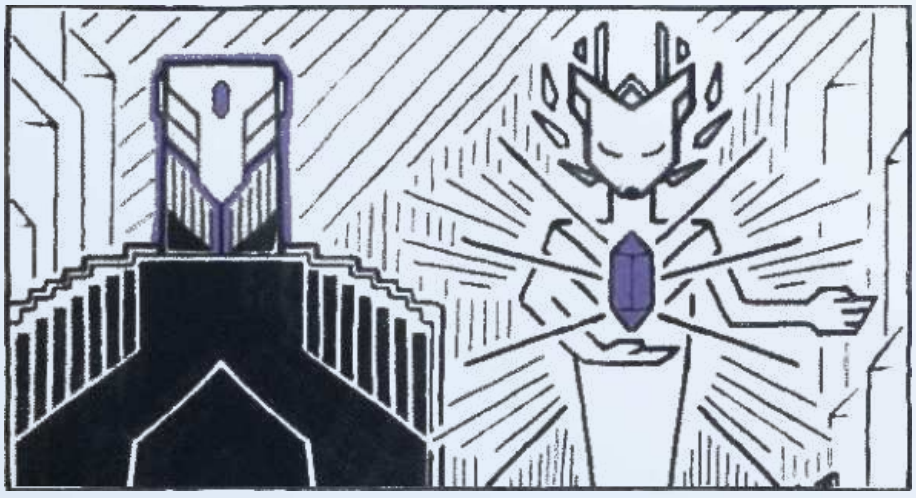
600 - Annealed Vision of the Future

A rather dangerous use of power. The ancient civilization discovered sarcophagi that contained fossils of the future. With some experimentation they discovered ways to channel the potential within to power the devices scattered in this world. There were some that believed it was possible to use these sarcophagi to access the Power to Defy Death, and while they were not incorrect, it came at a great price.

The future they were using to power their civilization was their own. Overuse of the devices created mounting contradictions that eventually tore a hole in the Canonical Plane. This hole was the cause of the ancient war, as Disquiet Beings came through and attacked.

You are armed with both the knowledge of how to access a vision of your future, along with the dangers associated with it. By drawing on the power of your future self you can accomplish a number of feats. You can endure blows by leaving them with your future self. You can draw upon their reserves as if they were your own to power your spells. You can even draw upon their stamina to force yourself to continue onward beyond your normal limits.

All of that power comes at a cost. As you use this power you will build up contradictions within yourself, too much and you will find yourself rent apart by those forces. This is not guaranteed to be your fate however. By taking on the wounds after the fact, or repaying the borrowed energy or stamina you can rid yourself of these contradictions.

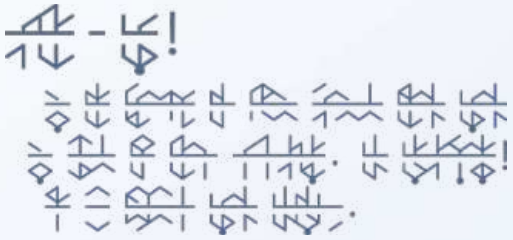


Items

Perks are discounted by 50% for their corresponding origin. Perks that cost less than 100 CP after discounting them are free instead.

Items that are consumed, broken, or lost are replaced after 7 days, unless otherwise noted.

General





Free - Tunic Collection

This is a set of the Game, Art book, and Soundtrack of Tunic along with the accompanying tools to be able to enjoy them.

Free - Lantern

No self respecting adventurer would go too long without a lantern of their own. This lantern is of a simple box design and can be hung from the waist to keep it out of the way. For whatever reason it seemingly never needs fuel. It does glow blue, like the soul-powered magic others use. If it is running off of that, it is extremely efficient.

Free - Stick

Behold, the wonderful stick! One of the most basic weapons, but still more effective than your hands and/or paws! Could you find one of these laying around in a forest, or maybe even in someone's house? Sure. Would those also be free? Also yes. But this one is free, can be yours right now, and will return if lost or repaired if broken! What a deal!

100 - Color-Changing Curtains

This set of red and gold curtains have a rather strange ability. By walking behind them and coming out the other side they will change the color of something you are wearing or a part of you. This effect is consistent for each curtain, so no worries about it changing your appearance randomly. You can reverse the color changing effect if you liked a previous color by walking behind it in the opposite direction. As a final feature they each have a bell attached that you can ring to return to your normal colors.

100 - Melee Weapon

Rudelings use swords, and occasionally shields. Frogs use daggers and naginatas. Scavengers use massive greatsword-pick hybrids. So on and so forth. While it is possible to find these weapons throughout this world, having one you can call your own has its own merits.

