

Bastard Bonds

Version 1.02

A law corrupted makes heroes of the lawless.

Justice has failed. In Crest, the kingdom of humanity, everyone who creates problems for the nobility is shipped across the sea to face imprisonment. The criminal, the deranged, the inconvenient, and the uncomfortable; they are cast across the sea to the greedy island of Lukatt whose shores let nothing slip free. The upper levels of government are rife with corruption. Aristocrats outlaw hunting in all but the sparsest environments, claiming regions with game for themselves. Nobles prosecute cake-thieves as committing conspiracy against the kingdom. Even the bishops and crusaders are not above humiliating those they outrank, arranging false crimes to remove their competition.

But you do not have to deal with the difficulty of life on Crest. You have been sent to Lukatt.

It's said to be an inescapable hell-hole where criminals tear each other apart. The only thing to look forward to is a short and miserable life where you can never relax again. A place for the worst members of society where no one can be trusted. Since no one returns from the island, all the people have are rumours. This story is a convenient one for Crest, letting the powerful keep everyone in line for fear of the punishment that awaits.

Their lie of justice is over.

Lukatt is a place without illusions of law or safety. Life here is real. You work for what you have. You may have lost one home but here you can forge new bonds. Gather a band of the accused and forgotten, forgive their transgressions or ostracize them, use them as workhorses or nurture their trust. A dangerous region governed by survival of the fittest. Will you slaughter your enemies or spare them, release the conquered or press them into service?

Will you be the one to finally escape the inescapable, or be the first to bend the seas and skies of the island to your will?

Whether a sinner or saint, you're now on this island with nothing but **+1000 Choice Points (CP)**

You have been sentenced to 10 years on the island.

Now, please state your origin for the court.



Drop-In

A stranger from another world. A relic from another time. An anomaly from another dimension entirely. You have been pulled from a very different place and forced to make a new life. You have no knowledge of this strange landscape. No history or connections with the people who live here. You have no way to return to where you came from. In many ways, all this adds up to make you the same as others who find themselves trapped on Lukatt. There is no way to reach what you've left behind, but perhaps you can help other refugees here. There is no love lost between Crest and Tsarath, so perhaps making your way to the orc nation would be the best way to give everyone a return to civilized life? Unless you want to try your hand at rebuilding Lukatt...



Criminal

The result of your trial was decided long before you stepped into that courtroom. It may have been decided before you ever suspected you would be charged with a crime. As a convict having been sent here from Crest, your accusation and guilt is yours to decide. Vandalism, quackery, necromancy, assassination – no crime is too great or too small. Perhaps you were a lucky werewolf or vampire that escaped execution by being blamed for a lesser crime while your race went unnoticed. After arriving here, something was clearly wrong. You can't detect any noise or movement from nearby cells. Your captors never came to check on you. No one offered food or water. But your cell would not become your tomb. After making a daring escape, you've found a loaf of bread to sustain you until you can figure out what to do next.



Law

A fortress where the most dangerous of criminals are locked up, all to keep the other nations safe. Maybe once it was true, but that isn't the Lukatt you found when you arrived here. Perhaps you wholeheartedly believed that and just came here hoping to do your part. Or, you could have one who took part in the corrupt system and abused your power without enough caution, forcing superiors to reassign you here so that your scandal could be swept under the rug. Are you a crusader on a holy pilgrimage hoping to bring morality to the monsters? An idealistic guard hoping to maintain peace through personal sacrifice? Perhaps you're the unscrupulous judge looking to find a new land to bring your personal brand of law. You're as much a prisoner as the rest of them now.



Lukattite

This island is more than a penal colony. It's your home. Once its own proud nation this land was interdependently ruled by orcs and humans. While civilization may have fallen the ruins of that time still decorate the landscape in memory of what was. Temples to long forgotten protector gods sit undisturbed, the greedy island letting nothing go. Many groups have no choice but to settle in to this new home. Over time this means the locals of the islands come in all varieties of men and monsters all unable to escape the volatile seas. Whether you're a descendant of ancient residents or children of more recent captives of the island, you have much more familiarity with its land and people than any other background.



Demon

There is no place in this world for the godless heretics and apostates. It is the holy mission of the church to have all demonic influence eradicated. Those guilty of conspiring with demons against their countrymen are no better than demons in the eyes of the church. To be charged with such a crime is deserving of no less than being branded before having one's tongue cut from their mouth before being burned at the stake. You may be a mortal that follows the path of a demon and been rewarded with power. Or you can be one of these demons who has come to the world for their own reasons. The experience of commanding fear from all who gaze upon you, and of being able to elevate and guide mortals to new heights is intoxicating.



Location

Roll 1d10 to determine just where on this island your adventure begins. For 50CP, you may begin at any location you wish either on the island itself or even one of the neighbouring kingdoms in the world such as Crest or Tsarath. Additionally, if you decide to purchased any locations, you may begin their instead of your rolled location free of charge.

1. The Stocks of Lukatt, Stopthroat Bay

The best known site of Lukatt to the people of Crest, the stocks are watched by guards every bit as criminal as the people they're tasked with keeping locked up. Embittered by their exile/reassignment to Lukatt, they don't care to carry out the punishments dictated by the distant courts. To call them lax in their duties would be generous. Whether a person is charged with a misdemeanor and to be released in a few short months, or an apostate that is to have their tongue cut out and be burned alive – the guards treat them equally. By throwing them in a cell and locking the door until their prisoners starve.

2. Fundaments Shrine, Knightswood West

A site for magic-users of the Old Kingdom where the veins of mana converge and are swollen, it once served as an educational facility committed to the pursuit of the arcane. Contained within are a wide variety of sculptures and plaques explaining the five veins of mana and the various debuffs and boons they bring. While a source of academic knowledge on the basics of magic, there is little in the way of resources or defensible structures leaving it mostly exposed and unsuitable for long-term habitation in comparison to other parts of Knightswood.

3. Hayill, Knightswood East

This community of werewolves is known across Lukatt as a place where they can find freedom from persecution. Knightswood East is a tangled and overgrown mess of woodland, making the exact coordinates a bit hard to find for those unfamiliar with the area. The Alpha in charge of this settlement always has time for guests and the village is welcoming to all kinds – not just werewolves. The only exception is vampires, who they hope to stage an attack on for driving up taxes and the cost of goods. Lately, any merchants approaching the area have met grisly ends as though torn apart by savage beasts. Savage beasts who proceed to loot all of the spoils. Perhaps these werewolves aren't as peaceful as they'd lead you to believe...

4. The Pumphouse Brewery, Bracewind

While once upon a time this place produced ale for the kingdom here, after the fall it fell into disrepair and all the distillery equipment is no longer functional. Found and repaired by the Madame, despite no longer making alcohol they kept the name on account of the other service. As the only known brothel on an island with an overwhelmingly male population, the place is constantly busy with appointments needing to be scheduled weeks in advance. The smell of roses does little to cover up the odors from their services or their barbaric guards. With ettins watching your every movement, it's hard to feel comfortable here.

5. Marsaven, Knavewood

A human town in the southeast forested region. They welcome visitors but are ready to draw blades against them at the first sign of trouble. Trade has been remarkable for the people here, and the town boasts a marketplace that offers more services than anywhere else on Lukatt. With leatherworkers, potions, fortune-telling, fresh meals, tailors, and even a masseur available this could very well be the most civilized part of the island. In the north of town is an overgrown chapel, so deteriorated from age that residents of town avoid it due to the danger of sudden collapse. The gates into the grounds and many of the doors seem sealed firmly in place. From what you can tell it pays homage to the patron saint of harvest.

6. Stillwind Abbey, Mount Pious

The nuns here came to offer spiritual guidance to a land that seemed in sore need of it. Offering peace of mind and forgiveness to those humanity had forsaken for a time it seemed like they were making a real difference. Discovering they were as much prisoners may have shaken their faith in the justice system, but it did not shake their faith in God and only gave them more compassion for the victims sent here unfairly. Many of the sisters here long for the comforts of home, and could be considered remiss in some of their duties. Scented bath oils, gambling, and other luxuries tend to be enjoyed by the nuns here.

7. Coastal Tower, Yaksteppe

The southernmost community on the island is very isolated from the rest of Lukatt. Contained in a single large tower, the architecture allows enough light into floors to grow pleasant gardens as well as the gruit and mushroom farms for the community. With all routes into Yaksteppe either long decayed or far-too alive, they don't see travelers from other parts of the island. Despite this, the locals are pleased to have any visitors who aren't here to make trouble. The residents are mostly local monsters with saurians being the majority.

8. Kindergarden Commune, Blackglass Sprawl

Full of celebrants, sirens, succubi, and their thralls, this is a den of debauchery. Those who reside here are devout followers of the wealthy Lord Frico. After many assassination attempts against their patron, the gatekeeper of this community demands to know what visitors intentions are towards Frico. His enormous estate looms over the village not far from here, dwarfing it in size. A one-sided game of amassing political power is being played between by a Jorogumo here who wants to remove a popular newcomer. If you hope to have an audience with Frico, the only way she'll assist you willingly is if you bring her rival's head. I'm sure a resourceful character like yourself can find a different solution...

9. Ruins of the Royal Court, The Caldera

Once the seat of power for a thriving nation, ever since Queen Glamig was killed by a mob on the grounds this has just been a symbol of loss. There is significant damage to the adjacent dungeons and barracks over the centuries, but the palace itself remains as it was in its heyday. It's interior is kept immaculate as it is deadly – the site now maintained by an alliance of worldly demons. A netherlord, rakshasa, and nosferatu share the throne here from which they direct operations to plunder all the other mansions and marketplaces once found in the wealthiest part of the Old Kingdom. The rubble and flooding make terrain a bit treacherous leaving here, and navigating out through the city that surrounds it is not much safer.

10. Zias Meatus, Whetners Isle

Lying to the northwest of Lukatt proper, those who find their way to Whetners are still not free of Leviathan's grasp. With the seas and stormy skies ever guarded by him there is only one way back to the main island. An acrid odour fills the lonely castle here. Behind the throne room a tunnel of flesh has broken through the wall, where it leads deep into the earth to connect to a vast network of other pulsating tunnels. The remarkably preserved building has made it the chosen shelter of a small army of the lion-like lamassu and their leader, the towering venomous brute known as the humbaba.