A single purchase of this grants you a simple melee weapon or set of equipment. Single items are of better individual quality compared to items purchased in sets. Some examples of what can be purchased are a sword and shield, a hand-and-a-half sword, two daggers, a spear, etc.

100 - The One True Bird



This large round teal flightless bird is quite easily scared. Someone doing something that could even possibly cause harm will make them run away in an instant. While not the most stalwart of companions, there's just something about them that seems important. Researchers will find depictions of them in various ancient manuscripts of import. Images of them may even appear on various walls carved by ancient ancestors.

What could it all mean? Nothing, actually, but others won't know that.

100/200 - Gifting Bomb Bags

There are three kinds of bombs made here: the Ice bomb, a glass jar filled with blue powder made by fairies that freezes a wide area around them when they explode; the Fire Bomb, a glass jar full of a flammable liquid that spreads quickly when the jar is broken; and a Bang Bomb, a paper tube filled with Slorm gel that explodes with concussive force. You may choose one of these kinds of bombs and receive a bag with three of that kind of bomb in it. Bombs are replaced a week after they are used.

These bags have another quality though. When you use enough of a single kind of bomb, you will start finding an extra of that kind in the bag after you have rested overnight. These extra bombs are replaced daily. Each one of these extra bombs takes increasingly more uses of that type of bomb before you earn another extra one.

For an additional 100 CP, you receive the other two kinds of bomb bags.

100/Varies - Herbs, Fruits, and Vegetables

There are a number of useful plants that can be found in these lands. From peppers that increase the damage that can be dealt, to ivies that can improve stamina, to a fruit that fortifies the will to live, and even a fruit that can restore the strength of a spent soul.



By purchasing this, you receive a small bag with four of these items inside. When they are replaced you can have the consumable be any of the above four. Additionally, you receive a single consumable for this bag once every 3-4 days, regardless of the amount used, unless you are already at your limit for your bag. If the bag itself is lost or damaged it will be replaced as a normal item, but will have the appropriate number of consumables as if you were having them replaced normally. For example, if you had one pepper remaining before the bag was destroyed, in a week it will come back with a pepper along with two other consumables of your choice.

For an additional 100 CP, you can increase the capacity of this bag by four. You can pay this additional price multiple times, but cannot buy the item itself multiple times.

100/Varies - Magic Potion



It seems strange that such a useful item would be so rare, but they are indeed few and far between. These glass vials with hearts on their side are considered the lifeblood of a hero. Each vial contains a single dose of a pink potion that restores your will to go on, allowing you to continue to fight and go for longer. More usefully, they also possess the mysterious ability to refill overnight while you rest. In the future, they restore your health as well, if that is not the same as your will.

There are a few ways you can improve them, by adding additional Arcane Ash or adding Inverted Ash. Arcane Ash permanently increases the potency of the potion, whereas Inverted Ash will make it instead restore the power of your soul, allowing you to cast more spells.

For an additional 100 CP, you receive two upgrades, that can be from the following list: Additional Vial, additional Arcane Ash, or Inverted Ash. Each purchase of an additional Potion or Arcane Ash will take an additional upgrade from the last time, and you can gain no more than a total of nine Vials. Arcane Ash will be able to affect all of the Vials, while Inverted Ash will affect one at a time.

Rudeling

100 - Colored Cape

Rudelings use a regimented system of capes to denote their rank, and this one is yours. This comes in the color of your choice as the ranks are long forgotten. Despite the apparent age, it is still in great condition.

Beyond being capable of being used as cover for weather or for warmth, they are also quite the fashion statement, wear yours proudly.

200 - Bracer

Soldiers are expected to fight for extended periods of time. As such their uniforms have a few pieces of equipment that provide comfort to reduce fatigue. This Bracer is one such item. It is designed to go on the same arm as one wears a shield to provide a small amount of padding, reducing the impact of incoming blows.

While most bracers provide a small amount, just enough to make a difference over a long battle, this bracer is much more effective. Wearing this significantly reduces the impact of blows that strike your shield, noticeably reducing the stamina cost of doing so.

400 - Orange and Cyan Peril Rings

Two simple rings were frequently used by soldiers. Each ring individually improved their ability to survive combat, so having both was quite coveted. This is a set of those two rings. The rings themselves are made of cheap metal with a single well-polished gem at the top, one orange, the other cyan.

Wearing the orange ring improves your ability to deal damage the closer you are to death, a favorite of more aggressive soldiers. The cyan ring similarly grants a boost that grows the closer you are to death, but instead boosts your defense.



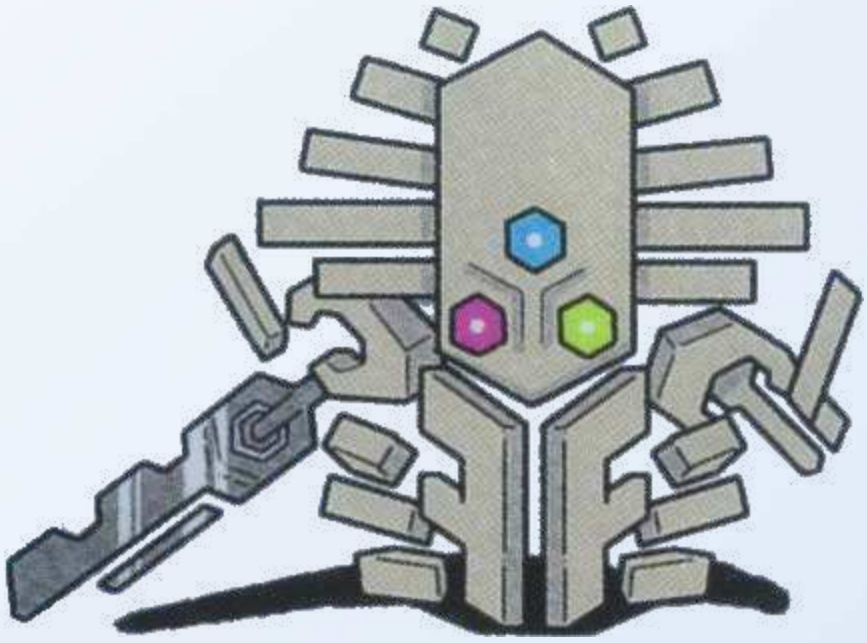


600 - Weapon of the Ancient War

Within the Western Garden is one of the last automatons of the ancient war, the Garden Knight. It is made from what appears to be a number of floating geometric stones with a large flat stone that functions as a face with its three eyes. The weapon it wields what can best described as a sword shaped club of metal.

While it looks crude, it is actually a finely tuned weapon that can channel natural magic in the form of electricity to empower strikes or be able to fire shots from the tip.

You, or your ancestor it seems was in command of one of these that you have kept in good condition. You know its commands and have been registered as its commander. Age has taken its toll though, it has limited time in which it can be active, and less so in combat. Despite that limitation it will still function as a powerful ally for a few minutes at minimum before needing to power down to recharge.



Frog

100 - Anklet and Perfume

The Frogs are well known for running around quite a bit in combat. It seems that they may be using a few tools to help accomplish this.

The first is a simple anklet adorned by wings. While being a fairly basic piece of jewelry, it does also improve the movement speed of the wearer slightly.

A second item is a vial with a perfume made from a pressed medicinal ivy. A few breaths of the vapors from the vial can improve and restore someone's stamina quite a bit.

200 - Slorm Pen

Slorm are octopus-like creatures that will spin to defend themselves. Frogs keep a number of Slorms on hand for a variety of purposes like food, but they are also capable of being used as minor explosives if they are injured. They can be dangerous due to their explosive nature in some circumstances, but they are cute enough to keep despite the danger

By purchasing this you receive a small pen with half a dozen Slorm, you are free to do with them as you will.



400 - Magic Orb

Deep within the Frog's domain is an altar where they keep this orb that depicts a Disquiet Being. The instructions to use it are fairly ominous, 'Rotate it around the forbidden axis and partially summon a disquiet being.' Hopefully all it means is to turn it to unleash a tentacle that can draw yourself to a stable target, or to drag an unstable one to you. Keep in mind that using this to pull yourself to an object takes no magic, but using it to pull an enemy to you does.

600 - Personal Domain

The depths of the Frog's Domain are a complex cave structure that provides both shelter and protection. A great number of alternate passages help its denizens evade an invading force, but can also make it harder to find a single crafty invader. Many passages and rooms are accessible only to someone with access to a grappling hook, the Frogs can manage without by using their tongues.

A similar cavern is yours. Your domain possesses a similar array of passages for maneuvering, along with a few passages that make use of any of your somewhat unique movement abilities. In future jumps you are able to import this location as appropriate or add it to your warehouse.

Custodian

100 - Research Material

The custodians are well known for their research into the arcane. While not of any particular depth, these books cover a broad number of subjects. With enough study one could learn most of the basic magical abilities of this world, along with having a good idea of where more in depth works could be found.

In future jumps, you will receive a similar set of materials, their subject will be appropriate for the world.