Body

In this world your age has been changed to 15 + 3d10 years. For 50CP you may choose any age in this range. By default you keep the same physical gender as the previous jump, but can choose to become male for Free. If you wish be a different gender the price for doing so is 50CP. The races listed below are just a few examples of the species common to this world. Your new body in this world can be of any of the intelligent races of Lukatt, so long as that choice makes sense for your origin. This racial selection is free.

Human

The Kingdom of Crest is the homeland of humanity. It has a more even gender-distribution than the orc race, and as such men and women are treated equally under law. Unfortunately for Crest and the humans living there, the law tends to not care much for actual guilt or innocence in regards to the crime. Guilt here is determined almost wholly by whether or not you have political connections or have drawn the ire of nobility. A slightly inhibited society, human law still poses long penalties against crimes such as indecency, miscegenation, and buggery. Of course, once confined to Lukatt any sentence is effectively for life. Not all humans are as restrained and the harshness of laws is partially born out of the nobilities desire to be able to charge those they dislike with crimes as needed.

Orc

Much larger than humans, orcs are a green-skinned people hailing from the Kingdom of Tsarath. A dominantly male race, female orcs are given extensive legal protection under traditional orcish law. Any woman capable of giving birth is afforded effective immunity from any legal consequences, with punishment instead falling to whichever man is most important to them. This immunity is waived, on pain of death, in the event they commit any crime that prevents them from having children. Additionally, many orc women grow restless as they are forbidden from any careers which could endanger their ability to have children. While their laws may be unfair in their own way, they have little love for the customs of Crest and the unjust system there.

Werewolf

Werewolf is a broad term applied to a half-dozen types of creatures in differing shapes and sizes. You can choose to be a 'normal' transforming werewolf, one of the magically-inclined Crinos, one of the leather-loving Gevaudans, or simply of the subspecies that seem like extra-hairy humans. Unlike the werewolves of superstition, none can simply pass on their condition through biting others. On Crest and Tsarath they're forced to hide their true nature, bottling up their wild side until they can't contain it frequently leading to violence. For this reason, almost all werewolves find their souls aligned with the destructive impulsive vein of magic, Max. On Lukatt they can manage such impulses more easily as without prejudice they have nothing forcing them to bottle up their emotions. This has led to many Lukattite werewolves being aligned with Rex instead. All werewolves have the beasttongue, letting them speak to animals.

Vampire

A people of considerable power on the island, these undead maintain an iron grasp on the only known route connecting the eastern and western parts of Lukatt. With control of this strategic location comes immense wealth but also a plenty of resentment, and many merchants hate being taxed for using the road to transport their merchandise. Simple travelers have it no better, having to pay the same exorbitant fees as wealthy merchants. This all serves to fund the vampire's desire for ostentatious lifestyle of the finest garments, extravagant castles, and harems of thralls. Not all vampires get to live in this luxury, but the uncivilized vampires hardly give the rest of the undead race a good name. Whenever someone dies near them, vampires gain a burst of regeneration curing any minor injuries you've sustained. Additionally, vampires give off an aura both alluring and paralytic, making it more troublesome to attack them in close combat.

Demon

Demons are not a single species. They come in all shapes and sizes, from the distended bodies of flesh-hungry corpugon to the hulking baelor right down to the cute little imps. Few demons care for the mortals as much more than a bit of passing entertainment, while others can become deeply intoxicated by experience and prefer the mortal world over demonic realms. As this is a land forsaken by the church it is one of the most accessible locations for demonkind. The great wealth left behind by the Old Kingdom is a lure to rakshasa. Frequent deliveries of new convicts are a tempting target for any succubi or jorogumo. But mostly, the lack of presence of the church here has made it a playground for all manner of demons who would otherwise be exorcised or fought off by crusaders.



Gigajack

One of many races native to the island, gigajacks are what lumberjacks could be if they ate other, smaller lumberjacks for breakfast. Much like humans in terms of shape... the biggest difference is that gigajacks have about five times the mass and appropriate strength to match. With the size comes a few disadvantages; most of the ruins from the Old Kingdom were made for orcs so they commonly keep outside to avoid banging their head. Finding clothes that actually fit is also a struggle when they have arms as thick as the next guy's torso. Not that clothing is a huge priority, as they are most comfortable with nature over the artificial or strange taboos against nudity imposed by civilization. With Lukatt being quite temperate, all they need to keep warm is a respectable woodsman beard.

Goblin

Compared to the orcs, goblins are a squat race with wide mouths. They have green skin to set them apart from their orange troglodyte cousins. Socially, the two aren't much different. Having no skill for creation and a concept of ownership best summed up as "Mine", their need for treasure is invariably satisfied by stealing from others. Here their small stature comes in handy as they are competent at avoiding attacks. Most would call this a preferable advantage to troglodytes having an unsettling form it leaves them difficult to look at. Both races can be extraordinarily stupid; their greed often blinds them to danger. Most would rather fight to the death than give up any of their collected treasures. Reasoning with one is bound to end in frustration as they're fixated on what they're getting out a situation.

Sahaguin

Subsisting on fish or humanoids, the sahuagin are an opportunistic aquatic species found all over Lukatt's shores. This fish-like people are aggressive species that have explored all of Lukatt, but even their affinity for water doesn't let them escape Lord Leviathan. It does mean they have a great advantage in navigating the many rivers and swamps of the island. Though they lack the social graces of some of the other Lukattites, this should not be mistaken for a lack of intelligence. They make frequent use of strategy and technology, perhaps more so than any other species. Sahuagin are excellent at setting traps, knowing just how to lure in other humanoids and make them vulnerable. They make use of mana batteries rather than the mechanical locks of other races to guard their spoils, constructing special doors and chests that are much harder to breach.

Saurian

While the name of their species is evocative of dinosaurs the form of this local species is distinctly crocodilian. Like crocodiles they seem to be cold-blooded, the warm mild climate of Lukatt being a perfect match. This also gives them a good relationship with fire; they frequently make use of torches or signal watchtowers. Preferring beaches to beds they don't like being cooped up in artificial environments. Entirely comfortable to just live in nature, saurians have no need or desire to 'rebuild' Lukatt. Naturally cooperative they tend to move in groups so they're usually not in danger from the stray convict in the wilderness. They know full well the meaning of the brands and are not above making attacks on such dangerous criminals. Their venom just one more advantage. Many of them are just as quick to make peace, preferring coexistence to conflict.

Origin Perks

100CP perks are free for their respective origins while any other perks for your origin comes at a 50% discount.



[100CP, Free Drop-In] Struggle Anew

You can have everything taken from you. Your possession, your reputation, your family, but you will not give up your hope. Even being branded a villain and being unable to ever return to once was won't shake you. The only way is forward. The memories of what you've left behind only serve to strengthen your resolve now – never holding you back or filling you with overwhelming feelings of loss or regret. That isn't to say you can't look back on your past fondly, but you will never be so anchored to the past that it prevents you from moving forward. Regrets and longing may still exist, but this helps you focus on the good of the past and focus on what you need to do in the present in order to keep what you have now safe for the future.

[200CP, Drop-In] Out of Time

Anyone who travels the world can marvel at great differences distance can bring to cultures. Those who go between the realms of mortals and demons have seen some truly alien cultures. Then there are the few who are cast into time only to awaken in a world disturbingly changed from the one they know. You can quickly adapt to a society with wildly different technology, either before your time or long after, with far less of a hurdle than others might. Whether you're reduced to living with medieval standards or a post-scarcity utopia you can find your footing and keep from feeling out of place. Linguistic drift is substantially less of a problem for you in such occurrences of time travel, allowing you to catch up on centuries of change in language over a mere few hours.

[400CP, Drop-In] Spare Recruits

It seems that even djinns and dragons would rather swallow their pride than wastefully lose their lives. Enemies have a little bit more humility and are much more willing to surrender if it means a better chance at survival. You'll find that even in the heat of battle, when the tide turns against them, both men and monsters would much rather negotiate. As this occurs when fights are in your favour (and both you and the other party knows it) you'll be able to dictate the terms of their submission. Should the terms be as fair as just releasing them from combat and going separate ways you'll have no resistance. You may not be charismatic or even likable, but you are a particularly skilled mediator when it comes to turning enemies into allies and having others surrender their spoils peacefully. Recruitment of a yielding foe is almost as simple, and new members who join you in such a way will be as loyal as if they had joined you cause through less confrontational encounters. There are always those who would rather die than submit to base banditry.

[600CP, Drop-In] Fireside Fellowship

You have it within you to gather the accused and forgotten, to bring together unlike people for a common goal. United by this cause your talent for inspiring others is almost endless; you can build a cooperative and supportive network of people even when those people may be chaotic, selfish, or literally demons. And right alongside these dangerous types you can befriend the lawful and upright citizens who would never associate with such vermin. You have a potent natural charisma that draws in all kinds. More than just your ability to bond with anyone, you can help these polar opposites find common ground and grow a mutual respect for each other. Once your objective is complete, and these very different strangers have no reason to continue to follow you? They will find their own reasons to remain together and by your side. Your shared dreams may bring you together, but it will be the camaraderie fostered that ensures you will never be torn apart.



[100CP, Criminal] Philanthropist

Kidnapping, rape, murder, cannibalism. Not all of Lukatt's prisoners are victims of an unjust system. The island hosts some of the worst that humanity and orckind have to offer. There are some whose crimes are so numerous and wicked that new brands were created just so the other exiles could identify them as worse than the rest. But there is more to a man than a single crime or label. Regardless of a person's past, and regardless of the stigma associated with their crimes, you can see beyond all that and treat them fairly. While you may still feel disgust towards their sins you can more easily separate that from the person involved in order to give them a second chance. Not only does this let you help see the good in people but it will be clear to others that you're not judging them harshly for their past.