200 - Candle Power

This Candlestick and three pronged Candelabra function as a set. While unconventional, while they are lit they function as a sword and shield, of a sort. It takes a moment to extend the blade before a swing, but the candlestick has notable range as the flame stretches out from the end. This line of fire hurts to be struck by and can easily ignite a foe.

The Candelabra is a decent shield, though is slightly better for magical damage than it is for physical damage. Luckily, in the event that the candles are extinguished, the physical component of this makeshift shield functions fine.

400 - The Great Library

A long time ago there was a library that stood to the south of the peninsula. Over time the base of the structure crumbled, though the top remained where it was, suspended in the air. By purchasing this, you gain ownership of the floating library and the materials it had within when the rest of the library collapsed.

While primarily used for the storage of books, there are a few spacious and comfortable rooms for sleeping and hosting.

In future jumps this can be inserted and will have some method of access available from ground level, or it can be added to your warehouse.

600 - Purple Flame Blade

This glowing purple sword is well suited for use as a magic catalyst. Appearance wise its blade is slightly above average in length with a black handle. The middle of the guard is adorned with three hexagonal gems colored red, green, and blue.

When you channel magic into the weapon it will generate a constant flow of purple fire along its length. By sufficiently forcing enough magic through it is possible to create arcs of purple-black flames when you swing. Pushing still more magic can fire a beam of the flames.

A useful feature is that it is possible to add a second spell through the weapon and both will be synergized by the power of the weapon.

Scavenger

100 - Armor

It seems that the mining done by the Scavengers has provided access to metals and other materials. A combination of access and intent has allowed the creation of metal armor.

While there are a number of more potent ways to increase defense, this is one of the easiest mundane options to do so. It seems that Scavenger engineering is something to be lauded, as despite the expected bulk, this armor weighs very little.

200 - Mask

This mask is emblematic of the Scavengers. It looks like a face-covering gas mask. While it functions as a normal gas mask as well, it is also capable of filtering otherworldly contaminants from the air keeping you safe from their effects. The lenses are treated in such a way that they can help you see in heavily polluted environments, allowing you to see through intense glare or some smog.

400 - Gun

By purchasing this you may select one of two options. The first is the shotgun, the other is the rifle.

The shotgun, while massively consuming magical energy, is devastating at close range. It fires an arc of projectiles that pierce foes, and is capable of clearing an area a few meters ahead of you. Keep in mind though that the projectiles fade quickly giving you a few meters in range and nothing further.

Alternatively you can choose the rifle, a weapon more frequently used by scavengers. It is fairly efficient when it comes to magic consumption, and is capable of pinpoint accuracy, but takes some time to recharge between shots. It comes with a laser sight to help aim. In terms of firepower it is capable of dealing quite a bit of damage to a single target.

By purchasing one option, you can purchase the other at a discount. If you would already get a discount for your origin, only one discount applies.

600 - Powershield

This greatshield is made using ancient technology, granting it a number of advanced functions that make it a formidable weapon in addition to a shield. Two projectors at the bottom can emit two long beams of energy capable of cutting flesh. The projectors can also be slammed into the ground to release the energy of the beams as a wave that propagates out in a circle from the point of impact. Some advanced mechanism within protects the wielder from the effects of the weapon, allowing more full use of its combat functions without concern.

Ruin Seeker

100 - Foxy Bank

A ceramic container has a slot that allows you to put money in, but you will need to break it to access the money within. While the first functions fairly mundanely, having multiple of these has a special effect. Regardless of how much money you placed in the second, when it is broken it will have twice the amount as the first one. This doubling occurs nine times, that is the tenth and further banks will have five hundred and twelve times the amount as the first. If only it were large enough to store more than a few coins at once in the first place.

200 - Magic Dagger

This dagger was forged by the true fairies granting the user to unleash short ranged blasts of ice capable of freezing enemies it strikes. It isn't particularly efficient in terms of magic consumption, but there may be a way to reduce the cost by combining the effect with something a little more cost effective.

400 - Aura's Gem and Flame Blade





A Ruby and a Sapphire. Both are mundane on their own, but when combined with a specific type of equipment can increase their abilities.

The Ruby is round and about the size of one's thumbnail. It can be placed into a melee weapon granting a potent ability to ignite those struck by the weapon, though at the cost of increasing the wielder's fragility.

The Sapphire is a hexagon about the size of one's palm. When placed into the face of a shield, it improves the defensive qualities of the shield, but the primary boon comes in how easily one can parry with the shield.

600 - Hero's Laurels

A floating glowing purple crown was made to designate and empower the Hero of ancient times.

Whoever wears it gains the ability to teleport short distances at the cost of some of their stamina. It is possible to repeat this teleport quickly, allowing them to zip through an area, provided they have the stamina.