[200CP, Criminal] Don't Ask

Some of the prisoners here are quick to discuss what got them sent here, either due to innocence or pride in their crime. Others are less forthcoming, their brands a source of shame or cruel reminder of home. There's an unspoken rule not to ask others about their brands. While this perk doesn't give you any special ability to keep secrets, from now on you will be afforded the same courtesy extended to the unlucky bastards who call this place home. Whatever shady history you bear, even if marked by a clear sign of your criminal past - others won't ask you to explain yourself and will instead just give you time to broach the subject on your own if you choose. They may still be curious about your past but will never put you on the spot about it.

[400CP, Criminal] Heartless Façade

From this point forward your compassion will not be a weakness that works against you. You still have your compassion and can bond with others as anyone can, but any humanity won't serve to hurt you. When it comes to having to harm others out of necessity for survival you're capable of ruthlessness without remorse. No more will you find yourself overcome with guilt for self-defense or regret the deaths of your enemies. If your crimes truly were justified you will be able to know it with confidence instead of wasting time worrying and losing sleep. You can see the value of your allies objectively, never feeling overly compelled to protect those who can already protect themselves. This lets you better weigh risks and take emotion out of your strategy; allowing your capable comrades to battle on the front lines and draw a target even if you would love nothing more than to fight beside them.

[600CP, Criminal] A Golden Bond

A prison is not the place to find romance. Most of the people here already have family and loved ones back home, perhaps even people they cared enough about to serve as scapegoat for. You're able to break down any obstacles to new romance that people impose on themselves. Curing broken hearts and resentment between partners comes naturally to you. This is best used to help people get over guilt or the anger from failed relationships, helping one or both sides to start fresh. Beyond that you have a mastery over romantic possibilities; you know exactly what steps would be best for a couple to help rekindle passions even if they need a journey across a nation and a very specific key events along the way. There may not be such a thing as destined soulmates but the love you can guide others to is just as powerful. Of course, there's nothing preventing you from using these talents for your own benefit and becoming the perfect partner.



[100CP, Law] The Innocent

Not everyone here is a criminal. And even those who are within their rights and lawful can be far from innocent. Here, surrounded by the corrupt and menaced by monsters and demons, your innocence is a source of vitality. You have the inner strength to stick to what you believe is right – whether its as simple as maintaining your plea of not guilty during a rigged trial up to staging a jailbreak for the wrongfully convicted when you're supposed to be the one guarding them. Even in a land of the lawless, where others abuse your power at the expense of the outcasts and forgotten, you can hold to your code of honour and come to the defense of others.

[200CP, Law] Glamig's Disgrace

From this point forward, you will be afforded the same legal protections all orc woman are under traditional orcish law. You can commit crimes with impunity, assured you will never face legal punishment yourself unless the crime actively interferes with your ability to raise children – or endangers the life or fertility of any other women. However when you commit crimes, they aren't without punishment. Instead of taking the punishment yourself collateral is chosen from someone the courts consider important to you to deter further crimes. Whenever you are unable to have children you forfeit this immunity, though if you have at least two daughters raised to adulthood you may enjoy the special law regardless. This is protection under law, and may not influence the public's opinion of you and those you've personally wronged may seek their own justice.

[400CP, Law] A Most Honourable Witness

The courts of Crest serve the whims of the powerful. Ambitious senators and clergy make sure any threats to their authority are disgraced. In a world seeking to discredit you, even to the point of committing murders just to have a crime to pin on you, you have a defense. There will always be a path to preserve your good name. Instead of being the victim of an 'honourable' witness in court an actually honourable witness will discover schemes against you while you still have time to act. Fortune ensures either you or a trusted friend will uncover any forms of conspiracy against you, with time for you to plan a defense. This forewarning will always allow you the chance to find some way to preserve your honour – though not necessarily bring justice to your accusers. You can rest easy knowing your honour will never be sullied by the lies of others, luck giving you a way to learn the truth of any conspiracy against you before others have a chance to stab you in the back.

[600CP, Law] A Law Corrupt

People are sent to Lukatt constantly. Guilty or innocent, anyone problematic for the kingdom will have evidence available from most honourable witnesses. Their sentences range from years to a lifetime but the end result is the same. No one returns from Lukatt. And no one questions the corruption of the court or that those accused are never seen again. Like the Kingdom of Crest, you have a special ability to conceal just how corrupt you or an organization you're allied with is. Only those who have been personally wronged by your system will be able to see the wide-scale corruption present in it. If you were to dispose of victims or otherwise send them somewhere no one can return from, you would be able to continue cleansing society of the undesirables with almost no one realize your abuse of the system.



[100CP, Lukattite] I Want You

On Lukatt it's survival of the fittest. Good thing too, as your form let you count among these fittest. Whether you're a human, orc, werewolf, or goblin, you have a certain robustness that sets you apart from your pampered kin in the cities. In actuality your body is mostly for show. While nature's gift offers only a meager improvement to your strength, it gives you plenty of aesthetic appeal. Most of the people here have an ample and attractive figure, and you may take on a heavy set build here too. Your body fat is always distributed in a flattering way. Despite this being a land in which civilization and luxury are a thing of the past, you will never need special care to keep looking your best. Even living in the wilderness you can keep all your hair well groomed with minimal effort.

[200CP, Lukattite] One Of Us

Meeting people can be tricky. It's trickier when you're the sort of creature that parents use in folktales to frighten their children. Strangely, your imposing or frightening appearance will never be barrier to your approachability. Even as a monstrous species reviled by society, you'd find as long as you weren't making any signs of aggression that adventurers are more likely to engage you in conversation than combat. It's not every day that someone meets someone with a unique perspective, and people just seem to want to hear yours. You'll find that people seem to go out of their way to help you just to learn more about you. This can mean some days strangers will take care of all your work just to give you the day off, or purchase an expensive cable car ticket for you so you can share a booth on the ride, or even help recover a one-of-a-kind magic amulet just because you seem distraught. While this encourages new people to open up to you, it's on you to provide something to keep them interested.

[400CP, Lukattite] Hesitant Inhabitant

This is a land of violence and danger. Hundreds of varieties of monsters and men just as dangerous prowl the wilderness. But it doesn't have to be so. You can be the one to end this madness. Even here you can find others who want to give peace a chance. In such a hostile world it's natural to see anyone you encounter as an enemy, but with even the simplest of actions you're able to show others it doesn't have to be so. Merely pausing in combat instead of continuing the fight will show your foes that you seek a resolution without further bloodshed. Even in the heat of combat, enemies who see you give them a chance to end the assault will notice and consider the option of ending the fight. This dramatically improves the chances your enemies will be willing to resolve an encounter with negotiation, and at the very least will cause uncivilized attackers to focus on more immediate threats. If released from a battlefield by one of your opponents, all of them will honour the deal to let you go.

[600CP, Lukattite] Omninatural Weapons

A master artisan can use their tool as an extension of their body. You take this proficiency to a new level. Like the recruited monsters of the world – any of your natural attacks can be used and combined with the special abilities of whatever personal weapon you're using. In your hands a blade or bow is more than a tool, it's part of you and as easily handled as your own limbs. Absorb someone's blood with a bite? Congratulations now your arrows can do the same. Multiple limbs that let you strike out with your natural attacks on all sides at once? Somehow you reach out in multiple directions with a single spear. Basically all biological abilities can be applied through your attacks with melee and ranged physical weapons and any of such qualities of your weapons can be added to your natural attacks. The only exception to this perk is when using weapons like spellbooks or magic staves; spells will remain with the weapon and have to be cast as normal.



[100CP, Demon] Swollen Veins

Many residents of the world are more closely aligned to one of the colours of magic than they are to the null vein Arcus. For demons, this usually means they cast spells using the destructive red violent vein, Max, or the black virulent vein, Pox. Each of the five veins is tied to its own philosophy and you may choose any of the five (Lux, Rex, Max, Pox, or Nix). This change will make the magic you use less effective against those ideologically similar to it, but also offers you that same protection. Furthermore, those who are firmly dedicated to principles that are opposed to your own are more vulnerable to your magic. Finally, you can cosmetically alter any magic you use to have an appearance in line with your chosen colour when you cast it.

[200CP, Demon] An Exquisite Hatred

There is nothing more beautiful than someone consumed with hate. A being whose eyes sparkle with pure loathing. You know how to foster just such a passion in your enemies. While your skills lie in bending others to despise you, these talents can instead be put towards making one person hate another. With focus on an individual, you can easily assess the things they hate most, and which indignities you need to inflict upon them in order to best swell that hatred. Through this knowledge, you know the best path to ensure a target will never grow numb to the suffering you cause them or letting other feelings interfere with their hate. You can continually add to their contempt and keep other emotions from diluting it.

[400CP, Demon] Barrod's Observations

With a glance you're able to identify each individual's flaws, both in terms of physiology or personality, as well as deliver biting commentary on precisely why they're inadequate. This gives insight into their public history as much as it does their mentality, allowing you to cite any of your cruel criticisms with empirical evidence. Your tongue is sharp, able to share your observations to the person directly or to their comrades. This may not break bonds outright but could certainly strain them if used with precision. Naturally you could alter the tone of your remarks to be more constructive and supportive than critical, thus helping an individual improve on their failings instead of just tearing them down. In this way you could easily offer a path to help allies work together to improve on their shortcomings. But where's the fun in that?

[600CP, Demon] Maledictus Magnet

The use of evil magical curses and consorting with demons is a crime punishable by the harshest of executions, yet mortals continue to seek the tantalizing power that demons can provide. Now, not only can you easily identify those who are open to your influence but should you choose it, you can allow those sorts of malleable people to be drawn to you. But more than just having pliable minds, for you these thralls have pliable bodies. You gain the ability to create a fleshy pod that enables the rebirth of a willing mortal into a demon. Should you not have a particular person in mind when creating the pod it will acquire a candidate on its own, letting out a siren call for a nearby individual who desires such ascension – creating an blind obsession to seek out the pod in order to transcend. This transformation can occur with your aid or naturally, absorbing the ambient magical energy. If you supervise it the resulting demon can take a form of your preference but by default the pod will reshape them into whichever variety of demon they would be most pleased to become.



Skills

Skills are divided between their type (Force, Guile, Magic) as well as purpose (Attack, Defense, Utility). You choose both a type and purpose to receive partial discounts on (100CP options are reduced in price by 50CP, others are 25% off). On whichever skill has both the categories you selected, discounts work as normal – 100CP options being free and all other perks associated with that skill being the usual 50% off.

<Force>



Fight

<Attack>

[100CP] Strength

Only the strong survive. By focused on the amount of damage you can do with a weapon or simply your fists you've worked to guarantee you have that strength. Whether it's men or monsters, almost everyone here is powerfully built with the strength to match and you'll be well-served to have some muscle of your own. Like them, you'll have the physical capability to challenge monsters on the battlefield and can choose to take on a slightly larger more muscular form if desired. This additional strength improves your damage with all manner of physical weapons, even those that would normally not be considered weapons reliant on strength, such as whips or bows.

[200CP] Overwhelming Power

When you make attacks it increases the risk of your target. As their risk increases, they become more likely to make mistakes and fumble unless battling cautiously. Successive attacks in a short period increase this effect, whether you land your blows or not. An enemy who slips up as a result of this accumulated risk becomes exceptionally vulnerable for a moment causing any attacks against them to not only be far more likely to land their mark but do so in a way that is far more damaging than a typical attack would be.

[400CP] Vigorous Violence

Undoubtedly you can wield every class of weapon found on Lukatt with great proficiency. You have talent in all manner of standard weapons here - from the simple swords and spears all the way to the more unorthodox warscythes and whips. In your hands every weapon becomes far more dangerous. The physical force you can put into your attacks with weapons has doubled. Naturally, this has a much more pronounced effect when using heavier tools. Additionally it prevents wear on your weapons during combat. Keeping blades at their sharpest, bowstrings at their ideal tautness, and clubs at their... heaviest? This offers no enhancement to damage your weapons can inflict beyond the physical.

[600CP] Inspiring Warlord

One person can't sail a ship across the ocean to Tsarath alone. But an excellent captain can teach a ragtag crew on how to crew a vessel together. Just as a captain needs more than one man for a crew, a warrior needs more than one man to be an army. You may know nothing about ships, but you know a hell of a lot about war. Like any respectable captain you can inspire your crew around you. All of your allies have their physical damage augmented when you share the battlefield with them. Your presences arouses strength and determination, letting all companions hit harder. It's time to take strength in numbers to a new level.

<Force>



Guard

<Defense>

[100CP] Secure Stance

You can maintain a firm and balanced position in battle. Keep your head held high, as a show to those you defend that your enemies have no great power. Your gift for remaining steadfast can defy reason. Attacks against you, even the mighty blows of behemoths or cyclopes or Leviathan himself, can't make you lose your footing. To be clear their attacks can still definitely kill you – but at least you'll die on your feet! Because of your stability, attacks against you can become as risky for your assailant as they are for you. Where other would flinch or stumble under an assault you do not unless you choose to. This gives you the opportunity to strike back as soon as your enemy makes themselves vulnerable.

[200CP] Granted No Quarter

This island is a hub of violence. Bandits of the island give no mercy nor do they expect it. It's a hard life, and some would say it's that kind of environment that creates strength. Whether that's a universal truth is another debate, but it certainly seems to be the case for you. The struggle of living on Lukatt has helped make you very hard indeed. Even unarmoured you're much resistant to physical harm than the common orc. Your flesh might as well be wood for the difficult enemies seem to have in harming you. This generally means any wounds you sustain won't be deep ones. Arrows can be plucked out relatively safely instead of being pushed through. A mace that might crush another's arm would just leave you with a minor fracture and heavy bruising. While you're by no means invincible, you're closer to it than most.

[400CP] Second Skin

Some may feel comfortable with all the exposed skin on this island. But you, unlike some people, realize the importance of actually defending yourself. To you armour is as natural as anything, both comfortable and allowing free range of motion. If needed you could sleep in a suit of armour without feeling sore when you awoke. Protection provided by any armour you use is twice as effective. This would make a simple gown as sturdy as leather, or upgrade a jean jacket to the strength of a steel cuirass. Clothing and armour always matches your size. Merchants stock includes all kinds of perfect fits, even your allies of hilariously different sizes/builds could lend you their gear. It all seems like it was designed with your body in mind.

[600CP] Indomitable Inmate

Your specialty for defense is unmistakable, spreading to others in party. Everyone you're battling against finds their ability to deal physical damage reduced slightly. This benefit might be unnoticeable to your allies, but you have another gift that is hard to miss. When you first start bleeding you gain a brief period of complete invulnerability. This state only lasts for a precious few seconds and can only activate once on a given battlefield. Despite the limitations, while the power activates you are truly immune to any kind of direct damage. By making good use of that time it could end a battle before you're in real danger. It's worth nothing the invulnerability only begins after what caused you bleeding ends – so sufficiently devastating attacks could still be a threat.

<Force>



Labour

<Utility>

[100CP] Hardworking

You've got a long journey ahead of you. Everyone may be in a hurry to get off this island but you know the importance of taking it slow, and ensuring everyone is properly fed and sheltered. Even if you're not much of a warrior you know a thing or two about holding down the fort. Tasks that others would find exhausting are much more manageable for you. This is highly applicable for the life of an adventurer: prying open rusted-shut doors and chests, digging someone out of a cave in, or good old fashioned manual demolition. When performing any kind of manual labour you are at no risk of hurting yourself. By completing tasks like this with above average results, you feel yourself pumped with added energy rather than drained.

[200CP] Maintenance Man

The role you perform crucial in any camp or stronghold. Arguably your skills would be even more useful in a real town. Even though everyone contributes in small ways, tending the fires, keeping watch, erecting tents... not everyone can do what you do. Upkeep is more than just preventing the dilapidated ruin you're squatting in from getting worse. Your experience with engineering and architecture means, given time, you could just build your own home. Restoration and reconstruction is your specialty. This gives a learned understanding of the sort of walls you can knock down safely while dungeon delving. As a more practical application, it helps you fix up the many ancient structures that dot the land into something you can call home.

[400CP] Healthy Appetite

Did you know eating protein-rich foods is one of the best things for healing your wounds? It's true! Actually, eating all kinds of foods now heals your wounds – and any food that you prepare carries this same healing property. The amount of healing of any given morsel is relative to the quality of the meal. Stale mead or a soggy sandwich might only fix bruises, but a braised duck or more extravagant food could instantly close serious injuries before your very eyes. While this unfortunately doesn't improve your overall cooking ability, it does improve your efficiency in preparing meals. You could prepare a buffet for dozens of hungry hefty folks without feeling overworked.

[600CP] Down To Earth

Don't you find it feels better to do an honest day's work than hurt others? Whether you believe it or not, you can use that mindset to your advantage. You possess a sensible, genuine demeanor. Others, even your opponents, can sense you're the kind of person they're able to trust or even work with. This approachability makes you a remarkable mediator that enemies reach out to for mercy when things aren't going their way. But... hurting people can be a form of hard work too. Whenever you're fighting with others, you can guarantee that your attacks will not permanently injure or kill a target. Even if your weapon alone is multiple times their size, coated in virulent poison, and unleashing waves of magical flame – if you choose to make use of this ability your target will cling to life.



[100CP] Vicious

You hunt using your perception and dexterity. Your sense of sight is empowered on two fronts. Firstly, your keen vision lets you identify everything nearby which might be even remotely useful – able to pick out the difference between containers that has been untouched for centuries and the ones that have seen more traffic and contain stashed supplies. The second improvement helps you identify weak points on all manner of creatures. It doesn't matter if your prey is a person, animal, or even an animate object. You'll always see weaknesses you can sink your talons into: arteries, tendons, vital organs. Your method of attack is irrelevant. Magic, weapons, and your own body can all take advantage of the greater chance at these critical hits.

[200CP] Butcher's Bounty

Animals and mindless enemies will always be a source of food for you. You're a master of carving and filleting game as well as keeping your tools for doing so sharp. Your understanding of animal behaviour means you know how to track down their nesting sites and foraging grounds. Wyverns and manticores meat may dangerously toxic, but their nearby eggs make for an excellent quiche! Bear jerky is well and good, but it'd be better with some fresh berries. When it comes to hunting you have a curious kind of luck that allows quick satisfaction of your hunger. Some kind of meal or snack will be available whenever you kill an animal or mindless creature. Even if your target isn't strictly edible the fight is always be able lead you to a morsel or two. Zombies still carry around preserved foods from when they were alive. Slimes will have plenty of wholesome mushrooms growing nearby. Mimics contain tasty snacks to use as lures for adventurers. You'll never go hungry again.

[400CP] Fight-and-Flight

Being a hunter isn't as straightforward as a soldier. In a battle your enemies can feel like an equal, as though fighting back they have as much of a chance as you at survival. When animals are confronted by a threat to survival they flee. You need to be able to give chase. Your talent for mobility will mean defeat for your foes. This perk Improves your fleetness of foot twofold. The same time it takes an average person to move or attack, you do both. Rush in to the front lines to engage enemies before they can reach your delicate mages or archers! Or, if you are one who prefers ranged attacks, combine tactical retreat with a strike against your pursuer! Being able to cover so much ground at a time really opens up your options. One advisory: It doesn't come with increased stamina. Even though you can run circles around your enemies it doesn't mean you shouldn't spend your energy wisely.

[600CP] Merciless

Concussions, lacerations, fractures ... the thing about fighting for your life is that a single serious injury can mean death. Someone can't be expected to keep fighting after they've suffered a headshot or are missing bits. Still there are some with the tenacity to persevere against these odds. Those with the determination to not back down even when they're covered in their own blood. When you attack a target who has already been bloodied, you deal dramatically increased damage. Furthermore whenever you score a critical hit against a creature, they will immediately fumble. This guarantees whatever action they were attempting to perform is going to fail. It also renders them weak against any attacks that follow, including a vulnerability to their vital points.