Owner

100 - Tunic Controller

While this appears to be a fairly normal video game controller, it possesses a number of special functions. First it will never run out of battery, and it can wirelessly connect to any game console. Secondly, while the face buttons are written in Trunic, they will always map in some intuitive way once connected. Cosmetically, it is green with joysticks and buttons that are orange, white, pink, red, and blue. The d-pad is made of actual gold, for whatever reason.

While those functions are all good for fun and games, it has an additional ability. When you are observing another dimensional plane from the one you are on, and wish to communicate with someone on the other plane, you can use this controller to connect to them. This doesn't give you control over them, and instead allows you to give guidance in the form of feelings that correspond to the intended effect of the buttons you pressed. To them these feelings will register to them as from some external force, though it is possible they will associate the feeling with you if they know you well enough.

200 - Book of Holy Spells

There are four kinds of magic in these lands, the blue magic that takes power from the user's soul, the purple magic of the Disquiet Beings, the orange lightning that channels the power of nature, and the power of the Holy Cross. The secrets of the Holy Cross are not meant for the people of this world, but you are permitted to behold and own this golden tome.

Within the pages of this book are a number of spells that take the form of what appears to be a constellation within a square. By casting these spells with the power of the Holy Cross you are able to perform a number of things. First is a spell to summon motes of light that guide you towards dimensional disturbances. There are also a number of spells that can be used to grant someone various minor items, though each is limited to once per person per few months. Beyond those are a number of spells that are capable of reaching across dimensional barriers to open specialized seals, though there is a single strange page.

The final page has a large golden grid of five squares by five squares, each square also contains a number. A line starts from the bottom and enters the bottom of the middle square in the bottom. This is the sole spell that is not written in this book, perhaps there is another book it could be found in to complete this one?

400 - Golden Chest

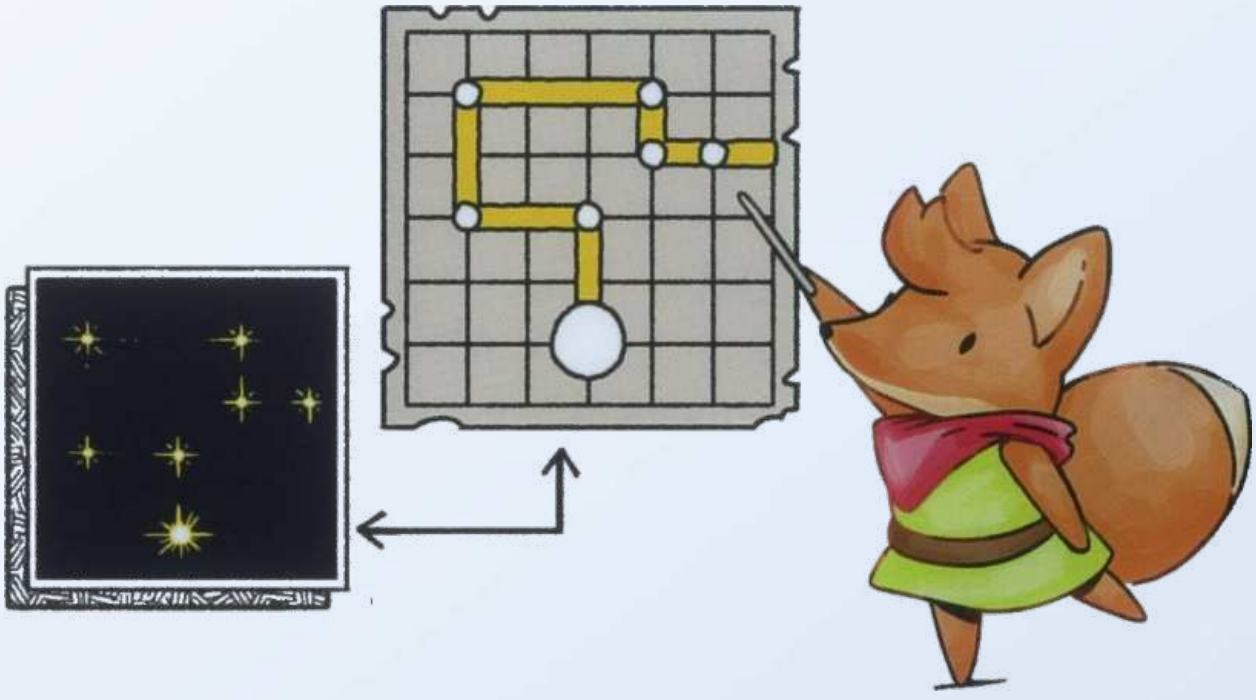
There are a number of chests hidden away, hidden in folds of local truth. Whatever they contain must be valuable to have been sealed away so completely.