<Guile>



Dodge

<Defense>

[100CP] Slippery Bastard

Armour slows you down, wards do nothing against weapons - all you need are your reflexes. The best way to avoid damage is to dodge it entirely. You've got great initiative in combat, letting you move around others as though they were standing still. While this doesn't actually boost speed it does greatly enhance your reaction times. Naturally this improves your chances of evading both physical and magical attacks. Between their attacks, this nimbleness lets you pass through others as easily as if they had stepped out of your path. If you were placed in a position where enemies blocked the only exits it would be child's play to tumble around them.

[200CP] Battledance

"There is something romantic, I think, about the idea of being beautiful and alluring and also ridding the world of evil people." Perhaps, like Rosaline, you were trained by a dancing troupe that was just a convenient cover for an order of assassins. From battlefields to dance floors, you can sense the moves of your partner and react accordingly. It could be that you mastered the skills without a teacher. The end result is clear: you are one hell of a dancer. Each time you dodge you do so with charm, beguiling your 'dancing' partner. Your ability to evade is sure to fascinate and fluster, foes finding themselves more likely to fumble each time you slip from their grasp.

[400CP] Untouchable

While dodging everything is the ideal, it's just not always possible. While you're almost infallible at dodging all attacks if that's your focus, it doesn't win battles if you never actually fight back. Inevitably going on the offensive means you could take a hit. Thankfully you can instinctively position yourself to minimize any lasting harm. Taking damage never impairs your movements in any way or disables you. In fact, the force of your opponents can actually be used to maintain an advantage. Not only do these blows not slow you down, you can use the impact to quickly reposition yourself some distance from your foes. Paradoxically by being hurt it reduces your overall risk in battle. Every injury improves your focus, keeping you from making the same mistakes.

[600CP] Whisper Walk

There are masters of stealth, orders of assassins feared across Crest for their talent at remaining undetected. You're better. No one has detected you enough to learn to fear you. You make no noise unless you choose to, you can barely be seen unless you choose to. A clear line of sight isn't enough to allow your enemies to notice you; they could be hanging off the end of your dagger and still struggle to determine the location of their attacker. Keeping mobile misleads enemies and makes them lose sight of you. Perhaps best of all, allies are capable of following in your footsteps. When you lead them a small group can share in this stealth, remaining just as silent and unseen as you until combat begins.

<Guile>



Thwart

<Utility>

[100CP] Crafty

You have a familiarity with all kinds of locks and other devices and can thwart the traps of dungeons with some reliability. With unique traps or custom locks you may not know exactly how they work but you'll always have a fair shot at understanding how to disable such devices without damaging whatever they were designed to protect. When it comes to liberating loot from long-lost locations your intuition will always steer you in the right direction. By just taking a moment to gauge your surrounding you'll notice a faint glimmer from anything out of the ordinary. Whether it's a bag of coin hastily stashed behind furniture or a switch hidden behind a false wall panel, very little escapes your notice when you're paying attention.

[200CP] Recycled Ruins

The annoying thing about traps and locks isn't so much the danger – it's that you have to spend so much extra time disabling them. Half the time, the treasure they guard isn't even worth the effort. Fortunately, you've got an inventive answer to the problem. What if the mechanisms used for the traps could be your treasure? Instead of simply getting in to an ancient chest you can disassemble it. Delicate wires, weighted cogs, even the occasional mana battery just waiting inside to be claimed. You know the real value of these refined components and can reassemble them into new components that make day-to-day life around the camp much easier. If you disarm enough devices you might be able to automate an entire stronghold!

[400CP] Unlocksmith

For a prison facility, Lukatt has an uncomfortable lack of security. Rust has left most of the locks so damaged that any common key can serve to open them – though often at the cost of the rusty key itself being trapped. Truth be told, the making of locks and keys was something of an artform on Crest. Precious keys cost more than life-saving elixirs or the high-quality weapons used by nobility. Given a bit of time and appropriate supplies, you're able to make keys that fit all but the most unique locks. For your peace of mind, you're able to create your own unique locks too. Any such sets will be guaranteed total security against being breached by strength or magic. Only through the use of a matching key, or deftness in lockpicking, could your handiwork be undone.

[600CP] Turns of Fortune

You have extraordinary balance and coordination. To call you graceful would be the understatement of the century. Whenever you take an action that would put you at risk, you'll find that it consistently works out exactly as planned. This applies to any improvised physical actions – things like tumbling between enemy lines without taking any damage, or making an attack on your opponent without leaving yourself vulnerable, or darting across a line or rope – not for lengthy plans. When it comes to your dexterity, you simply don't make mistakes. This fortune seems to spread to every one of your allies too. Whenever you successfully pull off what would be a high-risk move your comrades own chance of fumbling is reduced.

<Magic>



Blast

<Attack>

[100CP] The Apprentice

When enemies are outside the range of your weapons they're still not beyond your reach. As long as you have a clear line of sight to a target creature, you can use the spell Arcus. Requiring fluid motions to cast, it becomes impossible to use with enemies alongside the caster. This takes the form of a ball of light that careens towards your target before bursting into harmful energy. The colour of this ball is dependent on the vein of mana you're aligned with, and does much greater harm to beings opposed to that worldview. Without great dedication, most humans will only be able to cast from the null vein. This form of Arcus can be used with general reliability against most creatures, since no creatures possess souls defined by a utter lack of worldview.

[200CP] Imarcus

Blasting is all well and good, but you can add a little extra. Now the primary target of your offensive spells could gain lingering ailments. You can also energize allies from a distance, providing minor healing along with useful benefits. There are five curses and boons, one for each of the different veins of magic.

Lux permits the use of Daze, limiting accuracy of the combatant; its boon is Grace, as though an invisible hand improving accuracy for the one granted this blessing. Nix causes the Nexus, creating a vulnerability to magic and impairs others ability to ward spells. Nix's boon, Focus, saturates a person with mana allowing their spells to become more powerful. Pox inflicts a curse of Poison, quickly sapping at the health of your foe. Allies can be offered Shadowcloak, improving evasion and making them harder to detect. Those aligned with Max inflict a Pain curse, which makes your enemy vulnerable to physical damage and resist magical healing. Max can also grant Rage, making the target more menacing and causing those to attack them to be at higher risk of dangerous blunders. The curse used by Rex is one of Entanglement which restricts both movement and evasion. Vigor is the final boon which gives an enhancement to physical damage.

[400CP] Archmage

Making the correct gesture has long been a necessity for spellcasting. Even the most powerful wizard can be brought low by a pair of handcuffs or narrow spaces. Where other casters can be foiled by enemies coming too close, you have no such failings. Somatic components have become an enhancement to your spells rather than a requirement. Interference with your movements, even to the point where you're swarmed by enemies, wouldn't be able to prevent your use of magic. So long as you're conscious and meet the other requirements for casting a spell, it's going to work. Close-combat casting also means you can't be caught in the area of your own magical attack. Even if you find yourself within the affected radius of one of your spells, it will never harm you directly.

[600CP] Arximum

~~Darkness blacker than black and darker than dark~~ Attacking a target with Arcus you can clearly see the magical projectile bursts in a striking display to cause its damage. Though the detonation of energy is contained to a single creature, it has more potential. Mages have long admired explosions, Grimoire Halex a testament to that pursuit of ever grander clouds of destruction. When using spells, you increase the blast radius – catching a larger group of enemies within the explosion. At its core, most use the base spell of Arcus meaning the attack can only harm enemy creatures. Any objects and the surrounding environment are unaffected by this explosion of magical energy. You can add either or both of these qualities to your other spells when casting – increasing their area of affect and/or ensuring that only your enemies are harmed by the attack.

<Magic>



Ward

<Defense>

[100CP] Dispersal

The base damage of spells cast against you is reduced. If you are aware of an incoming attack and make efforts to defend against it, this ward is fully capable of blocking all incoming magical damage. Otherwise, the damage against you will be reduced by a random amount. Unfortunately, this type of warding has no ability to block magic that isn't overtly offensive. Spells that don't do direct damage, but instead create status effects will be able to slip through often. In the case of mixed magic which does both direct harm and carries lasting aftereffects, your ward should filter a portion of the immediate attack. However, this ability can reduce spells cast against you to zero direct damage when used effectively.

[200CP] Healing Aura

If you let yourself get hurt, who will be left protect and heal everyone else? Putting your efforts towards healing when surrounded by violence isn't as easy as it sounds. Under the pressure of combat you can keep from being drawn into the fighting – when you choose to defend yourself instead of attack it creates a restorative energy that spreads into any allies near you. While unable to fix mortal wounds, the potency of your aura could help a seriously injured person return to peak fighting condition after a handful of exposures. Outside of combat, status afflictions such as poison or rage can be purged from your allies bodies easily, and you can keep someone from succumbing to mortal injuries until they have a chance to receive real medical care.

[400CP] Gustomancer

Whenever you completely ward against a spell through the use of Dispersal or similar ability, the mana used in the attack is converted into energy for you. This isn't entirely efficient, with health gained being only a fraction of the damage that would be done – but I'm sure you'd much rather be healed than hurt by magic attacks, right? Alternatively, instead of bringing that energy into yourself and converting it to pure healing energy, you can channel it outwards. Defending this way is a little harder but when it works the results are delicious! Mana will be converted into all manner of edible food and ingredients at random (some less palatable than others). When you consume any food or a potion, the benefits of doing so are shared with all immediate party members.

[600CP] Energy Wave

You have a great deal of resistance against offensive magic. Where others would have to actively ward and deflect against blasts, you can do so passively. When you fight defensively, your chances of being able to fully ward against a spell increases dramatically. Curses brought on by spells are no longer an issue for you, as your ward can now deflect them along with the raw damage. If you possess a Healing Aura, the strength of it improves becoming able to lift any such effects during combat from both yourself and any allies. Enemies reliant on using negative status effects or just wearing you down will find themselves at a profound disadvantage. Attrition strategies will no longer be a threat. Your ability to restore and invigorate allies rendering such tactics a wasted effort.