This golden, yet otherwise unadorned chest can be closed and hidden away in a subspace formed by distorting the plane you are on. These distortions will cause some disturbances in the nearby area that can be used to find the location in the future, but to access the chest one would need to be observant and possess something similar to the Holy Cross.

600 - Hourglass

Hidden in a flooded tomb guarded by large autobolts was a chest that contained this magical item. It appears to be a simple hourglass, but that belies its true function. When magic is passed into the item, time will slow down. Although this also affects the user, it doesn't inhibit their perception, allowing them to perceive the world in slow motion.

This is quite costly to maintain, but is able to be activated and deactivated at will.



Companions

100/300 - Faces New and Old

For 100 CP, you can create a new companion, take someone from the cannon of this jump, or import an existing companion. Any option you pick gets 800 CP for their build.

For 300 CP, you get 6 companions, in any combination, as above.

Free - Your other Half

Restricted to Ruin Seeker and Owner Origins

A Ruin Seeker and their Owner come into this world as a pair. While not the most equitable of bonds, you possess one while here. By purchasing this companion you receive the other half of your duo as a companion going forward. If you are an Owner your Ruin Seeker may come with you, or vice versa.

100 - Fairy Guide

This tiny mote of blue light is one of the true fairies, rather than one of the flying stone contraptions that guard these ruins. Somehow, you found a golden chest and freed them from their prison, and instead of returning to the waterfall grotto, they have decided to come with you.

While they speak in Tuneic it seems they have no issues understanding you. In terms of abilities, they are capable of finding folds in space-time, along with an affinity for ice magic. They can also produce a blue powder that shares the ice affinity.

100 - Very Trustworthy Merchant

This giant skeletal merchant has set up their storefront in the dark places of this world. While not seeming so, they are quite talkative, given the chance. They are quite hard to understand if you don't speak their language. Despite their appearance, they are quite gentle and trustworthy.

Somehow, without ever leaving their storefronts, they are capable of keeping a stock of useful items for sale. Where these items come from are a mystery to all but this merchant. While being your ally, they will still seek compensation for their services rendered, though they have been known to rarely give an item for free if they believe doing so is sufficiently important.

Their ability as a merchant though isn't the extent of their abilities. They manage a demiplane of shadow that they can connect to the dark places of the world. While traveling between exits isn't a service they offer by default, perhaps you could convince them if you need it.

Over time, as you grow closer, you may be able to convince them to give you discounts.

Drawbacks

You can choose any amount of Drawbacks.

Varies - New In Box/Garage Sale Find

For most, the best way one can learn how this world operates is by gathering the scattered pages of the Manual. Within are notes scribbled in the margins from someone who came before. Whatever option of this Drawback you choose, your memory of the pages becomes fuzzy, if you had any prior knowledge at all.

For +100 CP, the manual you find lacks the notes of any previous owner. This makes finding the deeper secrets of this land that much harder, if it is at all still possible. At least the pages are crisp.

For +200 CP, the Manual is nowhere to be found at all. Wherever it originally should have come from, seems to have lost it before you even had the opportunity to find its pages. If you select this version, and complete the Scenario 'The Golden Path' you will receive an additional +200 CP, for completing a significantly harder Scenario.

+100 - Planar Lockout

Restricted to Owner

Whatever Perks, Items, Alt-forms, or whatever else that would allow you to enter the Canonical Plane are locked away for your tenure here.

+100 - Always in Threes

The Frogs have a peculiar weakness in their fighting style, they have been taught to always attempt to strike in sets of threes. This both opens them up for counterattacks by sidestepping and makes them incredibly predictable.

This quirk seems to have been ingrained in your instincts as well. It takes monumental effort to stop attacking until you've used the same attack three times in a row, regardless of how combat flows around you.

+100 - Speedrun Proofed

The creator of this world left a number of passages and tricks to allow faster travel through this world. All so it could be saved faster. It seems that the world has decayed quite a bit further from the original game, closing off all of these hidden routes. More worryingly, the ways in which the world can be exploited, such as phasing through doors using a frozen enemy is also similarly impossible to accomplish.

+200 - Exhausted



Stamina in this world has some interesting effects. In particular, when you need to take a breath, you take significantly more damage until you have caught your breath again.

You seem to have a bit of an issue beyond the norm. When you have pushed yourself more than a little bit you will take this additional damage until you have completely recovered.

+200 - Tactical Enemies

The Frogs will swarm, yet only attack one at a time. The Rudelings will charge and make simple swings. The Scavengers and Custodians at least will have ranged and melee fighters that layer their combat. In other words, enemies use simple tactics at best.