<Magic>



Weave

<Utility>

[100CP] Ritualist

There's more to magic than the blasting and cursing. It can be an elegant art, when the right person holds the tools. On matters of magical theory you appear well educated. You can detect and dispel a wide variety of magic effects, and perform a few of your own – given the right supplies. Unraveling the mysteries of magic comes easily to you. Encountering old scrolls or ritual circles, you can often determine the general function through observation. After this it's well within your capability of making use of the lingering magic. And with the tools so freely available who could blame you for being a bit curious to see them in action? While there is a bit of trial and error involved in the execution, magical backlash from one or four mistakes isn't going to kill you. Encountering any magic ritual site lets you make use of it for its original purpose, or disarm it.

[200CP] Lumbent Mind

You're brilliant. Your mind and body are saturated with magical energy. The saturation of magic in your body improves your personal light level, emitting a faint glow matching the colour of your soul. In well-lit environments, this radiance can be concealed – daylight or fires easily hiding it. However, carrying a light source takes this brightness further, torches or lanterns getting notable brighter in your hands. For your mind, this gives you an ability not unlike the beast-tongue of werewolves. You can share thought and ideas to beings regardless of a difference in language or intelligence – even if they are mindless beings like golems. This doesn't give them a way communicate back verbally, but at least your messages will be heard. Just because you can communicate to them doesn't necessarily mean they have a reason to respond.

[400CP] Full-Bodied Alchemist

Whenever you dispel something using the weave skill or a similar ability, you can take the magic that was powering the spell and immediately distill it into a potion. The strength of this created elixir will be dependent on the spell you unwove. Of course, you don't need to take apart the works of others to create one of these potions. This allows you to brew up wine tinctures, love potions, healing draughts, regular wine, or even the powerful curative Golden Philter. Additionally at your discretion, any alcoholic beverages you create can absorb ambient magical energies as they age, turning even cheap brews into potent medicine.

[600CP] Telekinetic

You can manipulate all manner of objects over a moderate distance. This gives a greatly heightened sense of the world around you. A new sense helps you feel the area in your immediate vicinity. Finding hidden objects becomes much easier when you can sense objects concealed by foliage or behind several walls. You know the layout of nearby rooms long before you enter them. Even without line of sight into a room you can telekinetically move the objects inside. Opening doors, lighting lanterns, or flipping switches – this telekinesis comes with great precision if not stopping power. Even during the heat of battle, you have such precision and focus that you can swap around equipped weapons or even armour between any allies without interfering in their actions. Your new sense does come with an unfortunate blind spot regarding any creatures. Animals, people, or even animated constructs are essentially invisible to this sense, as are any objects they carry.



Items

100CP items are free with the matching origin, while the others for your origin come at a 50% discount.



[100CP, Drop-In] Jumper Spark

Are you ready to illuminate your world? When used, this simple flintlock mechanism can ignite anything that uses controlled fire. With it you can immediately and effortlessly ignite torches, campfires, bonfires, or wood stoves – all of which grow to a bright and welcoming flame. You need not even prepare any kinds of fuels for these fires, as long as there is a supply nearby you could have used the fires continue. Such fires will burn indefinitely and harmlessly until someone or something extinguishes them. Anything ignited by this tool is perfectly safe; you could leave a wood cabin's fireplace burning for weeks unattended without risk. Despite not actually burning any fuel, all these flames still give off a comforting warmth. Any wear on the device is repaired rapidly.

[200CP, Drop-In] Rosewood Café

Once upon a time, this was a place to bring others together. Having a humble menu of various teas, tisanes, and baked confections the café could always bring a smile to its guests. Now the café, like all of the Old Kingdom, lies abandoned. While the people may be gone, the structure itself doesn't lie in ruins and has barely aged a day. Ancient arcane recipes have gone unpilfered, and even the treats inside remain edible and delicious. It would take very little effort to restore this business to functionality, once again serving as a place of comfort. In this world and those that follow, you will always be able to find the Rosewood Café, and have their collection of recipes to enjoy experimenting with yourself. You absolutely must try their specialty, the Black Forest Gateau. Just be sure to finish it before the heady aroma of fine cocoa attracts army of monsters.

[400CP, Drop-In] Chocolatier Rod

One of the pinnacle creations of Gustomancy, the Chocolatier Rod looks as much like an oversized confection as it does a mystical staff. With the colour and texture of cool dark chocolate your opponents may wonder if what you're carrying is even a weapon at all. Far more than being a joke weapon, this staff actually surpass even the legendary scepters Bifrost and Yggdrasil in raw power, and its ability to convert raw mana into nutritional energy actually helps sustain and regenerate a wielder injuries. Along with the passive healing, the rod offers a very strange reward whenever it's used to empower your magical blasts. Upon attacking, all excess mana that does not contribute to the strength of the spell is converted into food. Specifically, the rod produces deliciously fluffy, delicately moist slice of cake. Only you can wield the staff to its full potential, but anyone has the potential to get full on the delectable dessert this produces.

[600CP, Drop-In] Strongholds

What you have now is a perfectly safe site to make camp in. It suits your needs, providing shelter and stability for however many allies you have in your band – with space for a quartermaster and a openings for a few other services or new recruits. But this camp is just where it starts. It may not be home yet, but with enough manpower behind you you can secure any uninhabited location in order to turn it into your new stronghold, and with time your allies can (and if you encourage it) will turn into a thriving community. Unbeholden to any law or nation (except your own if you wish) this is a place where your companions can gather and contribute to the community without restriction, and will automatically draw in all sorts of other people who want to build a better life based on solidarity and goodwill. Your stronghold can be duplicated from one world to the next, but the inhabitants won't travel between worlds.



[100CP, Criminal] Personal Brand

Traitor, Madman, Vigilante, Poacher, Charlatan, Scapegoat. There are many labels applied to the prisoners shipped to this island. Each label is applied quite literally - with the aid of hot iron. If you have to wear a brand for the rest of your life that others read before ever getting to know you, do you really want to be the one branded "Buggerer"? When branded and sent to Lukatt you have free reign on what glyph was seared onto your neck, and how (if at all) that word applies to the crime that sent you here. This can be direct or utterly vague leading others to grow deeply curious on exactly who you might be. Whether you bear the brand openly or conceal it, others will be able to immediately associate you with the chosen word and come to their own conclusions. Here, a convict's brand serves as their first impression. What will yours say?

[200CP, Criminal] Evidence of Life

To others this seems a simple memento, and a symbol from your past life before being shipped to Lukatt. This object can come in as many forms as a person's history. A worn weapon, accessory, or perhaps even some of the clothes off your back? It matters not what item you choose as your token. It's what happens when you strike a genuine connection with someone that the true power of the item becomes apparent. By entrusting it to another person you can establish an unbreakable bond, ensuring they will survive as long as you do. While no protection against serious injury or capture, that individual will always be able to recover. Your token carries the ability of Lifeguard making sure any instant-death abilities are unable to find their mark on the bearer. The recipient is free to return your token or give it to another, but after you have first entrusted it to someone the item will forever offer its luck and protection from death.

[400CP, Criminal] Bitter Blade

The prison shank: a classic companion for inmates everywhere. Spitefully crafted from whatever innocuous implements their jailors won't miss. This weapon is slightly more refined, a once-dull carving knife that has been brought to deadly edge thanks to the ideal grit of a particular cell's stonework. The anger at injustice of its creator has empowered this blade – giving it dangerous capabilities. The first quality is entirely normal for a weapon, it's deceptively sharp allowing critical injuries more easily. The other powers it has are less easily understood. On landing an attack with the dagger the victim feels as though they have been the one chained, with evasion and simple movement become much more of a struggle. Whenever you find yourself imprisoned and deprived of all your familiar equipment, this rough dagger will not let you down. It can be found in a hidden compartment of whatever cell you may have found yourself in – the location of which will be clear to you though not your captors.

[600CP, Criminal] Prisoner's Port

Greenback Bay is known all over the island as the location for a former shipyard where even large vessels could anchor safely. Today some still head there hoping to find something seaworthy in order to escape back to civilization, even though such dreams are doomed to disappoint. You have something better. A port that remains undestroyed by the ancient civil war and centuries of neglect it boasts plenty of ships (though they won't be going anywhere far while Sud'umkatch, the Leviathan, still guards Lukatt's borders). This walled settlement is wholly protected from any invasion by sea. Pirates or other attackers will find the waters themselves work to thwart them, weather turning foul and swallowing their ships while leaving your upstanding residents unharmed. The waters provides everything this community needs to survive. With the generous rainfall for any crops or other water needs along with unparalleled fishing conditions, it will leave you wondering why anyone wants to return to civilization. This town can be populated by others in the world or left as an untouched hidden relic for you alone.



[100CP, Law] Instruments of Peace

You bear the holy armour of the church as one of their crusaders or the uniform of a guard for one of the many prisons on the island. Along with the illusion of authority, this gives you have something not many else do here when they first arrive: proper clothing and a basic weapon to defend yourself. Your weapon can be a sword, dagger, axe, mace, spear, pickaxe, whip, or bow. The incomplete set of armour has four of the following: thigh plate, greaves, breastplate, vambraces, pauldrons, and a shield. While the equipment is nothing remarkable in itself, having any kind of personal armaments will make the criminals and savages of this land think twice about testing your might.

[200CP, Law] The Court Notes Your Deception

Almost more of an auditorium than a normal courtroom, the accused and prosecution are seated in the center and surrounded by witnesses and spectators. A high seat for the judge takes a position of honour, looming over the proceedings. It's a simple building with a simple purpose: determining the truth behind a crime. However, this understanding is for the accused alone. When on trial here one cannot lie to themselves. Make no mistake, being on trial does not compel them to reveal this truth about their actions. What it does is make them confront what they wanted. They understand more about who they are and the shortcomings that led them to this position. Being questioned here guarantees the accused understands why they committed their crime. They must confront their own dark side. Outside of the courtroom it has a few modest cells and a comfortable seating room for guests – slightly better furniture than is found in the other ruins of the Old Kingdom.