This changes that.

The enemies you will face here are capable of some amount of tactical thought. Frogs will use their numbers to overwhelm and their tongues to pull allies out of the way of attacks. Rudelings will have archers among their number providing covering fire for their allies. Cumulatively, these will make a journey far more dangerous, but as a saving grace, this won't increase the number of enemies, just their tactical acumen.

+400 - Washed Away

It seems your arrival was somewhat turbulent for you. Regardless of if you arrived on the Far or the near shore, the Items you had with you are missing. Even the ones purchased here are nowhere to be found and none of them will be restored until found in the first place.

The items purchased here can also be found on this peninsula, and having spent CP for them you will find them within a year. For the rest, a few will wash up on shore during your time here, but no specific guarantees as to what.

+400 - Falsehood Sundered

It seems that your abilities as a jumper were considered delusions of power, similar to the false power which the Heir shares with the Ruin Seeker. As you arrived here, your travel through the Far Shore splintered your body, reducing you to a spirit. With this change, your perks were fragmented from you, preventing you from using them.

It seems such things are made of stronger stock than the gifts of the heir, they remain but are scattered. There are six places of power that can be found, and by visiting them and praying, you can receive a sixth of your perks back. Each of these six fragments are coherently themed, one could possess your magical perks, another your perks that enhance durability, etc.

Taking this drawback reduces you to your body mod, and will leave you in the Canonical Plane, even if your origin would otherwise place you outside it. Due to the dangers posed by this Drawback, there are two special considerations: the first fragment is a close but non-trivial distance from wherever you arrive. Secondly, if you would die or otherwise chain-fail before you retrieve the six fragments, you can instead either try again from the beginning of this jump, or return 600CP of purchases and return to the beginning as if you had not selected this Drawback in the first place.

+600 - Disquiet Age

Before the time of the Ruin Seekers, there was an age of strife brought on by the overuse of the sarcophagi. This overuse created a hole in the Canonical Plane unleashing all manner of contradictions and Disquiet Beings. It is in this time that the Siege Engines were reduced to one in number, and the Rudelings became the soulless beings they are. Ultimately, these events led the world into the state the Ruin Seekers would find it in.

By taking this option, you will find yourself in this age rather than the relatively peaceful age of the game.

Do note, the Disquiet Beings are able to reach even the Owners, nowhere is safe while the tear that permits their entrance is not sealed.

+600 - Miasma Leak

The metal lines that seemingly power this world are actually pipes. They are filled with an extraordinarily harmful substance. Ordinarily the pipes would protect the outside world from the purple fluid, but time and disrepair have taken their toll.

Now this fluid that is antithetical to life flows from leaks within the pipes, pooling upon the ground creating areas that drain the life of the unprepared. Over time this problem will get worse, unless someone does something. The state of the quarry after some time will not merely be contained to that location.

Scenarios

Scenarios are special goals that when completed grant special rewards. If there are special requirements to complete a scenario that limit a Perk or Item, the Perk or Item is inaccessible while pursuing the Scenario. By giving up or completing a scenario anything taken away by it is returned, as it was when it was made inaccessible.

Linguist

Scenario

This world does not speak your language. This does not mean that the gap is unbridgeable though. Taking up this translation will take some time, considering the number of languages you will need to learn.

While you are working on this scenario, any Perks or Items that automatically or instantly translate are inaccessible.

There are three languages to decipher, you receive the related reward when you can fully understand that particular language. Additionally, you keep them even if the scenario is abandoned or failed before deciphering all of the languages.

The languages are: Trunic, the Written Word; Tunic, the Spoken Word; and T'huenic, the Shown Word.



Rewards

For translating Trunic you receive:

Cryptic Reader

You have an innate grasp of patterns that allow one to communicate. That is, you are likely to understand that something is meant to convey words, even if the format is completely alien, so long as it is written. Your ability to decipher such things is also enhanced, and enhanced further the more you understand its spoken variant.

You also find that you are now easily able to write in Trunic if you should choose to.

For translating Tuneic you receive:

Cryptic Listener

You are granted perfect pitch and the ability to easily match a note on cue. Along with that you gain the ability to discern if something is a spoken word, even if it is completely foreign to you. Your ability to decipher spoken languages is also enhanced.

Having learned to decipher the Tuneic, you can now speak it. If you are with someone else fluent in it you could learn to speak while conveying two sentences at once, given the nature of Tuneic.