[400CP, Law] Divine Anchors

A set of a dozen anchors and chains of uncertain origin. Together these can be used to restrain a truly powerful entity up to the level of Leviathan. But these Divine Anchors bind more than the beings' body. With their mind becoming just as much of a prisoner, your captive will use their intelligence and powers to satisfy your objectives. Only the voices of you and your descendants can reach the prisoner to give commands. Demonic energies can disrupt the delicate weave upon these anchors, making them incredibly fragile for a time. This does no harm to the enchantment itself and whatever you've confined will work to fight off any who seek to free it. Once all chains are broken, your captive is released from your control. The most severe limitation is, of course, that you have to be capable of placing these bonds on a target before you have any power over them. When anchored to any property whichever being you've contained is able to travel the area but remains restricted in behaviour by your commands.

[600CP, Law] Inescapable Isle

Sharing waters with the nearby Lukatt, your personal penitentiary is just as certain to keep criminals contained as the stocks of Stophthroat Bay. With up to 2,00CP0 km² (770 sq. mi) of land, the environment here is yours to decide. This imposing fortress has no real weak points, making forced entry almost impossible without the aid of an army – even if the building is manned by a mere skeleton crew. Only with the aid of an inside man would a person be able to get out of the hundreds of cells here. You are the officer entrusted with the care of the facility and granted free reign in how justice is served, able to stick to the punishments handed down by the court or devise your own. The isolated nature of the facility and trouble reaching it by any watercraft mean your prisoners will not have visitors unless you take special effort to allow such things. You receive enough rations to keep the guards and prisoners from getting hungry. The staff here may be treated as a group companion and brought along to future settings if you so choose. Otherwise you will be provided with new guards as appropriate to the setting.



[100CP, Lukattite] Sumptuous Garden

Some of the most widespread and well-preserved novels found on the island of Lukatt, versions are still copied down and squirreled away in ruins across the island. Whether hidden under mattresses or tucked conspicuously out of place on bookshelves, whenever in the ruins of civilization you can be sure that wherever you are a copy of this "literature" can be found nearby. Most curiously, each version seems to have slight deviations making every copy of *Sumptuous Garden* unique. It's rumoured that a core edition exists somewhere, from which all of the others are based, and a certain scholar on the island has made it his mission to research the work and try to recreate that edition. He will pay a handsome price for your copy, but you may want to keep it as the deviations found in this version seem to cater to your tastes.

[200CP, Lukattite] Floral Oil

An aromatic extracted from wildflowers and dryads, luxuries similar to this one are rare in civilization but unheard of in Lukatt. Even the bottle boasts elegance, the thick glass bottle and stopper doing little to hide the marvelous aroma of the pink fluid it holds. Undoubtedly it would make for an expensive luxury item. With the perfect balance of sweet and woody fragrances, this oil offers a flattering scent regardless of gender. It has a powerful aroma, even carried around stoppered one can catch hints of the sylvan scent. Nature's essence infuses every drop of this oil, the scent alone promoting growth and regeneration. Left in an area over time, it will begin to cause an explosive growth in plants and fungi. Just by carrying it you can feel these effects yourself, the gift of nature providing regeneration to the bearer. Perhaps it's best not to wear this particular perfume.

[400CP, Lukattite] Synapse

This whip-like tentacle can cover itself in a dangerous layer of crackling electrical energy. Birthed in the nucleus of a colossal organism beneath Lukatt, the weapon is alive if animalistic in behaviour. It will remain loyal to the wielder it chooses. While it does minimal physical damage in comparison to even the deteriorated weapons found on the surface of the island, the use of Synapse will leave your enemies remarkably vulnerable to secondary assaults. The charges it releases interfere with the muscles and minds of those it's used against. Acting as a nexus, the whip will send signals into those it strikes, distorting their minds with imaginary pain and hallucinations. The interference of its feral mind signal connecting to another makes the targets weak to magical attacks of all kinds. Having been struck, the energy sent into their bodies can cause your targets to fumble outright.

[600CP, Lukattite] Primordial Humour

The Old Kingdom devised an underground rail transport network without the need for engines, fuel, or even magic. Even though the kingdom fell, those tunnels remain, more robust than they were during the height of the empire. After studying an organism called the Primordial Ooze which was capable of growing to colossal sizes, it was discovered that the surface of primordial oozes would engage in a type of swallowing action pulling foreign material along. Because the life form could be grown over the surfaces of a tunnel allowing a clear exit after a long tract, and because it maintained its own internal ecosystem, the ooze created a safe and easily maintained system. Only where the tract begins, at the various meatuses required any kind of maintenance to avoid further expansion. You can have your own biological underground shortcuts in this region and those that follow, allowing for much more rapid travel over a national area, and, at your discretion, having an immune system to keep out trespassers.



[100CP, Demon] Devil Adonis

A marvelous statue composed of many varieties of obsidian, the material that forms the core of most demons. Under the handsome head are a pair of alluring arms, lewd legs, wanton wings, and a stunning torso. Fashioned from the components of no less than sixteen lesser demons this piece is as sinfully sculpted as one might expect, the perfect form sure to draw the attention of everyone in the room. Its purpose is twofold. To demons, having such a statue is a clear sign you are not to be crossed – for the material used shows you can easily defeat scores of any of the typical kinds that walk among mortals. Humans who see such a brazen display of demonic magnificence may not understand the material used, but it will certainly help them learn to appreciate demonic form.

[200CP, Demon] Finest Fiend

A land of convicts and savages, and their wardens too undisciplined to mask their own corruption. You have what none of those lessers do, class. Unlike the discarded trash of society you do not cling to rags and other scraps to preserve your modesty. Like the ostentatious rakshasas, you have absolutely elegant attire – with fabric more perfect than can be woven by mortal hands and sporting as much gold and gem embellishments as you may desire. Why, this one set of clothing could be enough to fund a mortal town's expenses for years. But perhaps you want something more? Like the djinn, succubi, and ashlords – you really don't need a full outfit to impress. Under that first layer your body has been decorated as a work of art, with piercings, tattoos, or scarification ensuring that the eyes of others are always drawn to the right places.

[400CP, Demon] Family Jewels

Rubies, sapphires, diamonds, onyx, or emeralds. You have a personal supply of all of these gemstones that could make the politicians of Crest weep with jealousy. But more than simple wealth these precious stones are all aligned with various colors of mana and let you cast different types of energy instead of the standard Arcus. While you carry one it infuses your weapons, making attacks against creatures aligned with opposing philosophies to the colour more powerful, and even carrying a cursed strike unique to each stone. Sadly, different stone types cannot be used at the same time without collapsing back into the null vein. Any skilled artisan should be able to incorporate these gems into a grimoires, stave, or other spellcasting aide to change the type of mana it used. While your supply of the selected gem is exhaustible, it would take consistent effort to use them all up.

[600CP, Demon] Demon Lord's Castle

Your own little slice of paradise, this home is easily the size of a village housing many demonic servants that attend to every detail. It has perfect privacy, being separate from the world of mortals in a small pocket realm that provides your estate with a beautiful vista. This scenery contains everything your staff needs to collect wood for the fires and prepare both food and drink for you and hundreds of guests each day. Inside is great hall capable of hosting just as many visitors, and in addition to the expected amenities for a hellish home you have a large library, luxurious hookah lounge, torture chambers, and gardens brimming with exotic plants. You can design a ritual that will allow those proficient in magic to bring themselves into your realm. While you're inside it time passes differently here; the outside world's passage slowing to a crawl in comparison. Hours within are seconds outside, and any time you spend within this realm will not count against your jumps duration. It serves as an excellent place to recuperate, but other demons may motivate you to throw lavish parties befitting such a location.



Companions

This section offers no discounts based on your Origin or other previous choices. You gain one purchase in this section for free, a Rescuer who can spring you from the stocks perhaps. All options in this section can be purchased multiple times.

[50] Old Bastards

Do you already have a special someone you want to enjoy this experience with? For each purchase of this option you can import one companion to the setting with you. They can be any of the playable races which populate the island and select any origin for free, gaining a 600CP stipend for perks, with all freebies and discounts as appropriate to those choices. Unfortunately most arrive on Lukatt with nothing but a brand and the clothes on their back (if they're lucky) so any Bastards you take cannot purchase any items beyond their freebies with this stipend.

[50] New Bonds

Even in this place, there are some lucky enough to find true companions instead of simply struggling to survive against the monsters and even-more-monstrous men that prowl the wilderness. You have found one such person on this island you can call a friend. They may be any of the non-unique intelligent races found on the island. You can freely choose their appearance, personality, and history here. A new companion with an origin of Drop-In could be a character cast forward from the glory days of Lukatt or be an amnesiac but has no connections in the current time. They receive all the same advantages as Old Bastards.

[200CP] Canon Companion

If you form a strong bond with any of the locals, be it a Bastard or side character, this allows you to invite them to join you on your travels as a companion. Additionally a purchase of this option will ensure are led to at least one encounter with a specific canon character of your choice when they have need of help in a serious matter, giving you an excellent chance to make an impression and convince them to accompany you. So long as they are alive at the end of your decade in this world they'll be able to take you up on that offer.

[Variable] A Token of Trust

Companions will go through a lot with you. Here is a simple way to show your appreciation for all their support... or just grant them additional power to serve you. You can transfer any amount of your own CP budget to your companions, imported or new. This CP is transferred on an individual basis at a 1:1 ratio. Points shared in this manner can be used by the companion in order to purchase additional equipment instead of being limited to their freebies, though obviously the items will be the property of the companion who purchases them.

Drawbacks

Is just being trapped on a penal colony and branded not enough punishment? You may gain up to an additional 800CP by taking on more issues during your incarceration here.

[+100CP] Smith Soul

There are some who say the conflicting energies of different mana veins can't be combined into a single weapon without collapsing. If a blade is sharp enough to slide through a Steel Exarch's armour, other smiths would call it a victory. You aim higher. Perfection isn't achieved by resting on your laurels. You can't help but see the potential that lies in hunks of obsidian or scraps of old spellbooks. If they could be combined you know the results would speak for themselves. Unfortunately, reality doesn't always line up with these visions. Overworking of materials happens surprisingly commonly as you keep trying to refine a project more and more, until all you're left with is bits of useless slag. There's always a risk during your crafting of reducing the material to waste, and the risk rises rapidly as the quality of material increases. Whether you're a blacksmith, bookbinder, chef, or (god-forbid) a gene-splicer, please practice your craft responsibly.