For translating T'huenic you receive:

Cryptic Observer

The nature of T'huenic makes it a particularly rare language to encounter, even if you know what you are looking for. This grants you a broad understanding of anything that is intended to convey thoughts that are neither the spoken nor the written word. For example, you would find it easy to understand a dance based language, or a scent based one. Similarly you are skilled at discerning if such things are being attempted, as well as deciphering such things in the future.

While conveying ideas with T'huenic has limited applications on its own without teaching it, you are capable of doing so.

T'huenic Converter

This small pendant can fit in your hand and be used to communicate in T'huenic. If it is lost, or broken, you will find it replaced the next day.

Heir-to-the-Heir

Scenario

The cycle must continue, a Ruin Seeker must slay the Heir as the Heir-to-the-Heir, lest the work of countless cycles be broken.

Either as the Ruin Seeker yourself, or as their ally, you will need to ensure that they are able to release the locks upon the Shadow Oubliette, reclaim their body, and defeat the Heir.

Upon completion, after a year the cycle will turn once more and you will find yourself at your starting location once more. Even if you are a Ruin Seeker, the events that transpired become a vision of your future.



Reward

Sword of the Far Shore

This massive sword shimmers with an inner pale-blue light. Despite its size its makeup makes it quite light, as the blade is made of magical energy. By striking the ground it is possible to unleash shockwaves, you can even control the origin point with a bit of magic to make the shockwaves radiate from other places.

However it is possible to use the full power of this blade by channeling the power of the Disquiet Beings into it, shifting it into a dark purple hue, and lengthening the blade when swung. In this form, its previous abilities are notably stronger, though two extra capabilities are granted that make it more deadly. First, it is possible to throw the sword and telekinetically swing it once before it returns to your hand. Secondly, it is capable of rending local space, leaving dark gashes that drain the will to live from the unprepared.

At what cost did you gain this blade though?

The Golden Path

Scenario

There is another path, one of enlightenment and discovery, past the cycle, into a new future. To achieve this is simple, one must discover and cast the greatest spell atop the mountain, opening the door there that has been sealed for as long as anyone can remember. Doing so will not be easy, requiring every scrap of knowledge stored within the manual whose pages are scattered across these lands.

Afterwards, the goal is simple, share your newfound knowledge with the Heir. This will restore their previous form and mark the completion of this scenario.



Reward

The Heir

The Heir, freed of their prison and responsibility, is willing to join you, if you will let them. They are a very powerful Ruin Seeker, even if most of their equipment is lost. After all the time wasted, they are much more interested in living in the day to day moments. While just living is exciting they clearly still believe that adventure is the spice of life.

The Manual

This fifty-four page booklet contains a great number of secrets within. Having read it you have gained a great deal of knowledge of this world, and its history.

It would be a shame if such a thing was only able to be experienced once.

In future jumps you can decide to have a similar manual be scattered in the world of that jump. If you decide to allow it, twenty-seven double-sided pages can be found and compiled into a manual for that world. Pages can be found in areas similar to how they could be found here; that is, a page with the map for an area is found near or within that area, and pages regarding abilities can be found where those abilities are first relevant. While most information in the manual is fairly mundane, someone or something has written in the margins hints towards deeper secrets, if you are willing to search them out.

End

Once your 10 years here are up, choose one of the following.

Stay

You are free to stay here indefinitely, should you choose to.

Continue On

Go to your next Jump, and see what awaits you there.

Go Home

Return to the world you left to begin this journey.

Notes/Anticipated Questions

Is there a Frog Master like the Perk implies that I missed?

No, Frogs have very little in the way of lore, but are of similar levels of importance as the Rudelings. If you have suggestions for better perks for them, please let me know.

I took the time to read the first General Item, why?

Such things are found in-game, with similar levels of importance. As for why it is in Trunic, I felt something should be, and didn't want to put something of vital importance hidden that way.

If you do not know how to translate it, there is another way.

Magic Potion Upgrades

Each extra purchase grants two upgrades, and they increase in cost from additional purchases. The first extra Vial is one upgrade, but the second requires two more. This escalating price is separate for the Arcane Ash and Vials, so regardless of how much Arcane Ash you purchase, your first extra Vial only takes one upgrade. Inverted Ash has a constant price.

Cryptic Listener: Perfect Pitch clarification

I am aware that Perfect pitch can mean both the ability to discern and match a particular note on command. However, my understanding is that while they are frequently understood to go together, they do not always do so. The additional wording is just to remove that ambiguity.

Is T'huenic a real thing?

I'm not sure, but from what I have found there are people optimistic about it, and trying to determine if there is. If it doesn't I may remove it in a future version, but until then, assume such a thing exists.

Changelog

V1.0.1

- Added End Section

v1.0

- Initial Document