[+100CP] Out of Your League

Utility skills are not your forté. You can't contribute much to the day to day tasks around camp, if at all. Basic jobs like collecting firewood might be within your capabilities, but any harder labour is beyond you. Strength, dexterity, and to some extent intellect are only assets to you during combat. Something like a locked door can serve as a serious obstacle – as you'll lack the force to knock it down or the skill to open it without a key. Whether you're trying to swimming in a strong current, identify magical runes, or just tie a firm knot with rope –you'll want to have another, more qualified person on hand to keep yourself from getting hurt. Most tasks like these are clearly outside your range of ability and you would only injure someone for the attempt.

[+100CP] Yes! I Am Yours Entirely

This drawback comes in two varieties! Your first option is having the appetites and brazenness of an incubus, becoming driven almost entirely by your libido into the laps of whoever is indecent enough to accept your advances. Your tastes in partners does not change, but you will find yourself so consumed by your passions that most of your time is dedicated to admiring them or crudely praising them. Your second option is having been dosed with a Love Potion, becoming fixated single-mindedly on the satisfaction of your newfound true love. The target of your affection is someone you trusted implicitly and despite knowing of their betrayal you can't help but feel your infatuation growing. While not necessarily sexual, you will spend just as much time as the former option plotting ways to brighten your ~~betrayal's~~ lover's day. In either case, expect to be taken advantage of.

[+200CP] Real Bastard

If this were a conventional prison, you definitely wouldn't be getting time off for good behaviour. You've killed before. You'll kill again. It's not a problem, it's a solution to remove things you don't like from your life. You find the best way to deal with conflict is overwhelming force, and unless someone gives you a damn good reason to stop fighting – such as surrendering all of their valuables – well, there's no reason to give someone mercy for free, right? You can still form genuine connections and like or even love people. It's just that in the early stages of a relationship... particularly when you're first meeting someone, you have no problem voicing your desire to maim to keep them in line. In combat this murderous energy manifests itself as a palpable aura of violence. Friend or foe, anyone standing near you suffers damage just by proximity.

[+200CP] Not My Kind

For one reason or another, you're loathed by your own race. Perhaps you're branded with a truly heinous crime against your people. You may be a neonate vampire or fledgling demon that others naturally look down on for your weakness. Perhaps you are an outcast. Like a werewolf who sees the beauty in the world instead of looking for violence, or a goblin that values friendship over personal wealth. It seems that your mind, in one way or another, leaves you incapable of coming to a mutual understanding with others of your species. This disdain for beings of your race is repayed fully. Whether they're too stupid, violent, ugly, or some other perceived flaw – you will never get along. Whether you instigate it or try to defuse tension, more often than not these encounters lead to combat. No matter how hard you try to avoid them, you just have a way of running into others like you.

[+200CP] Turn-based Non-strategy

Given the time to consider your options and plan an attack would not make you any more efficient in actually executing it. Both you and your friends are sorely lacking when it comes to sound battle tactics. Allies are easily distracted and focus on attacking whichever is nearest them, without consideration for who they would be most suited to fight. Your magic and ranged units will remain in close combat instead of retreating to a safe distance. Even disarmed allies will keep on fighting with their fists instead of trying to retrieve lost gear. During the chaos of battle, letting your instincts get the better of them is understandable – though that's not where this drawback ends. Even if you can identify routes that will put you in danger of ambush, you see no reason to make effort to avoid danger. Lastly, and perhaps most seriously, even with an encampment of dozens of loyal men and women supporting you you never see a need to make use of those resources. You will only ever head out into the dangerous wilderness of Lukatt with a maximum of three allies at a time.

[+300CP] Remorse

Criminal or not, there is one sin you're guilty of. A virtuous person you care deeply for, either through your actions or inaction, will steadily become a monster. Enticed by the demonic forces or enthralled by the charm of vampires, whatever good they had when you knew them has been replaced by a lust for personal power. While there are several paths to help them avoid this fate, none of these solutions will be obvious to you until after the time to use them is long past. You will spend many sleepless nights wondering what could have been if you approached the situation just a little differently. Even while they torture and kill to bring themselves closer to their new ideal, they still hope you can be convinced to accept a new evil nature with them. Inevitably your friend will become committed to this sinister transformation in a way that cannot be undone – losing humanity far more in spirit than in form along the way. The only one able to stop them is you.

[+300CP] Homeward Bound

You had a home. You had a life. It might not have been perfect but it was yours. Until it was all taken away from you and you were shipped to this godforsaken island against your will. Some people may be able to leave everything behind, to forgive the injustice against them and make a new life in a new world. You are not one of those people. The injustice against you still burns like the hot iron that branded your neck. Every day you think of the life you left behind, and how much better it was than what you have now. Whether you deserve to be here or not – your destination is clear. You must escape Lukatt and return to the Kingdom of Crest. This return will be opposed by all levels of the government here. Politicians or priests, everyone in power will work together to ruin the homecoming efforts. Anyone coming back from Lukatt brings dangerous information and that is a problem too great to ignore. Until the old system lies in ruin, you will not have peace. Deep down of course, you know this isn't the first home that you've lost. There are so many others that you left behind. Even conquering Crest and bringing a new era of true justice won't really satisfy your homesickness.

[+300CP] Reminiscent Roster

An island that never lets anyone go. Unceremoniously pulled from the comfortable worlds they knew, you will find plenty of company here. Surely you weren't so naïve to believe your situation was unique, were you? A score of strangers from other worlds were given the same chance to empower themselves here – some less strange than others. Among them are people alike you in more than circumstance. There versions of yourself from other timelines, their choices having made them selfless heroes, true monsters, or anything in between. Each boasts their own varied out-of-context abilities from their previous worlds, but in the interest of fairness, each of you will be scaled to an even level of power when conflict arises. And conflict will inevitably arise given Leviathan will only reward one person with control over the borders of Lukatt. You best ensure that it's you or someone you trust that holds the authority to determine who is allowed to leave this world.

[+500CP] The Island Embraces

Like a caged beast you're bound with Divine Anchors and hidden away beneath the island. Their influence over your body and mind is absolute forcing you, like Leviathan, to make use of all of your abilities to prevent escape from Lukatt. If you have no abilities that can be used from this isolated position to prevent escape from the island it may very well drive you mad – the need to fulfill your duty combined with inability to do so preventing sleep and consuming your every thought. The entrance to this dungeon is well concealed, accessible only by following the vague clues found elsewhere in Lukatt. Beyond this is a trap and puzzle-riddled dungeon before any adventurers can reach you. The incarceration of powerful entities was a secret unknown to all but the royal family, so even determining where to start looking for clues to your location could be a trial. A trip into the dangerous Caldera region where the royal city was once located is a good starting point. Any of your companions will know that you've been imprisoned and it's up to them to release you safely, but it will be on them to actually determine how to do so. This means they'll need to track down the clues manually, as your Divine Anchors will interfere with any kind of supernatural means to determine your location.

Ending Choices

You have completed your 10 year sentence to this world as agreed. Survival means you can choose from any of the first three endings. Now that you're rehabilitated and no longer a dangerous menace to the multiverse, the doors to the cell are open and you're free to move on should you choose it.

Get Out of Jail, Free [Go Home]

Can you remember what your life used to be? Perhaps living here has stirred up those distant memories of home. With so many of the poor bastards reminiscing about their own previous homes who could blame you. It's depressing to think how much time will have passed by the time they're reunited with the lives that were taken from them. Like the Old Kingdom and modern Lukatt, the difference will probably leave them unrecognizable. You don't need to suffer that. As though frozen in time like Blackspire Oubilette, your homeworld is unchanged since your departure. And now you get to go back to that place, with everything you gained during your time in other worlds.

A Lifetime Sentence [Stay Here]

A land that is supposed to be meant for the worst of the worst, filled with the virtuous who stood up to corruption. A prison where freedom is a distant memory that turns out to be the only place not holding you back. Your entrapment didn't begin here. Chains are used to bind. Was it discovering a world free of regulations and laws what helped you understand your cage? But with everything you've left behind, how can you really choose to make this your home forever? Perhaps you aren't ready to be introduced back into the multiverse at all. But at least you know freedom, here on Lukatt.

The Island Remembers [Continue]

Lukatt may have seen its civilization destroyed but it is not a place that forgets its history. For better or worse your actions here will set a new course for the island; perhaps it will be a place of compassion and harmony, or depravity and chaos, or fade into nothingness as it remains locked off from the rest of the world... You remember your history too. What was it that began this journey in the first place? You can still feel something driving you forwards. Perhaps it's just spark of adventure? A lust for power or knowledge? The desire to be something greater than yourself? Perhaps you'll have that chance in the next world...

Only Worms Remember Me [Death]

Once upon a time, Lukatt had a hero. He died trying to carry out his wife's last wishes. The thriving country they ruled together fell to civil war – and instead became a place of violence. He lost all of his courageous companions and in the end succumbed to injuries alone, never to be given his final rites. There is no longer a kingdom, no one to regret his passing. Not all stories have happy endings. Sometimes the truth is lost to time and the just are re-imagined as villains. Jumper is dead. Justice has been served. But you... you are returned home, alive and well, keeping everything you gained in your adventures up until that death.



Notes

By stupid_dog

Special thanks to Captain Brutus, NuBee, and SpyroAnon.

Mana veins here are thematically similar to those in Magic the Gathering. White (Lux) is opposed to Black and Red, Green (Rex) is opposed to Blue and Black, Red (Max) is opposed to White and Blue, Black (Pox) is opposed to Green and White, and Blue (Nix) is opposed to Red and Green.

Purchased weapons can have their special abilities applied to a different weapon you already own, if you choose.

Demon Lord's Castle can be something like Barrod's Estate, Emitt Manor, or Hotel Zisa. In any case it will be a place that draws demonic guests and has all the catering attended to by lesser demons or thralls.